

# Martial Arts - Air Dragon Style

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

Signature Charms have larger and colored boxes associated with their element.

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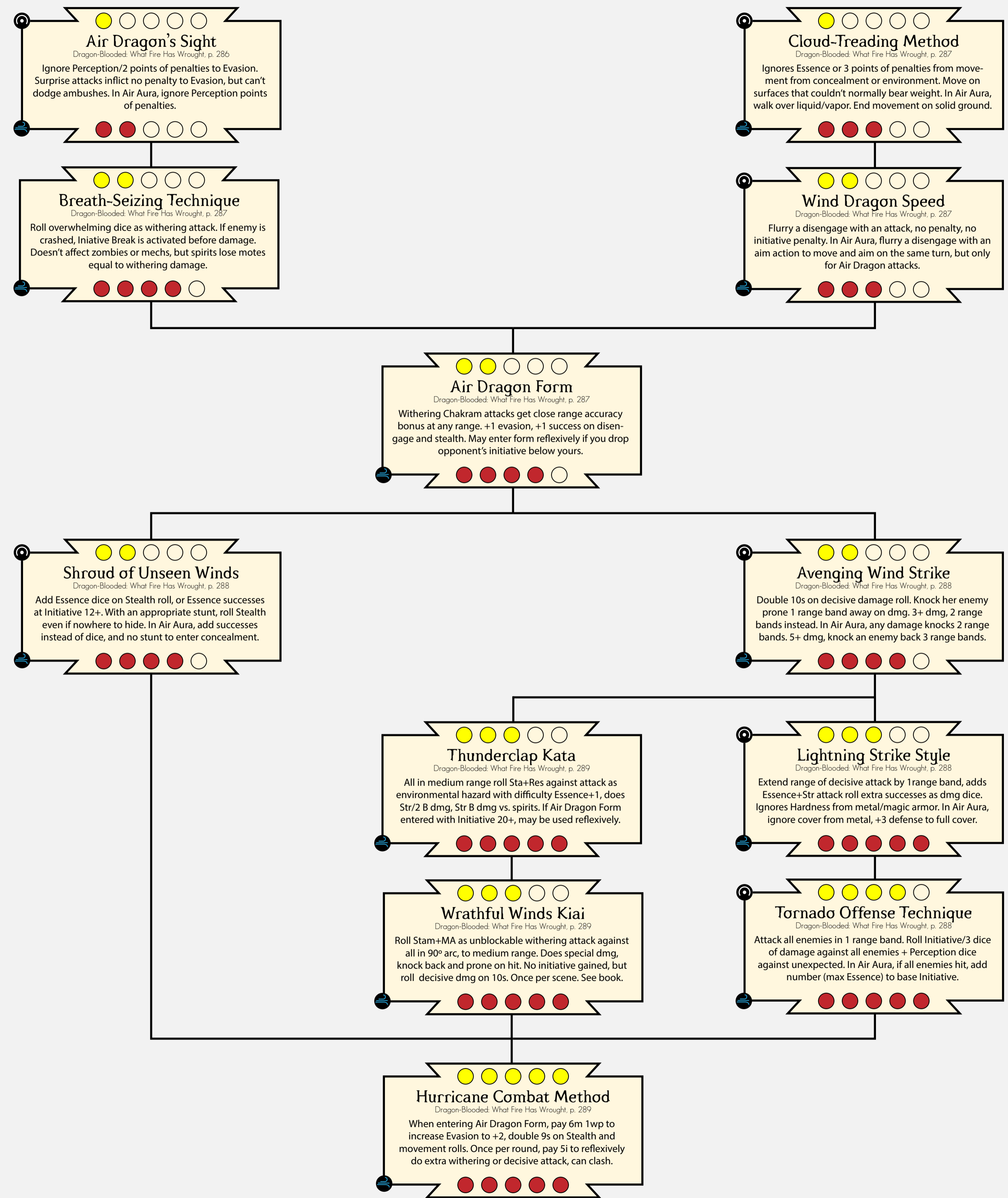
## Air Dragon Style Info

To practice Air Dragon style is to be the wind: elusive, intangible, omnipresent, and devastating in its fury. Its students train in acrobatics to cultivate an intuitive awareness of their body's own movements, and master breath control to lighten the body and walk silently. Unlike the other Immaculate styles, Air Dragon stylists strike from afar, throwing chakrams to claim their foes' heads.

<h3>Weapons</h3> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Chakram</li> </ul>	<h3>Armor</h3> <p>Light armor only</p>
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### Complimentary Abilities

Occult is used for battling spirits, while Dodge and Stealth are used to evade and outmaneuver foes.



# Martial Arts - Earth Dragon Style

Exalted 3rd Edition Dragon-Blooded Charm Cascades

## Legend

**Charm Name**  
Book Name / Page Reference  
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- Permanent Essence requirements in dots
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- ↑ Repurchase/Upgrade available
- ⊙ Aura Keyword (see What Fire Has Wrought)
- ⚖ Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities

- Water    ⚡ Earth    ● Wood
- Fire    ● Air

Signature Charms have larger and colored boxes associated with their element.

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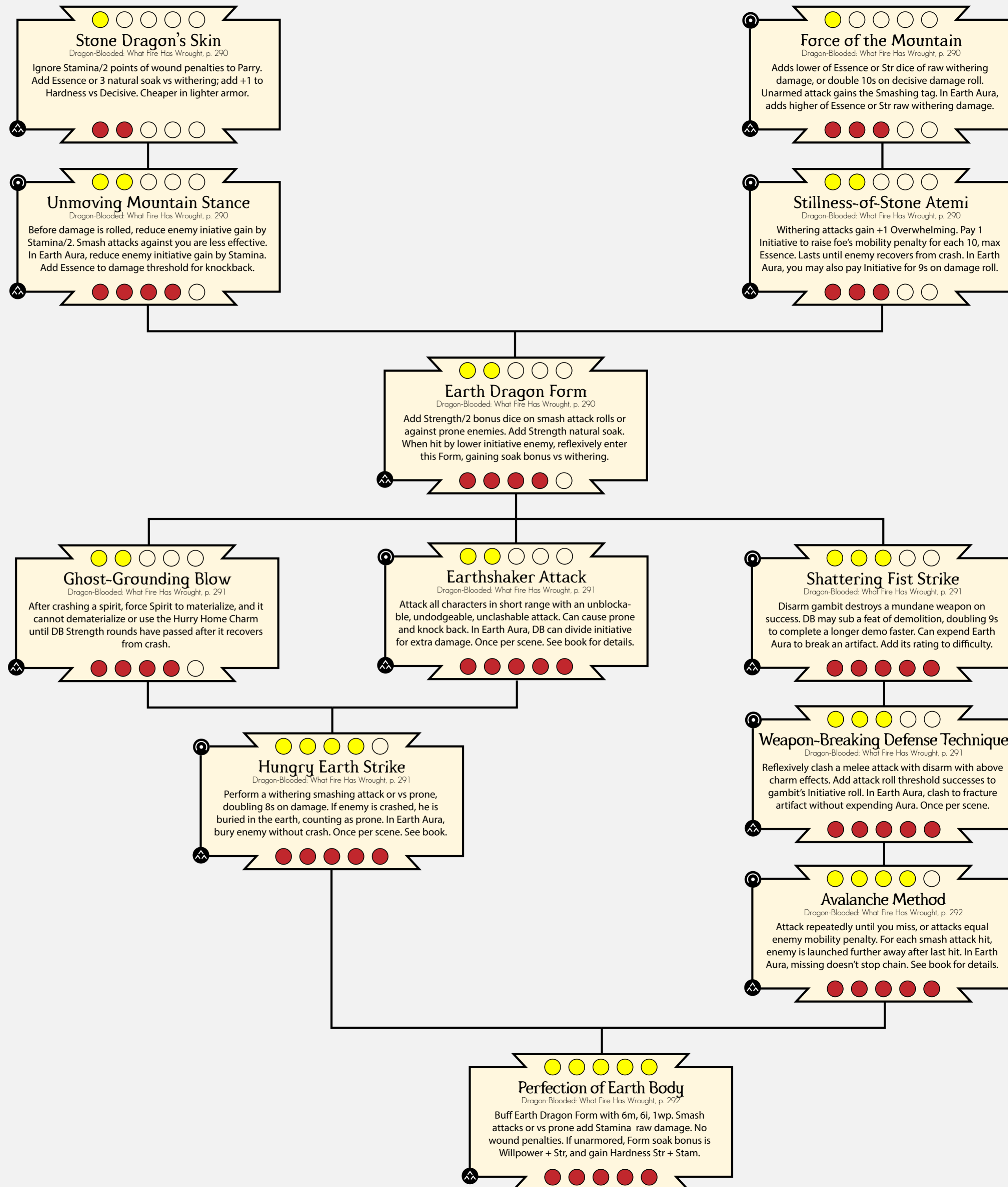
## Earth Dragon Style Info

Earth Dragon style tempers overwhelming force with meticulous deliberation, moving slowly and surely with every technique. Students undergo training regimens that strengthen the body, hardening fists through hours spent striking barrels of gravel and learning to ignore their pain by sleeping on beds of nails. This training tempers them into nigh-invincible warriors who can stand toe to toe with unruly gods and Anathema, withstanding deadly blows and answering in kind with their mighty tetsubos.

<h3>Weapons</h3> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Chakram</li> </ul>	<h3>Armor</h3> <p>All armor types</p>
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### Complimentary Abilities

Occult is used to battle spirits, while Athletics is employed in feats of strength.



# Martial Arts - Fire Dragon Style

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

Signature Charms have larger and colored boxes associated with their element.

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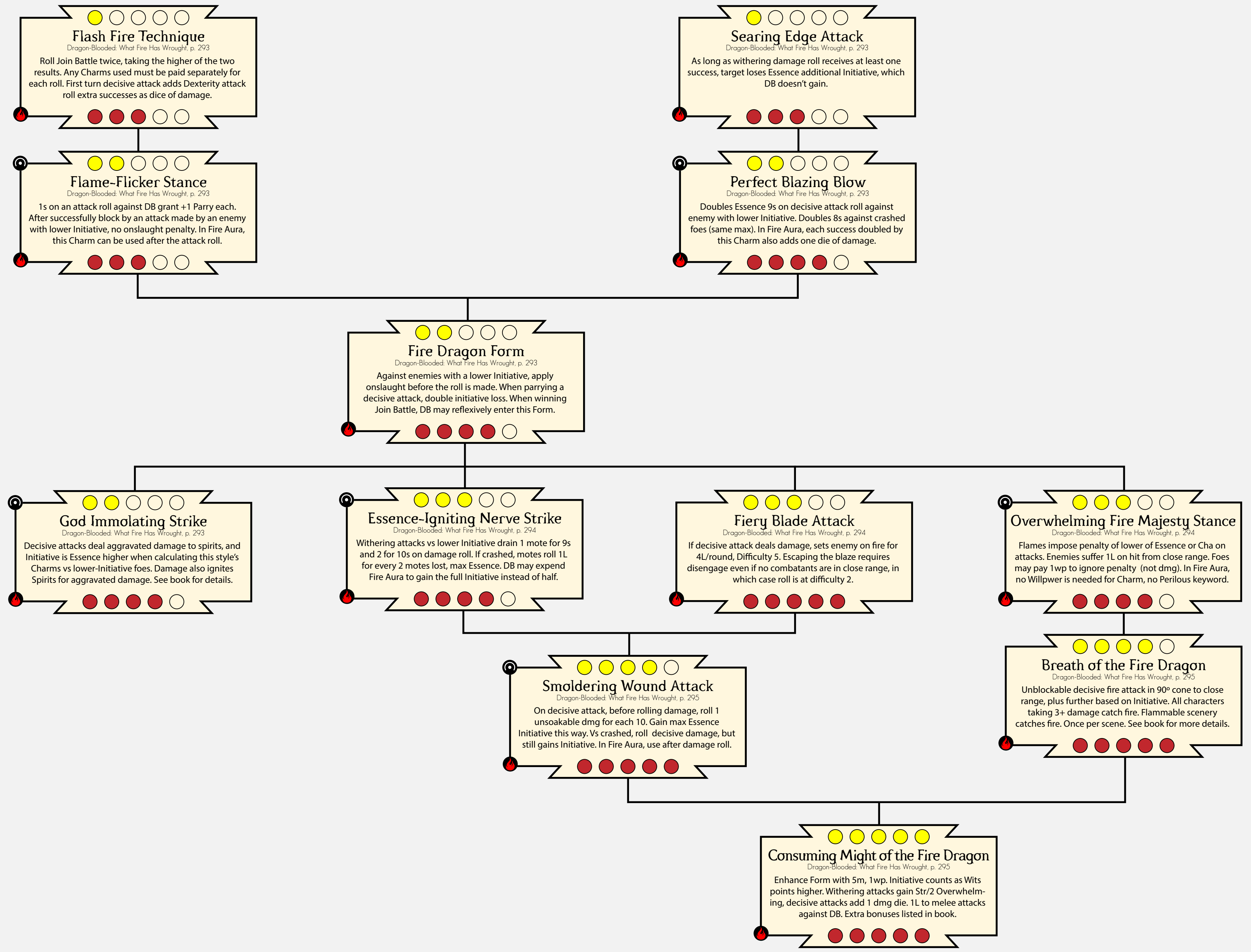
### Fire Dragon Style Info

Fire Dragon style demands both the capacity for unpredictable violence and immense self-discipline. Its students train in the rhythm of combat, sparring and performing weapon drills in time to music. Walkers on the path of Hesiesh fight with incredible speed and a dancer's grace, knowing when to withhold their force and when to unleash it without restraint.

<h4>Weapons</h4> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Paired Short Swords</li> </ul>	<h4>Armor</h4> <p>Light and Medium Armor</p>
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#### Complimentary Abilities

Occult is vital to subduing unruly gods.



# Martial Arts - Water Dragon Style

Exalted 3rd Edition Dragon-Blooded Charm Cascades

## Legend

**Charm Name**  
Book Name / Page Reference  
Short Descriptor.  
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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

Signature Charms have larger and colored boxes associated with their element.

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## Water Dragon Style Info

Water Dragon teaches that all things are flow — the rhythm of a fight, the blood of a living body, the Essence of Creation. Practitioners of this style train in techniques that block, redirect, or impede these flows, subtly manipulating the conditions of battle to seize victory. Its defense emphasizes fluid motions and outmaneuvering enemies with footwork, while its offense relies on repeated strikes, exploiting the lightest wound to unleash a cascading torrent of death.

## Weapons

- Unarmed
- Tiger claws

## Armor

Light and Medium Armor

## Complimentary Abilities

Occult is needed to battle spirits.

**Flowing Water Defense**  
Dragon-Blooded: What Fire Has Wrought, p. 295

DB can flurry a full defense with an attack, ignoring the Defense penalty for flurrying. In Water Aura, on successful attack, the Initiative cost of full defense is refunded.

**Rippling Water Strike**  
Dragon-Blooded: What Fire Has Wrought, p. 296

Withering attack gains +2 Overwhelming, Dexterity can be used for damage rolls. When crashing foe, all enemies in close range suffer -1 onslaught penalty. In Water Aura, add Dexterity and Strength to raw damage.

**Drowning-in-Blood Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 296

Decisive attacks doubles 10s on damage roll. If 3+ damage dealt, raise wound penalty by 1. Multiple uses stack penalty against spirits, max Essence. In Water Aura, add foe's wound penalty/2 bonus dice of damage.

**Shrugging Water Dragon Escape**  
Dragon-Blooded: What Fire Has Wrought, p. 296

Doubles 9s on a Strength + Martial Arts roll to resist grapple, a disengage roll, opposing an enemy's rush, or any roll to escape from restraints such as manacles. In Water Aura, success on the roll grants one Initiative.

**Water Dragon Form**  
Dragon-Blooded: What Fire Has Wrought, p. 296

Add bonus dice on attack rolls equal to target's wound penalty. Stamina is doubled when calculating natural soak. Raising foe's wound penalty with decisive damage, DB may reflexively enter this Form.

**Theft of Essence Method**  
Dragon-Blooded: What Fire Has Wrought, p. 296

When crashing an enemy, steals Essence + wound penalty motes. Choose whether to drain personal or peripheral motes, adding them to the same pool stolen from.

**Bottomless Depths Defense**  
Dragon-Blooded: What Fire Has Wrought, p. 296

Before attack is rolled, roll Essence + Stamina, each success cancelling at least 1 level of decisive damage. DB may pay 1wp and expend Water Aura to negate all damage from the attack. Once per day.

**Essence-Dousing Wave Attack**  
Dragon-Blooded: What Fire Has Wrought, p. 297

If decisive attack vs crashed enemy deals at least (his Essence) damage, deactivate one of his combat Charms. DB may expend Water Aura to use this Charm against an enemy who isn't crashed.

**Flow Reversal Strike**  
Dragon-Blooded: What Fire Has Wrought, p. 297

On decisive hit, foe rolls Sta+Res vs DB attack roll threshold successes. On fail, each failed success adds 1 die of decisive damage, then withering equal to wound penalty. Extra vs spirits. Once per scene. See book.

**Ghost-Restraining Whirlpool**  
Dragon-Blooded: What Fire Has Wrought, p. 297

Spirits in medium range must disengage. Gain Initiative lost by spirits disengaging. After each spirit's turn, steal 2 Initiative if they didn't approach. Extra vs dematerialized. May use reflexively when entering Form.

**Crashing Wave Style**  
Dragon-Blooded: What Fire Has Wrought, p. 297

Make withering attacks vs foe until miss, crash, or 1 + wound penalty attacks; until -1 Magnitude or miss with BGs. In Water Aura, crashing deals dice of lethal damage equal onslaught penalty. Once per scene.

**Tsunami-Force Shout**  
Dragon-Blooded: What Fire Has Wrought, p. 297

Unblockable decisive attack in 90° cone to medium range. Knocks back 1 range band and prone, 3+ damage sends 1 range band further. Can be used with Ghost-Restraining Whirlpool. Once per scene. See book.

# Martial Arts - Wood Dragon Style

Exalted 3rd Edition Dragon-Blooded Charm Cascades

## Legend

**Charm Name**  
Book Name / Page Reference

Short Descriptor.

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- 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

Signature Charms have larger and colored boxes associated with their element.

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## Wood Dragon Style Info

The most esoteric of the Immaculate Dragon styles, Wood Dragon oversees the cycles of life and death. Its students undergo grueling regimens that bring them to the edge of death, fasting to their bodies' limits while consuming copious quantities of hallucinogenic and entheogenic drugs. When they return to the world of the living, they bring mysterious insight with them. In battle, these mystics draw on an extensive knowledge of pressure points and Essence flows to both subdue foes and heal allies. Masters of the style are rumored to possess a technique that can bring instant death, destroying the soul itself.

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### Weapons

- Unarmed
- Staff
- Long Bow (melee)

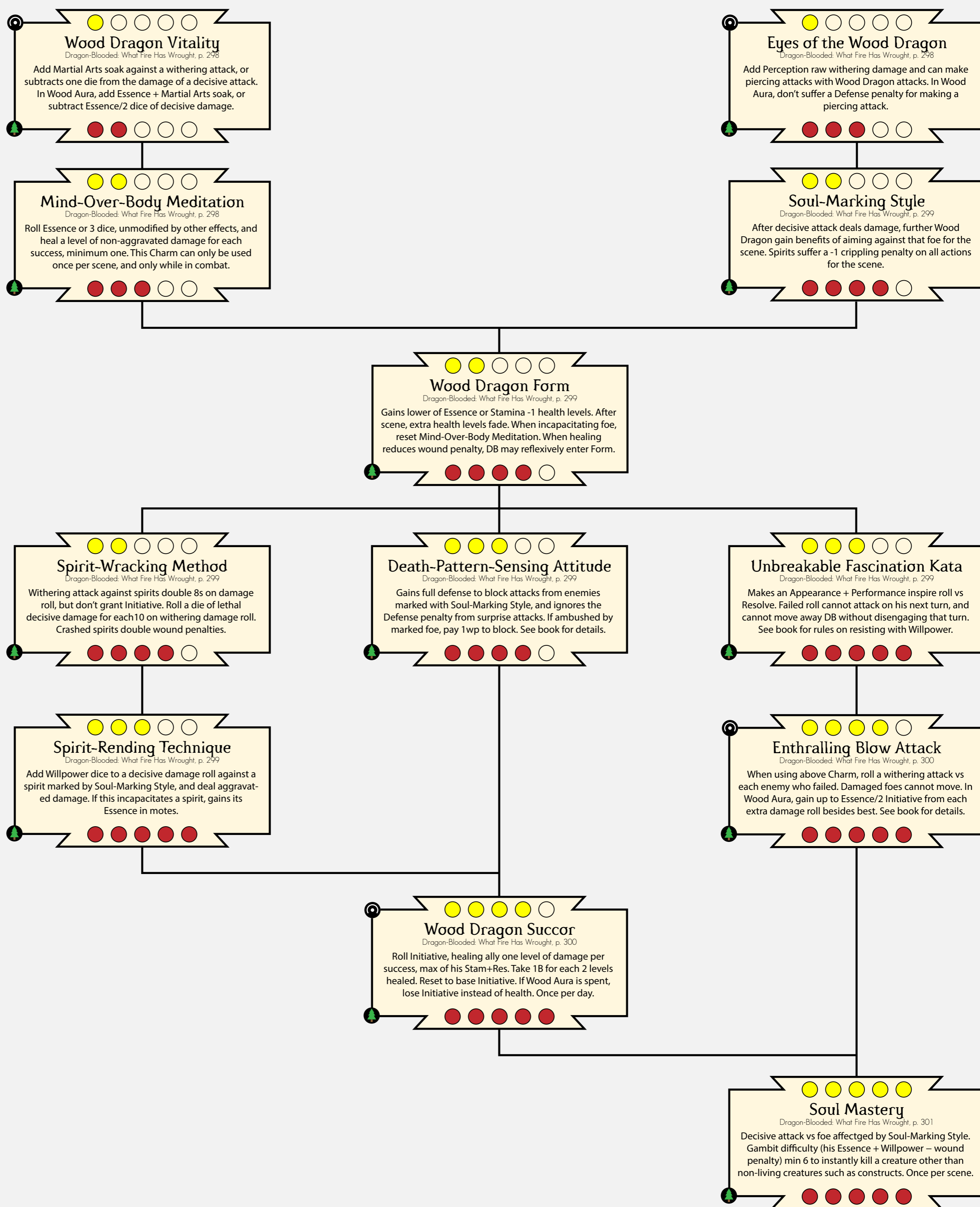
### Armor

Light Armor

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### Complimentary Abilities

Occult is necessary to battle spirits, while Performance is used to distract and misdirect.



# Martial Arts - Golden Janissary Style

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
- T** Terrestrial Tag (Dragon-Blooded restrictions)
- M** Mastery Tag (Solar/Sidereal bonuses)

**Elemental Affinities**

- Water
- Earth
- Wood
- Fire
- Air

Signature Charms have larger and colored boxes associated with their element.

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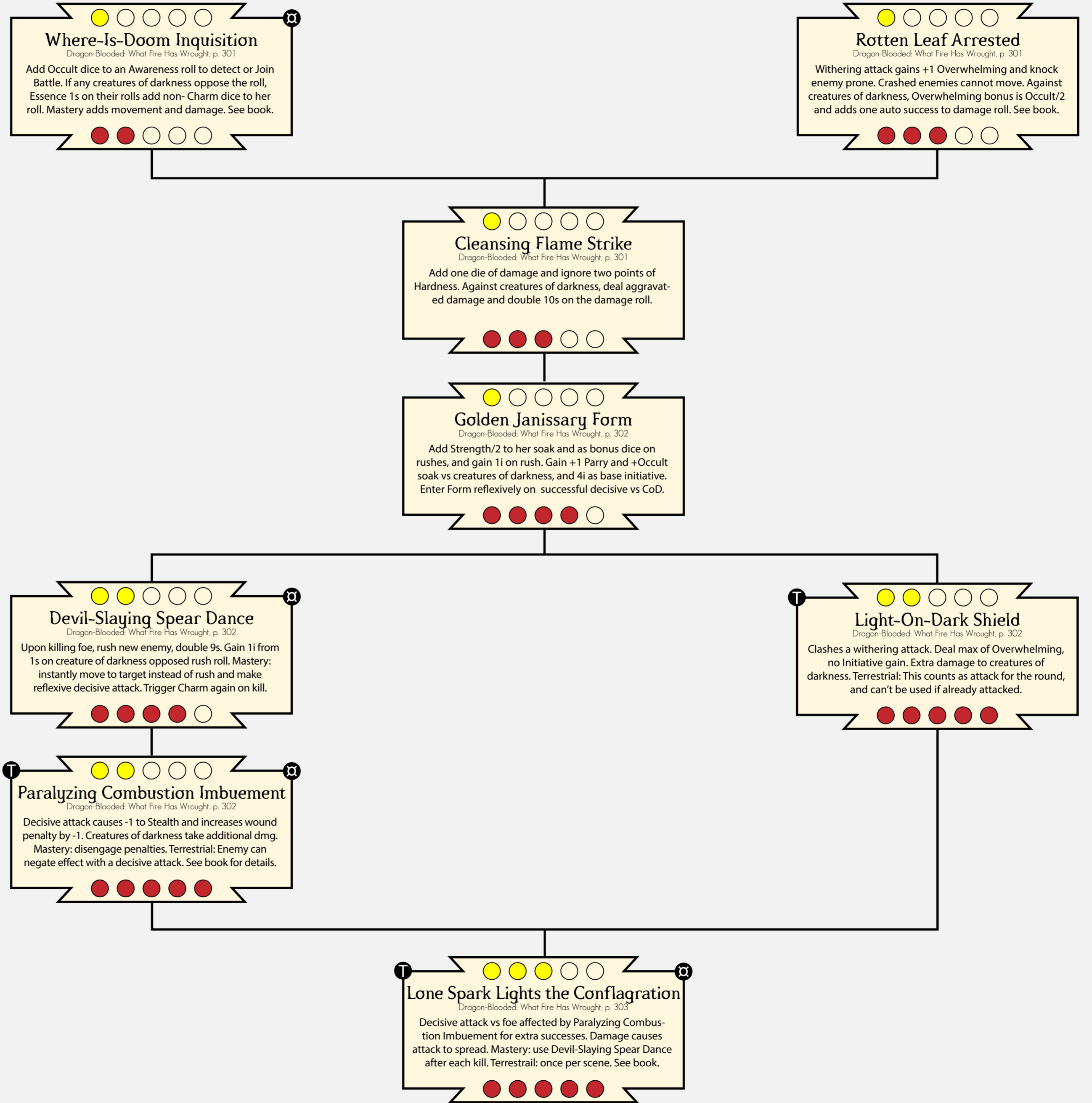
## Golden Janissary Style Info

This ancient art has been passed down by generations of devil-fighting sages who pledged their lives to defend Creation from darkness. Its training regimens combine weapon katas, dance-like footwork, and meditation on light and shadow. It's studied by holy ascetics, warriors who guard the borders of shadowlands, and barbarian tribes dwelling in demon-haunted wilderness, as well as Dragon-Blooded shikari.

<h3>Weapons</h3> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Staff</li> <li>• Spear</li> </ul>	<h3>Armor</h3> <p>Light Armor</p>
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### Complimentary Abilities

Occult is useful to practitioners of this style, while Athletics is key to its mobility.



# Martial Arts - Mantis Style

Exalted 3rd Edition Dragon-Blooded Charm Cascades

## Legend

**Charm Name**  
Book Name / Page Reference

Short Descriptor.

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Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- T** Terrestrial Tag (Dragon-Blooded restrictions)
- ⊠** Mastery Tag (Solar/Sidereal bonuses)

Elemental Affinities

- Water
- Earth
- Wood
- Fire
- Air

Signature Charms have larger and colored boxes associated with their element.

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## Mantis Style Info

Mantis style emphasizes a combination of grappling and rapid strikes. It draws no distinction between offense and defense, employing painful joint holds that leave enemies unable to fight back or deflecting the force of a blow so that the attacker's guard is left wide open. It's commonly studied by Immaculate monks for its ability to subdue foes without killing, but is also widespread throughout Eastern and Southern dojos.

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| <h3>Weapons</h3> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Baton</li> <li>• Kama</li> <li>• Nunchaku</li> <li>• War Fan</li> <li>• 7-Section-Staff</li> </ul> | <h3>Armor</h3> <p>No armor</p> |
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**Iron-Arm Block**  
Dragon-Blooded: What Fire Has Wrought, p. 304

Gain +1 Parry, and inflicts onslaught attacker on block. When grappling, blocking prevents loss of control rounds. Mastery: no onslaught penalty from blocked attacks.

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**Crushing Claw Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 304

Add 1 auto success on grapple gambit or a decisive attack roll. On grapple, roll [Str or Dex] + MA with Essence or 3 bonus dice for control. On decisive attack, Essence 10s on her attack roll add dice of damage.

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**Mantis Form**  
Dragon-Blooded: What Fire Has Wrought, p. 304

Gain +1 Parry. If hit through block, add Parry soak or gain Hardness Parry/2. Vs lower Initiative or grappled, double 10s on decisive damage rolls. When gaining grapple control, may enter Form reflexively.

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**Leaping Mantis Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 304

Rush with Str bonus dice. Perform grapple or decisive attack, adding half threshold successes to attack dice. Bonus against stationary opponents. Mastery: gain 1 wp from successful Rush. See book for details.

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**Joint-Locking Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 304

While grappling, restrain him and roll Strength dice of unsoakable withering damage. Vs crashed, restraining doesn't cost control. Mastery: exchange Initiative received to gain more rounds of control, 2i per round.

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**Grasping Claw Method**  
Dragon-Blooded: What Fire Has Wrought, p. 305

When winning control of grapple, disarm enemy, flinging his weapon to short range. Mastery: Add attack roll threshold successes as bonus dice to control roll.

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**Joint-Breaking Attack**  
Dragon-Blooded: What Fire Has Wrought, p. 305

Vs grappled, make difficulty 6 gambit for lethal damage. Damage breaks a foe's limb, inflicting -3 for 2-handed actions and extra -2 wound penalty. Terrestrial: once per scene. See book for details.

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**Grasping Mantis Defense**  
Dragon-Blooded: What Fire Has Wrought, p. 305

Clashes an attack from close range with grapple gambit. Adds Strength or 3 non-Charm dice on control roll. Terrestrial: This counts as attack for the round, and can't be used if already attacked in this round.

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**Unfolding Retribution Strike**  
Dragon-Blooded: What Fire Has Wrought, p. 305

Release grapple for unblockable, undodgeable decisive attack. Each control round gives +3 damage dice, -1 onslaught. Mastery: gain extra initiative. Terrestrial: Essence limits bonus. Once per scene. See book.

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# Martial Arts - White Veil Style

Exalted 3rd Edition Dragon-Blooded Charm Cascades

## Legend

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Book Name / Page Reference  
**Short Descriptor.**  
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 Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- T Terrestrial Tag (Dragon-Blooded restrictions)
- M Mastery Tag (Solar/Sidereal bonuses)

Elemental Affinities

- Water
- Earth
- Wood
- Fire
- Air

Signature Charms have larger and colored boxes associated with their element.

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## White Veil Style Info

There is no White Veil Society. It's not a loose-knit association of martial artists, spies, and assassins spread throughout the Realm and beyond. Its members don't practice a deadly martial art, nor has this style ever spread to students willing to pay vast sums for secret instruction or to rival martial artists who haven't uncovered records of its secret techniques. It never sees use at dinners, salons, and galas. People don't die from it, occasionally silently and occasionally screaming, days or weeks after not encountering it.

<h3>Weapons</h3> <ul style="list-style-type: none"> <li>• Unarmed</li> <li>• Garrote</li> <li>• Hand-needles</li> </ul>	<h3>Armor</h3> <p>No armor</p>
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### Complimentary Abilities

Socialize and Stealth are essential to the modus operandi that isn't employed by masters of this nonexistent style.

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**Birdsong Over Blades**  
Dragon-Blooded: What Fire Has Wrought, p. 306

After landing decisive attack, don't roll. Only poison is applied. All onlookers roll to see if they noticed. Stealth attack gives more penalties; doesn't break stealth. Mastery: Poison resist penalties. See book for details.

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**Owl Clutches at the Night**  
Dragon-Blooded: What Fire Has Wrought, p. 306

After missing with an attack, all onlookers roll to see if they noticed. Stay in stealth if nobody noticed. Mastery: As long as no character succeeds on the Awareness roll, gain one Willpower. See book for details.

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**Alehouse Memory Stance**  
Dragon-Blooded: What Fire Has Wrought, p. 306

Add base Guile in bonus dice to a Stealth roll. As long as no character present has witnessed her make an attack this scene, she ignores the penalty for attempting Stealth in combat.

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**White Veil Form**  
Dragon-Blooded: What Fire Has Wrought, p. 307

Gain +1 Evasion and Guile, no penalty for flurrying with Socialize. Sub Manipulation for Dexterity for Evasion or concealment, disengage, or withdraw. Foe Join Battle change. Enter form after surprise attack. See book.

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**Blithe Unruffled Plumage**  
Dragon-Blooded: What Fire Has Wrought, p. 307

Add Guile + 1 to soak and reduce overwhelming or gain Guile Hardness. If no dmg, conceal from onlookers' notice as per Owl Clutches at the Night. Mastery: When concealing an attack, she may steal Initiative. See book.

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**Tickling the Dragon's Throat**  
Dragon-Blooded: What Fire Has Wrought, p. 307

Every 2 threshold successes on decisive attack roll give -1 penalty to actions and Defense, max Essence, until onslaught ends. Mastery: If attack inflicts max penalty, increase onslaught duration by 1 turn per 2 successes.

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**Blinded by Laughter**  
Dragon-Blooded: What Fire Has Wrought, p. 307

Ambush using social roll vs Resolve, doubling 9s. Use this roll instead of Join Battle. Mastery: double threshold successes on withering, or add Guile threshold successes to decisive to dmg roll. Once per scene. See book.

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**The Dragon Dies in Bed**  
Dragon-Blooded: What Fire Has Wrought, p. 308

Apply an Exalt-killing disease as poison, using Birdsong over Blades for free. Extra effects based on intensity. See book for complex charm.

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**The Dragon Dies Screaming**  
Dragon-Blooded: What Fire Has Wrought, p. 308

Decisive attack transfers deadly poison, with +3 difficulty to diagnose. Poison onset may be delayed by an hour to Essence weeks, +5 to diagnose. Mastery: poison duration must be 1 round. Once per scene. See book.

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**The Dragon Succumbs**  
Dragon-Blooded: What Fire Has Wrought, p. 308

Decisive attacks against poisoned foes must resist each or speed their progress, also suffers the damage of one immediately. Mastery: this can kill Exalts immediately. Terrestrial: must be an ambush. See book for details.

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