

DRAGON-BLOODED

WHAT FIRE HAS WROUGHT



KICKSTARTER

MANUSCRIPT PREVIEW #4

Chapter Seven (...Continued)

Charms

The might of the Dragon-Blooded is depicted through their Charms. Each Terrestrial Charm is an expression of elemental power channeled through the Dragon-Blood's superhuman mastery of an Ability. Like Solar Charms (**Exalted**, pp. 250-251), Dragon-Blooded Charms aren't codified techniques or known entities within the setting of the game. Dynasts of the Realm understand the shared nature of their power, and may be familiar with the feats of legendary elemental prowess that a particular Dragon-Blood is known for, but there are no books compiling lists of all known Charms, and some Charms might come as a surprise to even the most experienced Terrestrial.

Adding Bonus Dice

Unlike the Solar Exalted, the Dragon-Blooded don't have generic Excellencies or gain them for free. Instead, each Ability has its own Excellency Charm that must be purchased normally. A Dragon-Blood cannot add more than (Ability + Specialty) dice to a roll. Automatic successes count as two dice each towards this limit. Static values such as Evasion or Resolve can be raised by half this amount, rounded up.

The only exceptions are rarer “non-Charm” dice or successes, which don't count towards the limit at all.

Example: A Dragon-Blood with Melee 4 and a specialty of (Spears) could add up to five dice on an attack roll or raise her Melee Parry by 3 while wielding a spear, but only add four dice to a roll or raise her Parry by 2 with any other weapon.

The Elemental Aura

The apex of Dragon-Blooded elemental power is the Elemental Aura, a state in which she centers the totality of her Essence around a single element. Dragon-Blooded of any Aspect are capable of entering all five Elemental Auras. The Aura manifests visibly through the Dragon-Blood's anima banner if it's above the dim level. If she's in the Aura that matches her Aspect, her anima intensifies dramatically — the flames of a Fire Aspect's anima might burn blue-white, while an Air Aspect's cloudy anima might grow dark and begin to crackle with lightning. In other Auras, her anima becomes a hybrid of two elements — an Earth Aspect in Fire Aura could manifest an anima banner of flowing lava, while the anima of a Water Aspect in Wood Aura might be filled with writhing kelp.

To enter an Elemental Aura, the Dragon-Blood must use Charms and/or anima powers of only one element during her combat turn (or a similar narrative interval outside of combat, such as an action in a scene of social influence or a round of naval combat). At the end of her turn, she enters the appropriate Aura. The Elemental Aura lasts until the end of the scene, but ends early if the Dragon-Blood uses a Charm or anima power of another element at any time. When the Dragon-Blood's anima banner reaches bonfire level, she becomes unable to enter the Aura of any element except her Aspect. If she's in another Elemental Aura when her anima reaches bonfire, it shifts to match her Aspect's element.

The Aura affects Charms in multiple ways:

- Some Charms become more powerful in the appropriate Elemental Aura.

- Charms with the Aura keyword can only be used in an Aura that matches their aspect.
- Some Aura Charms require the Dragon-Blood to expend her Aura as part of their cost.
- Some Aura Charms have “Duration: Aura,” indicating that they last only as long as the Dragon-Blood remains in that element’s Aura.

Charms with the Balanced keyword harmonize with the Dragon-Blood’s Aura regardless of their aspect — they neither prevent her from entering Elemental Aura when used alongside Charms of another element, nor do they ever cause her Aura to end. **Spending notes on Charms that lack an elemental aspect never prevents the Dragon-Blooded from entering Aura, nor does it end her Aura.**

Example: On her turn, Tepet Jalena attacks using two Air-aspected Charms. At the end of her turn, she enters Air Aura. Later in the round, she reflexively uses a Fire Charm to defend against an attack, instantly ending her Aura.

But What About...?

The Elemental Aura flows from the intrinsic power of Dragon-Blooded Charms. Martial Arts, Evocations, and sorcery never impact the Dragon-Blood’s Aura either positively or negatively, even if they’re elemental in nature — they’re extrinsic power, a step removed from the core of Dragon-Blooded Essence. The one exception are the Immaculate martial arts (p. XX), styles uniquely designed to harmonize with the Elemental Aura.

Signature Charms

Each Charm has five puissant elemental Signatures. **A Dragon-Blood can only learn one Signature Charm per Ability.** She doesn’t have to pick the Signature Charm that matches her own elemental aspect. At Essence 5, she unlocks the potential to learn one more Signature Charm from each of her Aspect and Favored Abilities. She must use her second choice to learn the Signature Charm that matches her own Aspect if she hasn’t already done so.

New Keywords

Air, Earth, Fire, Water, Wood: Every Dragon-Blooded Charm has an elemental aspect, typically marked by these keywords. Dragon-Blooded Charms without these keywords specify what aspects they can take on in their text.

Aura: Aura Charms can only be used while the Dragon-Blood is in the Elemental Aura that matches its aspect. An Aura Charm can’t be used in the same instant with Charms of other elements, unless those Charms have the Balanced keyword.

Balanced: Balanced Charms don’t interfere with the Dragon-Blood’s Aura even if they don’t match its aspect — they won’t prevent her from entering an Aura at the end of her turn if used with Charms of another element, and never end her Aura. If she uses only Balanced Charms on her turn, she may enter the Aura of any of the elements whose Charms she used.

Excellency: This keyword indicates Dragon-Blooded Excellencies.

Signature: This keyword marks an Ability’s five elemental Signatures.

Multiple Aspects

Some Dragon-Blooded Charms have multiple elemental aspects. Some have different effects for their multiple aspects and require the Dragon-Blood to choose one; these Charms will be keyworded as, e.g. Air *or* Earth. Others belong to two or more elements simultaneously, and are keyworded as, e.g., Air/Earth. For purposes of the Dragon-Blood's Elemental Aura, the latter Charms count as whichever element is most advantageous to her — she could enter Water Aura using a Charm that is both Air and Water, and using a Charm that is both Fire and Wood would not disrupt her Fire Aura.

Larceny

Underground River's Flow

Cost: 2m per success; **Mins:** Larceny 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Mute, Water

Duration: Instant

Prerequisite Charms: None

Adept at criminal ways, the Dragon-Blood moves effortlessly within criminal underworlds. She may add automatic successes to a Larceny roll for two motes each.

Flowing Body Disguise

Cost: 2m; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: Balanced, Water

Duration: Instant

Prerequisite Charms: Underground River's Flow

The Dragon-Blood's subtle arts make her appearance as fluid as water. She ignores (Essence) points of penalty on a disguise roll from impersonating a specific character, or disguising herself as someone of another sex, body type, or similar physical traits.

If the Dragon-Blood impersonates one of her blood relatives, she adds a non-Charm bonus success on her roll.

Nimble Thief's Fingers

Cost: 1m; **Mins:** Larceny 2, Essence 1

Type: Supplemental

Keywords: Balanced, Water

Duration: Instant

Prerequisite Charms: None

No one can follow the sinuous, fluid motions of the Dragon-Blood's hands as she enacts her sleight. She rerolls 6s until they cease to appear on a roll to steal an object, pick a lock, poison a meal, cheat at cards, or any other use of Larceny that involves manual dexterity or sleight of hand.

Resetting Tumblers Technique

Cost: 5m; **Mins:** Larceny 3, Essence 1

Type: Supplemental

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Underground River's Flow

The Dragon-Blood washes away all signs of her trespass, doubling 9s on a roll to conceal evidence (**Exalted**, p. 224).

Naked Thief Style

Cost: 1m; **Mins:** Larceny 3, Essence 1

Type: Simple

Keywords: Stackable, Water

Duration: Indefinite

Prerequisite Charms: Resetting Tumblers Technique

The Dragon-Blood is a master of concealing small items, whether smuggling contraband through a port or concealing her lock picks in her coiffure. She rolls ([Dexterity or Appearance] + Larceny) to conceal on her body a single item small enough for her to hold in one hand, or an entire set of thieves' tools, such as a roll of lockpicking equipment or a disguise kit. Characters cannot roll (Perception + Awareness) to contest this concealment unless they're within short range of the Exalt or use magic that extends the range of their senses. She may stack up to (Dexterity) uses of this Charm to conceal multiple items.

Observer Awareness Method

Cost: 1m; **Mins:** Larceny 2, Essence 1

Type: Reflexive

Keywords: Water

Duration: Instant

Prerequisite Charms: None

Even the slightest ripple of attention is perceptible to the savvy Dragon-Blood. When her suspicions are roused, she may invoke this Charm to roll (Perception + Larceny). As long as she rolls a single success, she can intuitively discern whether she's being watched and by how many people.

With Larceny 4, Essence 2, the Dragon-Blood may identify the precise location of an observer if she beats (the higher of his Stealth or Guile).

Rose-Among-Thorns Distinction

Cost: 5m; **Mins:** Larceny 3, Essence 1

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Observer-Awareness Method

The Dragon-Blood weaves herself seamlessly into the company of thieves and gangsters. After spending at least an hour interacting with a particular criminal society, such as “the Nexus crime underworld” or “the Lintha family,” that she’s interacted with in the past, she may gain a temporary Larceny specialty in interacting with it. The specialty also applies on any influence rolls she makes to convince others she belongs to that criminal group or to exploit that belief. She retains the specialty indefinitely, but may only have one specialty granted by this Charm at a time.

Whispering Thief Technique

Cost: 2m; **Mins:** Larceny 4, Essence 1

Type: Supplemental

Keywords: Air

Duration: Instant

Prerequisite Charms: Observer Awareness Method

A subtle current of wind carries the Dragon-Blood’s words through the air. This Charm lets her throw her voice, making it seem to come from a character or object within short range. This ventriloquism supplements a single influence roll or about ten seconds’ worth of ordinary dialogue. While in stealth, she can use this Charm to speak without breaking concealment.

Artful Flowing Theft

Cost: 5m; **Mins:** Larceny 3, Essence 2

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Nimble Thief’s Fingers, Observer Awareness Method

The Dragon-Blood’s wandering fingers strike suddenly and without warning, wresting away treasures like a riptide. She doubles 9s on a roll to pickpocket or steal from a character, and increases the difficulty of noticing the theft for all characters other than the victim by (Essence) unless they use magic or superhuman senses to oppose her roll. Characters using magic or superhuman senses don’t suffer the increased difficulty. Even if she fails, her target doesn’t realize she was trying to steal from him unless he beats her roll with (Essence) threshold

successes.

This Charm can only be used once per scene.

Dragon's Hidden Treasure

Cost: 1m; **Mins:** Larceny 3, Essence 2

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: Naked Thief Style

The Dragon-Blood strikes the earth or an earthen structure with precise deliberation, attuning herself to the flow of Earth Essence. She may cause a held object to vanish into soil, stone, or similar materials, submerging into them without displacing or increasing the earth. She cannot store an object in something that is smaller than it — she could hide her daiklave in a brick wall, but not in a pebble, coin, or gemstone. A second use of this Charm allows her to retrieve the embedded object.

This Charm can also be used to steal objects that other Dragon-Blooded have hidden using it. Finding the location of a hidden cache usually requires both Investigation and Awareness rolls. The hidden object also reappears, intact, if whatever it's embedded in is destroyed.

Face-Stealing Reflection

Cost: 4m; **Mins:** Larceny 3, Essence 2

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Flowing Body Disguise, Observer Awareness Method

Flowing from one identity to another, the Dragon-Blood reflects the desires and expectations of those around her. She rolls read intentions with (Perception + Larceny). Success reveals the identity of an individual her target has a Tie towards that the Dragon-Blood knows well enough to attempt to disguise herself as, as well as the nature of the Intimacy. If no such individual exists, she learns that instead.

In Water Aura, the Exalt doubles 9s on the roll.

Bramble Purse Technique

Cost: 4m; **Mins:** Larceny 4, Essence 2

Type: Simple

Keywords: Wood

Duration: One hour

Prerequisite Charms: Observer Awareness Method

It's easier to pluck a jewel from within a briar hedge than from a Dragon-Blood's pocket. All

rolls to pickpocket the Exalt or disarm her from close range lose (Essence) dice. On a failed roll, the would-be thief suffers a single level of lethal damage as invisible thorns of Essence pierce his hand, visibly marking his crimes.

Evidence-Erasing Tide

Cost: 4m, 1a; **Mins:** Larceny 4, Essence 2

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Resetting Tumblers Technique

The Dragon-Blood's anima banner overflows, rushing across a crime scene to wash away all signs of her presence. She completes a conceal evidence roll instantly, and adds a non-Charms bonus success.

Instant Disguise Prana

Cost: 1m, 1wp; **Mins:** Larceny 4, Essence 2

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Flowing Body Disguise

The Dragon-Blood can roll to disguise herself in a single minute, and does so without any need for makeup, props, or other equipment. If she does have suitable equipment for her disguise, her roll benefits from double 9s.

Waters-of-Honesty Method

Cost: 3m; **Mins:** Larceny 4, Essence 2

Type: Reflexive

Keywords: Balanced, Water

Duration: Instant

Prerequisite Charms: Observer Awareness Prana

No one outcheats a cheater. Whenever a character the Dragon-Blood can perceive attempts to cheat in a game or use the Larceny Ability, she may read intentions with (Perception + Larceny) against the perpetrator's Guile. Success reveals the identity of the perpetrator and the nature of his misdeed. On a failed roll, she's aware that some wrongdoing has occurred, but not who did it or what it was.

Disguises don't trigger this Charm, unless the Dragon-Blood witnesses a character roll to create the disguise.

Vault-Emptying Whirlwind Heist

Cost: 8m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: (Essence) days or until crime is completed

Prerequisite Charms: None

The Dragon-Blood's foresight envisions countless possible scenarios that might occur in a crime, planning out contingencies and countermeasures for any obstacle that she can conceive. Invoking this Charm requires spending an hour casing the site of a planned heist, planning out the steps of a crime, consulting with various criminal allies, or other activities taken in preparation of a crime. She rolls (Intelligence + Larceny), banking all rolled successes.

To access the banked successes, the Dragon-Blood must begin the planned crime. She may add some or all of the banked successes as a Charm bonus on any rolls that she or another character present in the scene makes with Larceny, Investigation, Lore, or Stealth to advance the crime. Additionally, she may expend banked successes to gain the following effects:

1 Success: Retroactively leave her calling card, mark, or sign in a dramatic location.

2 Successes: Waive the anima cost of Evidence-Erasing Tide.

5 Successes: Waive the Willpower cost of Instant Disguise Prana.

7 Successes: Invoke Investigation-Deflecting Current (if she knows it) retroactively to conceal evidence of an act she's previously committed in the course of the crime.

Vault-Emptying Whirlwind Heist can only be used once per story, unless reset by successfully upholding a Major or Defining Intimacy as the result of a successful crime. This can either be direct, such as stealing a jewel the Exalt has a Tie of avarice towards, or indirect, such as fencing a jewel in order to feed a community of urchins she has a Tie of compassion for.

Dragon Snatches Jewel

Cost: 5m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Decisive-only, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's grasp is as sure as stone, capable of wresting away the weapons of the Anathema. She makes a disarm gambit from close range with (Dexterity + Larceny), doubling 9s. On a successful gambit, the Exalt may reflexively ready the disarmed weapon and is refunded the gambit's Initiative cost.

If she disarms an artifact weapon, she reflexively attunes to it at no cost for the rest of the scene. This breaks the original character's attunement. Alternatively, she may steal a hearthstone out of the socket of an enemy's artifact, likewise stealing attunement to it for the rest of the scene.

This Charm can only be used once per scene.

Burning Sins Seduction

Cost: 5m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's tongue stokes the flames of criminal passions, inciting poorly made decisions and reckless disregard for law. She makes a special inspire roll with ([Charisma or Manipulation] + Larceny) against a single character, expounding on the folly of the law or the thrill of the criminal lifestyle.

On a successful roll, the target's player chooses what emotion this influence inspires in him, as well as one of his Intimacies related to that emotion that he'd be willing to break the law for. If he has no such Intimacies, he must form a Minor Intimacy that answers this question. The action that he takes as a result of this influence (**Exalted**, p. 217) must be a crime or equivalent transgression, and must uphold the inflamed Intimacy.

Resisting this influence requires the target to enter a Decision Point, calling on an Intimacy of equal or greater strength than the inflamed Intimacy.

Flowing God-Dragon Stance

Cost: 15m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Aura, Mute, Signature (Water)

Duration: Aura

Prerequisite Charms: Artful Flowing Theft, Evidence-Erasing Tide

It's the nature of water to flow past obstacles unchanged. The Dragon-Blood sloughs off the physicality of flesh, her body becoming fluid and translucent for as long as she remains in Water Aura. With her movement action, she may attempt to flow through locked doors, cracks in walls, or any other obstruction that isn't waterproof — passing through the bars of a jail cell, flowing under a door, or pouring herself through a crack in a wall. This also lets her escape any grapple not enhanced by magic. If this Charm ends while she's in a space too narrow to contain her, she's forcibly shunted back to where she entered it, and suffers a level of unpreventable bashing damage.

The Dragon-Blood's watery form is more difficult to damage, granting her +1 Evasion. If she's unarmored, she also gains (Essence + 1) hardness. She adds (Essence/2, rounded up) bonus successes on all Stealth rolls. If she attempts to hide underwater, these don't count as a Charm bonus.

This Charm can only be used once per day.

Terrifying Forest-Devil Mask

Cost: 5m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: One day

Prerequisite Charms: None

The Dragon-Blood dons a mask and vanishes into a world of legends and devils, taking up a disguise embodying an archetypal warrior-hero, monster, or mythic character. Most Dynasts create ornate ritual masks from wood by hand, shaping their persona as they carve it, but any mask suffices on short notice if it suitably evokes the persona's image. She rolls to create a disguise with double 7s. Her persona must be either a fictitious identity or archetypal role — such as an Immaculate Dragon, a hero or villain out of folklore, a legendary figure of the Shogunate, or a figure invented out of whole cloth. Her disguise only serves to conceal her identity, not to impersonate specific characters. She divides (Essence) temporary specialties that fit her persona among any of her Abilities for as long as she remains in disguise.

Upon donning the mask, the Dragon-Blood accepts a Defining Intimacy that suits her role, such as “Those who abuse their power must be humbled” or “Destroy all Anathema.” As long as she remains in disguise, this Intimacy cannot be weakened or changed by any means. Onlookers who fail to beat her disguise roll will react to her as though they had a Minor Tie, with a context appropriate to her persona and the circumstances. A folk hero might inspire gratitude among the peasants she fights for while drawing the ire of princes and their minions; a horrible devil inspires sheer terror in all who look upon it.

In combat, an enemy may attempt to strike away the Dragon-Blood's mask as a difficulty 6 gambit. Doing so ends this Charm.

Vaporous Visage Evasion

Cost: 3m, 1wp; **Mins:** Larceny 4, Essence 3

Type: Reflexive

Keywords: Water

Duration: One scene

Prerequisite Charms: Instant Disguise Prana

Even those who peer into the sea know nothing of its hidden depths. The Dragon-Blood embodies this secrecy, wearing masks behind masks. When another character succeeds on a roll to pierce her disguise, she may conceal her features behind a swirling cloud of mist that spumes from her anima, perfectly obscuring her identity. The opposing character and other onlookers realize that she wasn't who she was posing as, but don't learn anything about who she actually is. The Dragon-Blood reverts back to her true appearance at the end of the scene, making a hasty retreat advisable.

Incendiary Accusation Approach

Cost: 1m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Reflexive

Keywords: Fire

Duration: Instant

Prerequisite Charms: Waters-of-Honesty Method

Every criminal knows that they're playing with fire, but those who dare to cheat the Dragon-Blood discover just how true that is. When she uses this Charm's prerequisite to detect a character cheating or using Larceny, she may pay an additional one mote and one Willpower to cause a small fire to ignite on his person, revealing his misdeeds to all and rolling a single die of lethal damage against him, ignoring Hardness. A cheating gambler's illicit cards go up in flames, while a pickpocket is caught literally red-handed.

Investigation-Deflecting Current

Cost: 3m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Evidence-Erasing Tide

The Dragon-Blood diverts the watchful eyes of the law from her misdeeds, redirecting them in pursuit of endless false leads or of her own foes, like fish swimming against the tide. She makes a roll to conceal evidence, arranging the scene so that a specific character she knows of is implicated as the perpetrator of whatever actions she took that scene.

An investigator who fails his roll to case the scene believes that he's succeeded, but receives a false clue that points him towards the character the Exalt framed. Even on a successful roll, he still finds the false clue, but also discovers any genuine evidence left behind. He's aware of the discrepancy, but doesn't know which clue is false. A character who fails to initially realize that he's been duped may still do so if he turns up enough contradictory evidence. Each time he discovers a clue which contradicts the Dragon-Blood's deception, he rolls (Intelligence + Investigation) opposing the conceal evidence roll to realize the discrepancy and identify the clue as false. Even if he fails, he gains a cumulative +1 non-Charm bonus on his roll the next time he discovers a clue.

Investigation-Deflecting Current can only be used once per story, unless the Exalt resets it by conclusively defeating the attempts of a significant character to investigate her crimes.

Mischievous Wind Grasp

Cost: 3m, 1wp; **Mins:** Larceny 5, Essence 3

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Artful Flowing Theft

The air itself is the Dragon-Blood's accomplice when she has need of it, rising up in a small breeze directed by deft hand gestures. She directs a subtle current of wind to dislodge an object small enough to hold in one hand from a character within short range whether it's stationary or on someone's person, though not one that a character's currently using. She could pull a key ring from a jailer's belt, pluck a sealed letter out of a courtier's robes, or knock a wineglass off a

banquet table.

If the item is on someone's person, the Exalt must roll (Wits + Larceny) opposing his (Perception + Awareness) roll. In combat, this is treated as a ranged disarm gambit. A successful roll dislodges the item, causing it to fall to its owner's feet. Other characters cannot notice this for up to one minute or (Essence) rounds, whichever comes first, unless circumstances call attention to it, such as trying to draw a displaced blade. Even on a failed roll, onlookers don't realize the unnatural nature of the wind unless they use magic, though repeated use may stir suspicions.

In Air Aura, this Charm's range is extended to medium.

Exploding Evidence Technique

Cost: 10m, 1wp; **Mins:** Larceny 5, Essence 4

Type: Simple

Keywords: Fire, Mute

Duration: Instant

Prerequisite Charms: Investigation-Deflecting Current

Such is the fire behind the Dragon-Blood's crimes of passion that any investigator that pursues her risks being burned. She makes a conceal evidence roll, rolling a non-Charm bonus die for every 10 that appears, and suffuses the hidden evidence with Fire Essence. If a character attempts to case the scene and fails, the evidence catches fire, exposing him and anyone else on the scene to a one-time environmental hazard with difficulty 5, Damage (Essence)L. This conflagration all but obliterates any evidence remaining at the scene, increasing the difficulty of any subsequent rolls to case the scene by (the Dragon-Blood's Essence).

Window-In-The-Door Technique

Cost: 2m, 1wp; **Mins:** Larceny 5, Essence 4

Type: Simple

Keywords: Water

Duration: One round

Prerequisite Charms: Mischievous Wind Grasp

Locks and walls aren't enough to stymie the prying curiosity of a Dragon-Blooded thief. She may peer through an obstruction as though it were pellucid water, spying through solid walls or examining the contents of a chest before risking its trapped lock. This is a (Perception + Larceny) roll against a difficulty based on the material and thickness of the obstacle she attempts to see through. For example, a wooden door or chest is difficulty 1; a stone wall or metal vault would be difficulty 3; a manse's walls, an artifact container, or the heavy stone walls of a fortress are difficulty 5+. Barriers more than (Essence + Perception) feet thick can't be seen through.

A successful roll causes a small portion of the obstruction, up to (Essence) square feet, to appear totally translucent to the Exalt (but not to anyone else). Each use of this Charm lasts a single round, or around ten seconds out of combat. If the Dragon-Blood wishes to renew this Charm at the end of that duration, she doesn't need to pay its Willpower cost or make another roll.

While using this Charm, the Exalt may reflexively activate Mischievous Wind Grasp, waiving its

Willpower cost, to send a current of wind through the barrier as though it weren't there.

Expectation-Mirroring Stance

Cost: 10m, 1wp; **Mins:** Larceny 5, Essence 5

Type: Reflexive

Keywords: Water

Duration: Instant

Prerequisite Charms: Face-Stealing Reflection, Instant Disguise Prana

Those who gaze too long into their own reflection in the water risk drowning in themselves. Upon successfully using Face-Stealing Reflection, the Dragon-Blood may use this Charm to instantly and reflexively roll to disguise herself as the revealed character. Every threshold success on her read intentions roll grants her one mote to spend enhancing her disguise.

Infallible Alibi Approach

Cost: 13m, 1wp; **Mins:** Larceny 5, Essence 5

Type: Reflexive

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Exploding Evidence Technique

The Dragon-Blood is everywhere and nowhere in the sea of crime. Such is her criminal ingenuity and masterful deception that she leaves no trace of her passage. Whenever an investigator rolls enough successes to uncover a piece of evidence she's concealed, she intuitively realizes she may invoke this Charm in the split-second before the incriminating detail is discovered. She opposes the investigator's roll with (Manipulation + Larceny) as a special conceal evidence roll, doubling 7s. If she beats his roll, his attempt fails, and whatever evidence she left behind dissolves away into water, rendering future attempts futile.

While the evidence is erased, the vanished secret drifts through the mysterious flows of Water Essence, finding itself drawn to the Dragon-Blood. A successful use of this Charm marks her with a swirling tattoo of black jade over her heart chakra. If the tattoo is revealed, witnesses may attempt a difficulty 3 (Intelligence + Occult) roll to realize the Dragon-Blood has used this Charm.

Infallible Alibi Approach can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) through criminal or underhanded means. Once the Charm resets, the incriminating tattoo vanishes.

Linguistics

Lightning Quill Mastery

Cost: 2m per success; **Mins:** Linguistics 1, Essence 1

Type: Supplemental

Keywords: Air, Balanced, Excellency

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's brush scatters calligraphy across the page like leaves on the wind. She may add bonus successes to a Linguistics roll for two motes each. Each 10 on her roll rerolls a non-1 failed die.

Cryptic Essence Cipher

Cost: 5m; **Mins:** Linguistics 2, Essence 1

Type: Simple

Keywords: Water, Written-only

Duration: Instant

Prerequisite Charms: Lightning Quill Mastery

The Dragon-Blood's mastery of speech and language is synonymous with her mastery of deception. She rolls ([Manipulation or Intelligence] + Linguistics) to create a coded message, designating a single character who can understand it. Through her insight into his mind, she devises a cipher that he can intuitively read — for him, the symbols on the page seem to rearrange themselves to spell out the hidden message. Deciphering the message, even with code-breaking magic, requires a ([Perception or Intelligence] + Linguistics) roll opposing the Dragon-Blood's initial roll.

Alternatively, the Dragon-Blood may draw from one of her Principles to create a code that can be intuitively understood by any character who shares it.

Shared Intimacies

Some Charms and other magic require the user to share an Intimacy with other characters to take effect. These don't mean that the two Intimacies have to be worded in exactly the same way — as long as the Storyteller feels that the two Intimacies are identical in the substance of what they mean for the characters that possess them, she should deem that such effects apply. This should be assessed generously to the player.

Signature-Stealing Calligraphy

Cost: 4m; **Mins:** Linguistics 2, Essence 1

Type: Simple

Keywords: Water, Written-only

Duration: Instant

Prerequisite Charms: Lightning Quill Mastery

The Dragon-Blood's calligraphy ripples like the surface of a pond and settles into another writer's hand. She rolls (Manipulation + Linguistics) to forge another character's handwriting and mimic his writing style. If she includes written social influence in the forgery, she uses the same roll. Using this Charm requires access to either a full manuscript or three smaller samples of the character's writing. A reader may roll (Perception + Linguistics) opposing the Dragon-

Blood's roll to detect the forgery, granting +2 Resolve against any influence it contains.

Fervor-Inciting Brushstrokes

Cost: 3m, 1wp; **Mins:** Linguistics 3, Essence 1

Type: Supplemental

Keywords: Fire, Written-only

Duration: Instant

Prerequisite Charms: Lightning Quill Mastery

The Dragon-Blood writes words to spark flames in her readers' hearts, incinerating all inhibitions in a swell of passion. She doubles 9s on a written inspire roll that creates anger, fear, lust, or another powerful passion. If she chooses to tailor her influence for a single reader only, he must enter a Decision Point and call upon a Major or Defining Intimacy to resist.

Tenacious Dragon Scholar

Cost: 3m; **Mins:** Linguistics 3, Essence 1

Type: Reflexive

Keywords: Balanced, Earth

Duration: Instant

Prerequisite Charms: Lightning Quill Mastery

The Dragon-Blood isn't easily swayed by idle words. She gains +1 Resolve against written influence, and may use Linguistics in place of Integrity to calculate her Resolve against written influence.

Wind-Carried Words Technique

Cost: 3m; **Mins:** Linguistics 1, Essence 1

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood speaks into the wind, sending her voice afar on subtle currents of air. She may send a spoken message of no more than a few sentences to a chosen target within (Essence) miles. Messages sent with this Charm cannot be overheard or intercepted by any mundane means. Magical attempts to do so must overcome a difficulty of (the Dragon-Blood's Essence + Linguistics).

This Charm's range extends to (Essence x5) miles at Linguistics 3, and (Essence x10) miles at Linguistics 5. With Linguistics 5, Essence 4, the Terrestrial may pay one Willpower to extend it to (Essence x100) miles.

Language-Learning Ritual

Cost: 5m; **Mins:** Linguistics 3, Essence 1

Type: Simple

Keywords: Air

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood contemplates a foreign tongue until its meaning is, like air, transparent. She may use this Charm to gain understanding of a language that she's spent at least (6 – Intelligence) days studying, allowing her to understand it in both spoken or written forms. This doesn't confer the ability to communicate in that language.

With Linguistics 4, Essence 2, the Dragon-Blooded may speak and write in the chosen language. She is lacking in accent and unsophisticated in vocabulary, imposing a –3 success penalty on any social influence rolls.

With Linguistics 5, Essence 3, the Dragon-Blooded no longer suffers a penalty after a total of (6 – Intelligence) weeks spent studying or using it.

Enigma-Reading Eye

Cost: 3m; **Mins:** Linguistics 3, Essence 2

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Cryptic Essence Cipher

The Dragon-Blood's eye pierces ciphers and circumlocutions like lightning. She rolls ([Perception or Intelligence] + Linguistics) with double 9s to break a code or deceptive message, including those that aren't ciphered but have hidden subtext. Success lets her decipher the text as she reads it, completing hours or days of work in minutes.

Enigma-Reading Eye is capable of contesting magical codes or ciphers, such as Letter-Within-A-Letter Technique (**Exalted**, p. 323).

Thousand Tongues Meditation

Cost: —(+5m, 1wp); **Mins:** Linguistics 3, Essence 2

Type: Permanent

Keywords: Air

Duration: Permanent

Prerequisite Charms: Language-Learning Ritual

The Dragon-Blood has mastered fundamental principles of language, allowing her to converse with anyone from the conquered princes of the Realm's dominion to the most savage barbarians beyond its borders. She may pay an additional five motes and one Willpower when she uses Language-Learning Ritual to extend its effect to all languages she's ever encountered, rather than a single language, developing fluency without needing any prior study.

Voices on the Wind

Cost: 3m, 1wp; **Mins:** Linguistics 3, Essence 2

Type: Simple

Keywords: Air

Duration: One scene

Prerequisite Charms: Wind-Carried Words Technique

The Dragon-Blood is privy to backroom dealings and covert assignments, drawing hushed whispers to her ear on currents of air. She adds (Linguistics/2, rounded up) bonus dice on rolls to eavesdrop on conversations. If she reads a character's intentions while eavesdropping on him from medium range or further, he takes the -2 Guile penalty for being unaware of her even if he can see her.

Speech Without Words

Cost: 5m; **Mins:** Linguistics 3, Essence 2

Type: Reflexive

Keywords: Air

Duration: One scene

Prerequisite Charms: Voices on the Wind

The Dragon-Blood creates a bond between herself and her Sworn Kin, as well as up to (Essence) additional characters, allowing them to communicate silently for the duration of this Charm. Hand gestures, body language, and other visual signals are as easily understood as spoken language, although only short, simple sentences can be conveyed.

Most onlookers don't perceive this signaling, but a character specifically on watch for such tactics or using superhuman or magically enhanced senses may roll (Perception + Awareness) against the Dragon-Blood's Guile to notice, but not understand, the signals.

Caustic Wit Invective

Cost: 1m, 1wp; **Mins:** Linguistics 4, Essence 2

Type: Simple

Keywords: Water, Written-only

Duration: Instant

Prerequisite Charms: Fervor-Inciting Brushstrokes

The Dragon-Blood lets her scorn overflow into her words, her sarcasm and ridicule slowly wearing down even the strongest-rooted beliefs. She writes a mocking message or satire that conveys an instill roll to erode a specific Principle or positive Tie. Her mockery inflicts momentary doubts on even the most dedicated readers, preventing them from drawing on the targeted Intimacy to bolster their Resolve.

Flashing Saga Flourish

Cost: 10m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Simple

Keywords: Signature (Air), Written-only

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's brush strikes the page like a levinbolt, the only thing swift enough to keep pace with her inspiration. She doubles 7s on a written Linguistics roll, and dramatically reduces the time needed to complete the work — a long-form work like a book or collection of poetry requires only a day, and anything shorter is finished in seconds.

This Charm can only be used once per story, unless reset by upholding a Defining Principle by authoring, distributing, or defending a written text.

Unshattered Diamond Parables

Cost: 5m; **Mins:** Linguistics 5, Essence 3

Type: Reflexive

Keywords: Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Every word the Dragon-Blood has ever written is engraved into her soul, giving her the strength to defy. In a Decision Point (**Exalted**, p. 221), she may call upon a novel, collection of poetry, or other long-form written work she's completed over the course of the chronicle. Her player summarizes the work's theme or moral in a short phrase, which she treats as a Major Intimacy in the Decision Point. The Dragon-Blood may not invoke the same work twice — she must continue writing to maintain her resolve.

Works that have already played a significant narrative part in the Dragon-Blood's story carry a stronger weight, and count as Defining Intimacies. This includes any work whose completion fulfilled a major character or story goal (**Exalted**, p. 170) or legendary social goal (**Exalted**, p. 134), or any other work the Storyteller agrees is sufficiently meaningful.

In Earth Aura, the Dragon-Blood may expend her Aura state in place of the Willpower cost to resist influence in a Decision point.

Wildfire Words Technique

Cost: 7m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Simple

Keywords: Signature (Fire), Written-only

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's words spread across Creation like swift-burning flame, a thousand tongues of fire repeating her message in every direction. She makes a written (Charisma + Linguistics) instill roll with (Essence) non-Charm dice to create or strengthen an Intimacy based on a strong passion — love, anger, valor, fear, lust, or the like. She rolls an additional non-Charm die for every 10 on the roll.

On a success, the instilled Intimacy can't be altered or removed for the next (6 – his Integrity) days, although it can be weakened. The next time the target engages in a conversation during this time, he's overcome with a burning urge to spread that Intimacy, and must attempt his own instill roll against all listeners, adding (Exalt's Essence) non-Charm dice. His words don't convey this Charm's effect, though he may direct listeners to the Dragon-Blood's text.

This Charm can only be used once per story, unless reset by upholding a Major or Defining Intimacy based on fiery passions with a Linguistics roll.

Rewriting the Truth Technique

Cost: 10m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Simple

Keywords: Psyche, Signature (Water), Written-only

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood pens a seductive deception, her words seeping into the deep channels of the subconscious mind. She rolls (Manipulation + Linguistics) as a written instill action, rerolling 5s and 6s until they cease to appear and ignoring any penalties for making implausible claims (**Exalted**, p. 215). This influence must target a specific character. If her influence roll beats his Resolve, he forms a Major Principle of belief in the lie unless he pays three Willpower to resist. Attempting to voluntarily weaken the Principle instilled by this Charm costs one Willpower.

This Charm can only be used once per story, unless reset by successfully leveraging a character's Intimacy of belief in a falsehood to persuade him to undertake a serious or life-changing task (**Exalted**, p. 216) that directly advances the Dragon-Blood's goals or those of her Hearth.

Enthralling Lotus Calligraphy

Cost: 6m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Simple

Keywords: Psyche, Signature (Wood), Written-only

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood fashions a trap from beautiful words, weaving a puissant compulsion into every sentence and simile. She makes a written influence roll to instill, persuade, or bargain with a specific character. The written message exerts an unnatural influence upon its intended recipient. Once he's able to see the document, even if he cannot see the writing, he's subtly compelled to begin reading it unless he spends (her Essence/2, rounded up) Willpower to break free. This impulse appears natural, and won't force the victim to endanger himself or abandon pressing tasks.

If the target doesn't resist and begins reading, he must do so long enough to be subjected to whatever influence the document contains. A character who resisted this Charm's influence with Willpower can read the text freely without being enthralled, although he's still subject to the Dragon-Blood's influence roll.

Enthralling Lotus Calligraphy cannot be used against the same character more than once per story.

Incendiary Argument Approach

Cost: 5m; **Mins:** Linguistics 4, Essence 3

Type: Simple

Keywords: Fire, Written-only

Duration: Instant

Prerequisite Charms: Caustic Wit Invective

The Dragon-Blood sparks outrage with her diatribe. She rolls (Charisma + Linguistics) as a written influence roll targeting a specific character. If she beats his Resolve, her words provoke him to react with hostility and argument regardless of what the message actually says — either by seeking the author out in person, or by sending a written response. This influence doesn't compel the target to endanger himself or escalate to violence, although he may well do so of his own accord. Resisting requires entering a Decision Point and calling on a Major or Defining Intimacy.

If the Dragon-Blood knows Signature-Stealing Calligraphy (p. XX), she may use it reflexively alongside this Charm to write a letter under another person's identity, rolling with (Manipulation + Linguistics) instead. As long as the target is convinced by her forgery, he'll pursue whoever the message is attributed to. If he sees through the forgery, the influence is overturned.

Poisoned Tongue Technique

Cost: 2m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Reflexive

Keywords: Air

Duration: Instant

Prerequisite Charms: Voices on the Wind

The Dragon-Blood insinuates her influence into another's conversation, subtly manipulating his voice's tone and cadence by controlling the air he speaks through. When a character within short range makes a spoken influence roll, the Dragon-Blood may use this Charm to roll (Manipulation + Linguistics) against his Resolve. Each threshold success on her roll subtracts one die from his influence roll.

In Air Aura, (Essence) 1s on the penalized roll subtract successes from it.

With War 3, the Dragon-Blood can use this Charm to penalize an enemy's command action, disrupting the communication between a commander and his troops.

Reading the Unspoken Word

Cost: 1m, 1wp; **Mins:** Linguistics 5, Essence 3

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Speech Without Words

The Dragon-Blood's keen intuition can discern the words that someone expects to hear, uncovering the expectations or assumptions couched in that language. A servant awaiting a foreign prince expects to be greeted with haughty disdain; a disguised intruder fears his identity will be questioned; a guard at a secret meeting awaits a specific password.

The Dragon-Blood makes a read intentions roll with ([Intelligence or Perception] + Linguistics). Success lets her discern exactly what that character expects to be told in his current circumstances. This may assist her in impersonation, or give her an opening to exploit. If she leverages this knowledge as part of an influence roll, she adds (Essence) non-Charm bonus dice.

Dragon's Voice Mastery

Cost: 5m, 1wp; **Mins:** Linguistics 5, Essence 4

Type: Supplemental

Keywords: Air

Duration: Instant

Prerequisite Charms: Poisoned Tongue Technique

When a dragon speaks, who dares dispute her? The Dragon-Blood adds (Essence/2, rounded up) non-Charm successes on a spoken social influence roll made with any Ability that aligns with one of her Major or Defining Principles. The Willpower cost of resisting her influence increases by one.

Dragon's Voice Mastery can only be used once per day, unless reset by upholding a Major or Defining Intimacy.

Tantalizing Dragon's Tongue

Cost: 7m, 1wp; **Mins:** Linguistics 5, Essence 4

Type: Simple

Keywords: Fire/Wood, Written-only

Duration: Instant

Prerequisite Charms: Incendiary Argument Approach

The Dragon-Blood courts her reader's passion with provocative language and sensuous choices of words, infusing erotic undertones into whatever she writes. This Charm functions identically to Incendiary Argument Approach, except that instead of provoking the target to argue, the influence overwhelms him with passionate admiration and fascination for the author, bordering on lust. If he's sexually attracted to the Dragon-Blood, he'll attempt to seduce her, either by seeking her out in person or with a written declaration of lust. If he's not sexually attracted (or his player invokes the Red Rule, **Exalted**, p. 222), he instead feels inspired to seek her out for friendly conversation.

As with its prerequisite, Tantalizing Dragon's Tongue can be used with Signature-Stealing Calligraphy to forge love letters.

Intoxicating Lotus Manuscript

Cost: 10m, 1wp; **Mins:** Linguistics 5, Essence 4

Type: Simple

Keywords: Psyche, Wood, Written-only

Duration: Instant

Prerequisite Charms: Enthralling Lotus Calligraphy, Tantalizing Dragon's Tongue

The Dragon-Blood creates an enthralling world of story and sensuality to snare a reader, leaving him desperate for another chance to escape into the bliss of her writing. This Charm is a special (Manipulation + Linguistics) roll with double 9s to compose a piece of poetry, fiction, or other creative narrative tailored to a specific character. If the Terrestrial's influence roll beats the target's Resolve, he develops an obsession with her writing as a Minor Derangement (**Exalted**, p. 167). If he goes more than (6 – Integrity) weeks without reading a new work, he suffers withdrawal symptoms in the form of a –1 penalty on social and mental rolls.

When the target spends Willpower to resist this Derangement, he may also ignore his withdrawal symptom penalty for the same duration. Once he's spent three Willpower, the influence is broken, and the Derangement and withdrawal penalty subside. In addition, if the Dragon-Blood goes a full story without writing and releasing a new work that could fulfill the victim's addiction, it likewise ends. She may make her works difficult or expensive to acquire, but making it impossible for the victim to obtain them negates this Charm.

An Essence 5+ repurchase allows the Dragon-Blood to strengthen the Derangement with repeated uses of this Charm targeting the same character. Once she uses it against him, she must wait until the next story before she can do so again, raising the intensity of the Derangement by one step if she succeeds. Each level of intensity above Minor adds +1 to the total Willpower the victim must spend to break free of this Charm's influence.

With One Mind

Cost: 5m, 5i, 1wp; **Mins:** Linguistics 5, Essence 5

Type: Simple

Keywords: Air, Perilous

Duration: One scene

Prerequisite Charms: Dragon's Voice Mastery, Speech Without Words

The Dragon-Blood weaves her mind together with that of her allies, creating a shared battle-consciousness that transcends language's limitations. She forms a mental bond with either a single character she can see, or all of her Sworn Kin she can see. Participants in the bond gain the following benefits:

- They can communicate telepathically with each other. This isn't limited by range or line of sight, but they must share a common language.
- As long as one of them is aware of a hidden threat or concealed character, all of them are. This may render them immune to unexpected attacks (**Exalted**, p. 203) or allow them to attack a concealed enemy.

- Whenever one of them is attacked, another bonded character within close range may reflexively interpose his Parry, as though with a defend other action. Only one character may make this reflexive defense against a single attack, even if several are in range.
- If a participant attempts a distract gambit (**Exalted**, p. 200) against an enemy to benefit another bonded character, the beneficiary doubles 7s on the attack roll. A successful gambit grants the beneficiary one point of Initiative in addition to those spent by the attacker.

Lore

Careful Insight-Gathering Study

Cost: 2m per success; **Mins:** Lore 1, Essence 1

Type: Supplemental

Keywords: Air, Balanced, Excellency

Duration: Instant

Prerequisite Charms: None

Breathing deep of the world's Essence, the Dragon-Blooded pronounces her wisdom with impeccable clarity. She may add automatic successes to a Lore roll for two motes each. In addition, if she adds 2+ successes on a roll to introduce or challenge a fact (**Exalted**, pp. 237-238), she doubles 9s on the roll.

Opening the Mind's Gates

Cost: 3m; **Mins:** Lore 2, Essence 1

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Careful Insight-Gathering Study

Speaking a sagely aphorism, the Dragon-Blooded calls up the winds of knowledge to disperse whatever miasma closes a student's mind to learning. She makes a special instill roll with ([Charisma or Intelligence] + Lore) to induce a state of supernatural receptivity in a single character, treating him as though he had a Major Principle of "I must seek out education" for one scene. If the Dragon-Blooded exploits this Intimacy with a persuade or bargain roll to convince the target to study with her, the cost of resisting increases by one Willpower.

Flawless Study Focus

Cost: 3m, 1wp; **Mins:** Lore 3, Essence 1

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Opening the Mind's Gates

The Dragon-Blood clears her mind, drawing upon the clarity of the upper air to enter a receptive

trance. To use this Charm, she must spend at least (10 – Intelligence) hours studying under a teacher or consulting a library, archive, or similar repository of information. She gains a temporary Lore specialty in a single topic possessed by her mentor or covered by the materials she had access to. She retains the specialty indefinitely, but may only have one specialty granted by this Charm at a time.

Elemental Concentration Trance

Cost: 3m; **Mins:** Lore 3, Essence 1

Type: Simple

Keywords: Balanced

Duration: Instant

Prerequisite Charms: Careful Insight-Gathering Study

To use this Charm, the Dragon-Blood must spend a few minutes contemplating an expression of an element: observing the movement of clouds, meditating beneath a waterfall, staring unblinking into a flame, or so on; this determines the Charm's elemental aspect. At the end, she makes a ([Mental Attribute] + [Bureaucracy, Investigation, Lore, Medicine, Survival, or War]) roll with a single bonus success. She may roll to introduce a fact as though she has a Lore background in facts that relate to the Charm's elemental aspect. An Air-aspected use could introduce facts about weather or music theory; an Earth-aspected use could relate to geology, masonry, or architecture; and so on.

If the Dragon-Blood knows Dragon-Kin Empowerment, she may provide the benefits of this Charm to one of her Sworn Kin, guiding him through meditation.

Dragon-Kin Empowerment

Cost: 1m; **Mins:** Lore 3, Essence 1

Type: Simple

Keywords: Aura

Duration: Instant

Prerequisite Charms: Elemental Concentration Trance

The Dragon-Blood's understanding of the cycle of elements and the flow of Essence allows her to empower her fellow Terrestrial Exalted. She transfers her Elemental Aura to a touched Dragon-Blooded who isn't in Aura state, and up to (Essence x3) of her own motes to her choice of his personal or peripheral pool. This Charm has the same aspect as the transferred Aura, and granted motes can only be spent on Charms of that element. If the target's mote pool cannot accept all the motes transferred, he has until his next action to spend them before they dissipate.

A Lore 5, Essence 2 repurchase of this Charm allows the Dragon-Blooded to also transfer a single level of anima when she uses this Charm.

Elemental Bolt Attack

Cost: 4m (+1a); **Mins:** Lore 3, Essence 1

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Elemental Concentration Trance

The Dragon-Blood channels elemental Essence into a deadly blast. Air manifests as crackling lightning; Earth as flying stones; Wood as poisoned thorns; and so on. This is a **withering** or **decisive** attack with (Dexterity + [Archery or Thrown]) against an enemy within short range, which can be enhanced with Charms of the appropriate combat Ability. The Exalt may spend a level of anima to extend this to medium range.

Elemental Bolt

Accuracy: +5 Close; +4 Short; +3 Medium; -0 Long; -2 Extreme;

Damage: 10 + Essence (doesn't add Strength); **Overwhelming:** (Essence + 1)

This Charm's elemental aspect is the same as the Exalt's, and it gains additional benefits based on its element.

Air: The elemental bolt deals lethal damage and ignores (higher of Essence or 3) soak or (Essence) hardness from metal armor, including the five magical materials.

Earth: The elemental bolt deals bashing damage and has the Smashing tag (**Exalted**, p. 586).

Fire: The elemental bolt deals lethal damage. **Decisive** attacks double 10s on damage.

Water: The elemental bolt deals bashing damage and has the Flexible and Disarming tags (**Exalted**, p. 586).

Wood: The elemental bolt deals lethal damage. **Decisive** attacks carry a poison with Damage 1i/round (B in Crash), Duration (Essence + 5), and penalty -1.

The Dragon-Blood may purchase additional elemental variants of this Charm for three experience points each.

Elemental Empowerment Meditation

Cost: —(+1lhl or 1wp); **Mins:** Lore 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Elemental Concentration Trance

The Dragon-Blood replenishes her spirit with elemental power drawn from her understanding of Creation. Once per day, when she uses Elemental Concentration Trance to roll (Intelligence + Lore), she may pay one Willpower or one lethal health level before rolling to gain motes equal to twice her threshold successes on the roll. These motes can only be spent on Charms of the same element as the one she meditated on, and last one day.

If the Exalt knows Dragon-Kin Empowerment, she may pay this Charm's cost to provide its benefits to a Hearthmate when she leads him through meditation.

A character — either the Dragon-Blood or a Hearthmate — may only receive this benefit once per day.

Sagacious Elder's Instruction

Cost: 3m; **Mins:** Lore 3, Essence 2

Type: Supplemental

Keywords: Air

Duration: (Intelligence) days

Prerequisite Charms: Breath of Inspiration

The Dragon-Blooded savant's wise words part the fog of mystery and confusion. When the Dragon-Blood gives advice to another character and successfully rolls to introduce a fact that supports it, that character gains a temporary specialty based on that advice that can apply to rolls with any Ability for the duration of this Charm, as long as he follows her guidance.

Stern Tutor Discipline

Cost: 1m, 1wp; **Mins:** Lore 5, Essence 2

Type: Simple

Keywords: Air

Duration: Varies

Prerequisite Charms: Sagacious Elder's Instruction

The Dragon-Blood's tutelage pushes her students to test their boundaries, allowing a single player character studying under her to go into "experience debt" to purchase a single dot in an Attribute, Ability, or specialty, without having to spend the normal experience cost. Instead, any experience points that player gains go towards paying off the experience debt until it has been fully repaid. A character cannot benefit from this Charm while he's still in experience debt due to any effect. The training time is divided by (higher of the Dragon-Blood's Essence or Intelligence)

Alternatively, the Dragon-Blood may confer a specialty to a single NPC after a week of training time, or a dot in an Ability or Attribute after a month. An NPC can only receive one specialty and one Attribute or Ability dot per story.

A Lore 5, Essence 4 repurchase of this Charm allows the Exalt to instead teach any Charm, spell, or thaumaturgical ritual she knows, letting her student go into experience debt to learn it as long as he's normally capable of learning that type of power and meets all necessary prerequisites. NPCs can be trained in a Charm, spell, or ritual over the course of a month. An NPC can only receive this benefit once per story.

Lightning Flash Inspiration

Cost: 5m; **Mins:** Lore 4, Essence 2

Type: Reflexive

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Flawless Study Focus

The Exalt's mind races with lightning speed, revealing to her any errors in her logic while she's on the cusp of completing her thought. After a Lore roll, she may reroll (Essence) non-1 failures.

Fulminating Thunderhead Brilliance

Cost: 15m, 1wp; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Air)

Duration: Instant

Prerequisite Charms: Lightning Flash Inspiration

The Dragon-Blood's mind traces countless branching paths of thought, her eyes crackling with brilliant light. This is a special roll to introduce a fact (**Exalted**, p. 237). Instead of proposing a fact she wishes to introduce, the player names a goal, such as defeating a rival Dynast or investigating corruption within a bureaucracy, and asks the Storyteller to produce the insight she needs with an (Intelligence + Lore) roll at difficulty 3. If other characters are concealing or suppressing relevant information, the highest Guile among them is added to her roll's difficulty. On a success, the Storyteller introduces a relevant fact that will assist her in achieving her goal, which she experiences as a flash of sudden insight. Threshold successes improve the relevance and specificity of her revelation at the Storyteller's discretion.

This Charm can only be used once per story, unless reset by achieving a major character or story goal (**Exalted**, p. 170) through the use of a relevant fact that the Dragon-Blood has introduced, either with this Charm or otherwise.

Truth-In-Stone Binding

Cost: 10m, 1wp, expend Earth Aura; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Drawing on her knowledge of the world and understanding of its Essence, the Dragon-Blooded may speak truths antithetical to the chaos of the Wyld, sealing away those horrors that have no place in Creation. She rolls a special gambit with (Intelligence + Lore) against the Resolve of a raksha or other native of the Wyld within short range. The gambit's difficulty is (higher of target's Essence or Willpower); battle groups add (Size) to the difficulty.

Success incapacitates the enemy, petrifying its Essence into an inanimate form engraved with words of binding that describe the horror trapped within. A raksha might be imprisoned within an egg of jade, while a swarm of hobgoblins might be transformed into stone gargoyles. The bound creatures aren't truly slain, and are restored if the binding words are scratched out or destroyed. The specifics of how this is achieved are left to the Storyteller, but the difficulty should be commensurate with the power of the sealed character, possibly requiring high-level

feats of strength, specially crafted artifacts, or sorcery to accomplish.

This Charm can also be used on environmental features of the Wyld, such as a river of flames that lures in travelers with whispers, or a memory-eating mist. She rolls (Intelligence + Lore) against a difficulty equal to the base difficulty of the hazard or whatever roll is used to resist it, plus a modifier based on the intensity of the surrounding Wyld: +2 in the bordermarches that lap up against Creation, +4 in the middlemarches that lie beyond, and +6 in the deep Wyld, the heart of chaos. Success seals away the hazard, rendering it inert and harmless: The lake of fire cools into a glassy patch of obsidian; the mist condenses into crystalline droplets.

At the Storyteller's discretion, overwhelmingly powerful targets — such as uniquely powerful raksha or Wyld behemoths, or equally potent environmental manifestations of the Wyld — can only be sealed away temporarily. Such bindings last a scene at Essence 3, a day at Essence 4, and a year and a day at Essence 5.

Ten Thousand Minds Ablaze

Cost: 7m, 1wp; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: Instant

Prerequisite Charms: None

Knowledge is the spark that lights the tinder of curiosity, crackling like flame from the Dragon-Blood's lips as she expounds her teachings. She rolls ([Charisma or Intelligence] + Lore), which is treated both as a roll to introduce a fact and as an influence roll to instill all characters who hear her with an Intimacy of interest or fascination towards the proposed fact or a broader field it relates to. She ignores the penalty for targeting multiple characters with the influence roll. To resist, a character must spend Willpower equal to (his Intelligence/2, rounded up). Likewise, the instilled Intimacy cannot be voluntarily lowered until the target spends (his Intelligence/2, rounded up) Willpower, while attempts to erode it with instill actions follow the rules for overturning social influence (**Exalted**, p. 221).

Ink-Black Ocean Depths

Cost: 1m, 1wp; **Mins:** Lore 5, Essence 3

Type: Simple

Keywords: Signature (Water)

Duration: Until completed

Prerequisite Charms: None

The Dragon-Blood reaches into the pages of a manuscript as though they were flowing water, plumbing its depths to commune directly with the wisdom it contains. She can absorb and comprehend the contents of a book or other record of information, such as a mural or coded tattoo, in only a handful of minutes as though she'd read it completely. This doesn't allow her to understand information in a language she cannot read. If she uses this Charm on an exotic repository of wisdom, such as a gemstone enchanted with a sorcerer's memories, the Storyteller may require a (Perception + Lore) roll to comprehend its contents. This Charm can be used in

conjunction with Flawless Study Focus to waive the normal time requirement for using it.

Once the Dragon-Blood finishes reading a text or similar document, she may roll (Manipulation + Lore) to siphon away its wisdom, removing crucial facts and key details to prevent subsequent readers from discovering useful information by reading it. The target and intention of written social influence cannot be altered. A reader may recognize that the text has been altered with a (Perception + [Linguistics or Lore]) roll opposing the Dragon-Blood's result, but this doesn't reveal what was erased. This alteration can be undone by another character with a use of this Charm or similar magic, such as Flashing Quill Atemi (**Exalted**, p. 326), requiring an opposed (Intelligence + Lore) roll.

Root-and-Branch Wisdom

Cost: —; **Mins:** Lore 5, Essence 3

Type: Permanent

Keywords: Signature (Wood)

Duration: Permanent

Prerequisite Charms: None

The Dragon-Blood learns best by teaching, cultivating the garden of her own mind as she sows the seeds of wisdom among her students. Once per story, when she acts as a mentor or trainer to another character (**Exalted**, p. 178), she may impart her student with a Major Tie towards herself while accepting a Minor Tie towards him. Each Tie has a positive emotional context that is defined by the player of the character that gains it. If the Dragon-Blooded maintains her Tie towards a student until the end of the story, she permanently gains a free Lore specialty that relates to what she taught her student and what she learned from him. Providing riding lessons to a Hearthmate might grant a Lore specialty in equestrianism, while instructing a young scion of a Great House in academic topics might grant a specialty in the affairs of that house.

Elemental Succor Method

Cost: —; **Mins:** Lore 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Elemental Empowerment Meditation

Understanding the harmonious flow of elemental Essence through the human body, the Dragon-Blood may direct it to heal her wounds. This Charm upgrades Elemental Empowerment Meditation. The Exalt may exchange five motes granted by it to heal a single level of non-aggravated damage. If she knows Dragon-Kin Empowerment and guides another Dragon-Blood through the meditation, he may likewise heal this way.

Thunderstruck Charlatan Imprecation

Cost: 7m; **Mins:** Lore 4, Essence 3

Type: Supplemental

Keywords: Air

Duration: Instant

Prerequisite Charms: Lightning Flash Inspiration

The ferocity of the Dragon-Blood's rebuke overcomes those she bests with her mind, leaving them as speechless as if struck by lightning. This Charm supplements a roll to challenge a fact (**Exalted**, p. 238) with a spoken rebuke. If the Dragon-Blood's successes exceed the deceiving character's Resolve, then he's left humbled before her mastery, instantly forming a Tie to her of respect, fear, or a similar emotion, or strengthening such an existing Tie by one step. He cannot speak or otherwise communicate for the rest of the scene unless he resists by entering a Decision Point, calling on an Intimacy that exceeds his Tie towards the Dragon-Blood.

Elemental Burst Technique

Cost: —; **Mins:** Lore 5, Essence 3

Type: Permanent

Keywords: Aura, Decisive-only

Duration: Permanent

Prerequisite Charms: Elemental Bolt Attack

When the Dragon-Blood uses Elemental Bolt Attack to make a **decisive** attack with the same aspect as her current Aura state, she may apply the attack against all characters, friend or foe, within close range of her initial target. She divides her Initiative evenly among all hit characters, rounding down, to determine the damage rolled against them, ignoring Hardness.

Additionally, the attack gains a benefit based on its aspect.

Air: Lightning arcs from foe to foe. Metal weapons, including those made of the five magical materials, can't be used to parry the attack. For each enemy hit by the attack, the Dragon-Blooded adds one bonus die to the base damage rolled against each of them, maximum +(Essence).

Earth: The Dragon-Blood adds (Strength/2, rounded up) to the base damage rolled against each hit character, and waives the Initiative cost and Defense penalty for making a smash attack.

Fire: As long as the elemental blast deals 3+ total levels of damage, the targeted area catches fire as long as it contains flammable materials, becoming an environmental hazard with difficulty 4, damage (Essence – 1)L/round. The hazard burns for at least (Essence) rounds unless extinguished.

Water: Enemies with an Initiative lower than the Dragon-Blood's when she makes the attack are disarmed (**Exalted**, p. 200) if they take any damage.

Wood: The elemental bolt's poison is upgraded to Damage 1L, Duration (Essence + 5), penalty –3.

Elemental Burst Technique can only be used once per scene, unless reset by dealing enough **withering** damage to a non-trivial opponent with Elemental Bolt Attack to reduce his Initiative from a rating higher than the Dragon-Blood's to a lower rating.

Eternal Mind Meditation

Cost: 15m, 1wp; **Mins:** Lore 5, Essence 4

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Lightning Flash Meditation

The Dragon-Blood empties her mind of all distraction, dispersing the dark clouds of forgetfulness and ignorance so that she might answer a conundrum with the totality of her knowledge. After a scene spent in contemplation, she makes a roll to introduce a fact that doesn't need to be based on any of her Lore backgrounds. Instead, she draws this knowledge forth by collating an entire lifetime of memories, piecing together fragments of information and intuitions to reveal a greater whole. The Storyteller may still veto the introduction of a fact (**Exalted**, pp. 237-238), refunding this Charm's cost, if it would compromise the narrative of the game, or if a player proposes a fact that not even this Dragon-Blood's entire lifetime of memories could reveal.

Alternatively, the Dragon-Blooded may use this Charm to free herself from a Psyche effect that alters her memories, such as the Solar Charm Memory-Reweaving Discipline. She rolls as though introducing a fact with this Charm against a difficulty of (the Essence + Manipulation of the character that used the effect). On a success, she gradually begins recovering her true, unaltered memories; for each day that passes, a single month's worth of memories are restored. Multiply this rate by (her threshold successes + 1).

This Charm can only be used once per story, unless reset by discovering an important secret or piece of information in a way that either upholds one of the Dragon-Blood's Defining Principles or achieves a major character or story goal (**Exalted**, p. 170). No reset is needed if the Storyteller vetoes a proposed fact.

Glorious Birthright Font

Cost: —; **Mins:** Lore 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Elemental Succor Method

One with five elements, the Dragon-Blood discovers her true self reflected in the Essence of Creation. This Charm upgrades Elemental Empowerment Meditation. When she or a character she's guiding through the meditation rolls 5+ threshold successes, they gain a point of Willpower in addition to the usual rewards of the Charm, up to their maximum Willpower.

Endless Coils Enlightenment

Cost: —(+1wp); **Mins:** Lore 5, Essence 5

Type: Permanent

Keywords: Air

Duration: Permanent

Prerequisite Charms: Eternal Mind Meditation

The thunderstorm is born from many clouds, each one casting its lightning from horizon to horizon. When the Exalt uses Eternal Mind Meditation to introduce a fact, she may pay one additional Willpower to draw from the wisdom of up to (Intelligence – 1, minimum one) willing Dragon-Blooded within medium range of her. Each Dragon-Blood that contributes his wisdom adds a single non-Charm die on her roll, as well as contributing the whole of their memories and any Lore backgrounds they possess to the body of information on which the introduced fact is based. On a successful Lore roll, all participating Dragon-Blooded form a Major Tie of loyalty to the all Dragon-Blooded as a whole.

The Wind Turns

Cost: 2wp, expend Air Aura; **Mins:** Lore 5, Essence 5

Type: Simple

Keywords: Air, Aura

Duration: Instant

Prerequisite Charms: Glorious Birthright Font

A breath sent out into the world may return as a hurricane, and Essence is the breath of the world. The Dragon-Blood rolls (Willpower + Initiative). She and any of her Hearthmates within short range gain one mote for every two successes. Using this Charm resets her to base Initiative.

This Charm can only be used once per story, unless reset by upholding a Major or Defining Tie towards another Dragon-Blood, or to the Dragon-Blooded host as a whole.

Dragon Vortex Attack

Cost: 20m, 2wp, expend Aura; **Mins:** Lore 5, Essence 5

Type: Simple

Keywords: Aura, Perilous

Duration: Instant

Prerequisite Charms: Elemental Burst Technique, The Wind Turns

At the apex of the Dragon-Blood's understanding, she draws forth the power of her draconic ancestors, shaking Creation to its foundations as she unleashes the primal wrath of the elements. To use this Charm, she must have Initiative 15+. A tremendous burst of elemental Essence radiates outward from her, a one-time environmental hazard that extends to close range, plus an additional range band for every ten Initiative she has. The aspect of this Charm and the hazard's nature depend on which Elemental Aura she expends. Allies and enemies alike are caught in the hazard, but it won't harm the Dragon-Blood's Sworn Kin. If she knows Enfolded in the Dragon's Wings (p. XX), she may likewise spare allied characters.

The hazard has Difficulty (the Dragon-Blood's Intelligence), but doesn't have a standard damage. Instead, the Dragon-Blood divides her Initiative evenly, rounding up, among each character who fails his roll to determine how much lethal damage is rolled against him. Battle groups and trivial opponents instead suffer (her full Initiative) damage, without counting against

the total she divides. As long as at least one enemy fails his roll, this resets the Dragon-Blood to base Initiative.

The hazard carries additional effects based on its aspect:

Air: Roiling storm clouds darken the sky, unleashing countless bolts of lightning and raining down hail. Any character wearing metal armor, including armor made from the magical materials, applies its mobility penalty on his roll to resist the hazard. The damage roll benefits from double 9s.

Earth: The earth rumbles in a mighty earthquake, scattering stone debris skyward to strike flying foes. A character that takes 3+ levels of damage falls into a chasm and lands prone, suffering damage as per a short-range fall (**Exalted**, p. 232). Climbing out of the chasm counts as moving through difficult terrain (**Exalted**, p. 199).

Fire: A pyroclasm sweeps across the battlefield, igniting anything flammable. As long as there's fuel, even after the vortex fades, it leaves behind a hazard with Difficulty 5, Damage 4L/round within its range, which burns for at least (Intelligence) hours. These flames won't burn the Dragon-Blood or any allies spared from the vortex.

Water: A standing wave towers above the Dragon-Blood before collapsing outward in all directions with tsunami force. For every three levels of damage a character suffers from the hazard, rounded up, he's knocked back one range band from the Dragon-Blood to fall prone, and suffers an additional three dice of bashing damage, ignoring Hardness.

Wood: Fast-growing briar patches and massive thorny vines spread rapidly across the battlefield, while bright-colored flowers bloom with poisonous pollen. Characters who fail their roll must roll (Stamina + Resistance) against a poison with Damage 3i/round, Duration (Essence + Intelligence) rounds, and a -3 penalty. Additionally, the area of the hazard becomes difficult terrain until the plant growth has been cleared entirely. The Dragon-Blood and any allies spared from the vortex are unimpeded by this terrain, the plants parting to clear their path.

If any of the Dragon-Blood's Sworn Kin are within the vortex's initial range and in Elemental Aura, they may expend it to add that element's effect to the hazard. The expended Aura must be of an element that hasn't already been expended; each participating Dragon-Blood must contribute a unique element to the vortex. Crashed Hearthmates can't contribute their Aura. Each Hearthmate who expends his Aura adds +1 to the hazard's Difficulty and adds his Initiative to the primary Dragon-Blood's total to determine both the range and damage of the hazard, resetting him to base Initiative.

This Charm can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134).

Medicine

Master Healer Meditation

Cost: 1m per die; **Mins:** Medicine 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Wood

Duration: Instant

Prerequisite Charms: None

Blessed with understanding of the flow of living Essence through the body, the Dragon-Blooded physician refines her skill to perfection. She may add bonus dice to a Medicine roll for one mote each. If she adds enough to reach her dice limit (p. XX), she also adds a non-Charms success on the roll.

Disease-Banishing Technique

Cost: 3m, 1wp; **Mins:** Medicine 2, Essence 1

Type: Supplemental

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Master Healer Meditation

The Dragon-Blood strengthens her patient's body against the malaise that ravages it. She doubles 9s on a roll to treat a disease. If her threshold successes exceed (higher of the disease's virulence or morbidity), then her ministrations grant her patient a temporary Resistance specialty in that disease until it has run its course. A character can only benefit from one such specialty at a time.

Venom Expulsion Method

Cost: 2m; **Mins:** Medicine 2, Essence 1

Type: Simple

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Master Healer Meditation

Tapping her patient's pressure points with swift, precise strikes, the Dragon-Blood halts the flow of poison through his body. She may roll to cure poison as a miscellaneous action without facing increased difficulty for rushing treatment. If she takes a full hour to administer aid, she instead doubles 9s.

Wound-Closing Technique

Cost: 5m; **Mins:** Medicine 2, Essence 1

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Master Healer Meditation

The Dragon-Blood spends fifteen minutes tending to a patient's wounds, at the end of which she rolls (Intelligence + Medicine). Each success converts a single level of lethal damage to bashing, speeding the rate at which it heals (**Exalted**, p. 173). Alternatively, if she rolls successes equal to (her patient's wound penalty + 1), she may heal a single level of bashing damage. Once a character has been treated with Wound-Closing Technique, he must receive at least a day of bedrest or fully heal all damage before he can benefit from it again.

Ailment-Sensing Meditation

Cost: 4m; **Mins:** Medicine 3, Essence 1

Type: Simple

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Master Healer Meditation

The Dragon-Blood observes the natural rhythms of her patient's body, intuiting any ailments that afflict him. She may complete a roll to diagnose a patient (**Exalted**, p. 237) in a handful of seconds. Successfully diagnosing a disease, poison, or similar ailment grants her a temporary Medicine specialty in it. She retains the specialty indefinitely, but may only have one specialty granted by this Charm at a time.

Nature's Healing Bounty

Cost: 1m; **Mins:** Medicine 3, Survival 3, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Master Healer Meditation

A master of herbalism and nature lore, the Dragon-Blood finds all she needs to heal her patients in gardens or the wilderness. As long as she has access to medicinal herbs or similar flora, she may roll Medicine to treat injury, disease, poison, or other afflictions without any increased difficulty for lacking equipment or medication. If she uses medicinal herbs in addition to tools, she treats them as exceptional equipment (**Exalted**, p. 580), or converts the bonus die from already-exceptional equipment to a non-Charm success.

Constitution-Tempering Discipline

Cost: —; **Mins:** Medicine 3, Essence 2

Type: Permanent

Keywords: Wood

Duration: Permanent

Prerequisite Charms: Disease-Banishing Technique

Drawing strength from the Dragon-Blood's ministrations, her patient can fight through the worst of his illness. When the Terrestrial successfully grants her patient a specialty with Infection-Banishing Technique, she may commit that Charm's mote cost. When that disease would inflict an automatic botch on one of his rolls (**Exalted**, p. 234), it instead only inflicts a penalty equal to (6 – [higher of her patient's Stamina or Resistance]). The Exalt may mitigate up to (Essence) botches this way.

Poisoner's Deft Hand

Cost: 3m, 1i; **Mins:** Medicine 3, Essence 2

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Venom Expulsion Method

The Dragon-Blood's understanding of toxins and venoms can harm as well as heal. When she poisons another character — with a **decisive** attack, poisoning his food or drink, using magic, etc. — she adds (Essence/2, rounded up) to the poison's duration. Each use of this Charm only applies to a single dose of poison. If the Dragon-Blood wishes to serve a poisoned feast to her enemies, she must use it separately for each of her victims.

Death-Defying Endeavor

Cost: 4m; **Mins:** Medicine 4, Essence 2

Type: Reflexive

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Ailment-Sensing Meditation

Drawing from her patient's own fierce will to survive, the Dragon-Blood refuses to fail. After a Medicine roll, she may reroll (Essence) non-1 failed dice.

Grievous Wound Alteration Energy

Cost: —(+1wp); **Mins:** Medicine 5, Essence 2

Type: Permanent

Keywords: Wood

Duration: Permanent

Prerequisite Charms: Wound-Closing Technique

Even the most horrific injuries inflicted by the Anathema yield to the Dragon-Blooded physician's life-saving prowess. This Charm upgrades Wound-Closing Technique, allowing the Dragon-Blood to pay a one-Willpower surcharge to treat aggravated damage with it. She rolls (Intelligence + Medicine), each success converting a level of aggravated damage to lethal. Any successes above her patient's total aggravated damage convert levels of lethal damage to bashing.

Purity-of-Mind Method

Cost: 10m (+1wp per interval); **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: Extended action

Prerequisite Charms: None

The Dragon-Blood may treat afflictions of the mind with insightful counseling, guided

meditation, soothing hypnosis, or other beneficial methodologies, granting her patient the serenity of still air and the crystalline clarity of ice. Once she's diagnosed a Derangement, she may treat it as an extended ([Charisma or Intelligence] + Medicine) roll with difficulty 5, goal number (5 + [Intensity x5]), terminus (10 – Intensity), and an interval of one month (**Exalted**, p. 189). She must pay one Willpower at each interval before rolling. Successfully completing the extended action reduces the Derangement's intensity by one step, to a minimum of Minor, and grants one Willpower to both the Dragon-Blood and her patient.

While under the effects of this Charm, the patient adds (the Dragon-Blood's Essence) bonus dice on Willpower rolls to resist the treated Derangement, and reduces any Resolve penalties it imposes by one. Although this Charm can't reduce Derangements below Minor intensity, the Dragon-Blood may use it to treat a patient's Minor Derangement, rolling ([Charisma or Intelligence] + Medicine) roll at difficulty 5 to grant her patient these benefits for one month. She doesn't need to spend Willpower or commit this Charm's mote cost when used in this fashion.

Marmoreal Body Fortification

Cost: 4m, 1wp; **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: One day

Prerequisite Charms: None

Alabaster anima limns the Dragon-Blood's hands as she massages her patient's pressure points and meridians, causing his flesh to take on a pale, marble-like hue as the strength of stone suffuses it. She rolls (Essence) dice, granting her patient a single temporary –0 health level for each success. Damage is applied to these temporary levels before the patient's own health levels, and any damage filling them is removed along with them when this Charm ends. In addition, if the patient is unarmored, his stony skin adds (the Dragon-Blood's Essence) to his natural soak and grants 2 Hardness.

Normally, only one character may benefit from this Charm at a time. However, the Dragon-Blood may sustain multiple uses to empower herself and her Sworn Kin with it.

Unbinding the Inner Flame

Cost: 4m, 4i, 1wp; **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Perilous, Signature (Fire)

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood stokes the flames of vitality with a precisely-measured strike to the heart chakra, inflaming the Essence of herself or an ally until blood boils and thews surge with unrestrained might. She grants a touched character a bonus dot of Strength and doubles 10s on his **decisive** damage rolls. He also gains one mote on each of his turns, and one Initiative if he's not in crash.

The power unleashed by this Charm is greater than the body can endure unharmed. Once it ends, the target suffers a level of aggravated damage, which cannot be prevented.

Body-Cleansing Ablution

Cost: 10m, 1wp; **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Signature (Water)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood calls upon water as a healing tool, washing away pain and purifying the body. She must spend at least an hour overseeing her patient as he bathes or washing his wounds with pure water. This treatment alleviates pain, allowing her patient to ignore (his Stamina – 1) points of wound penalties for one day. In addition, if the Dragon-Blood has diagnosed any diseases or poisons he suffers from, he makes a single (Stamina + Resistance) roll. This is treated as a roll against the morbidity of each diagnosed disease, except that failure doesn't intensify his symptoms. In addition, each success reduces the duration of any diagnosed poisons in by one interval.

A character can only benefit from this Charm once per story.

Rebirth of Flesh and Ivy

Cost: 10m, 5i, 1wp; **Mins:** Medicine 5, Essence 3

Type: Simple

Keywords: Perilous, Signature (Wood)

Duration: Instant

Prerequisite Charms: Grievous Wound Alteration Energy

Vines and ligneous tendrils spring from the Dragon-Blood's anima as she lays hands upon a wounded ally. Ivy stitches shut bleeding wounds; lianas twist to set broken bones; bark grows over damaged limbs to reinforce their strength. The Dragon-Blood rolls (Intelligence + Medicine), instantly healing levels of non-aggravated damage equal to her successes as plants replace damaged tissue.

If the target suffers from any crippling injuries or effects that he could eventually heal or recover from naturally (including magically inflicted effects such as Joint-Wounding Attack or Crippling Pressure-Point Strike), the Dragon-Blood may split her successes between healing damage and alleviating these wounds, spending two successes for each point of crippling penalty she wishes to cancel.

The player of the healed character may choose to be marked by this healing, accepting a scar that resembles wood more closely than flesh or strands of green interwoven with restored tissues.

This Charm can only be used once per story, unless reset by saving a dying character (one whose Incapacitated health level is damaged) through medical care.

Dread Infection Strike

Cost: 5m; **Mins:** Medicine 4, Essence 3

Type: Simple

Keywords: Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Constitution-Tempering Discipline

Drawing on her abundant medical expertise, the Dragon-Blood turns disease into another weapon in her arsenal. She strikes at a foe with malaise-bearing Essence, afflicting him with any mundane disease that she's successfully made a Medicine roll to treat during the chronicle. This is a difficulty 3 gambit using any combat Ability. Success exposes that enemy to the disease, with every two threshold successes on the Dragon-Blood's Initiative roll imposing a -1 penalty on his (Stamina + Resistance) roll against its virulence. Trivial foes and crashed enemies acquire the disease at Major intensity on a failed roll.

With Medicine 5, Essence 5, the Dragon-Blood may repurchase this Charm to add a supernatural disease that she's treated with a successful Medicine roll to the repertoire of ailments she can inflict. She must pay a one-Willpower surcharge to do so, and the difficulty of the gambit rises to 5. Incurable or irresistible diseases such as the Great Contagion cannot be transmitted through this Charm.

Flesh-as-Stone Inurement

Cost: 5m; **Mins:** Medicine 4, Essence 3

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: Grievous Wound Alteration Energy

The Dragon-Blood brushes her fingers across pressure points to numb her patient to pain. She rolls (Wits + Medicine) against a difficulty of (an ally's wound penalty + 1). Success lets that character ignore (the Dragon-Blood's Essence/2, rounded up) points of wound penalties for the scene.

Alternatively, this Charm can be used to numb an enemy's limb, a gambit rolled against an enemy at close range with (Dexterity + [Brawl, Martial Arts, or Medicine]). Its difficulty equals (higher of the target's Stamina or Resistance). Success imposes a -3 penalty on all actions taken with the struck appendage until the victim receives a day's bed rest. This can be healed with magic such as Wound-Banishing Strike (**Exalted**, p. 343).

Jade Crucible Method

Cost: 1ahl; **Mins:** Medicine 5, Essence 4

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Grievous Wound Alteration Energy

Essence flows through all living things, the ultimate source of vitality. Drawing on her understanding of this principle, the Dragon-Blood may heal others at the cost of her own life. After spending fifteen minutes meditating or performing medical treatment, she may roll (current temporary Willpower), gaining one mote per success and one Willpower for each 10. This can raise her above her Willpower rating. These motes and Willpower can only be spent on Medicine Charms, and are lost if unspent by the end of the day.

This Charm may only be used once per day, unless reset by succeeding on a Medicine roll to treat a character the Dragon-Blood has a Major or Defining positive Tie for.

Most Beneficent Seed of the Five Dragons

Cost: 5m, 1ahl; **Mins:** Medicine 5, Essence 5

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Jade Crucible Method

The blood of the Dragons is precious beyond measure, manifesting the vitality of a lineage that reaches back to the dawn of time. Slicing a palm to pour out a draught of her own blood, the Dragon-Blood confers this undying vigor on her patient. She doubles 7s on a roll to provide medical treatment.

This Charm can only be used once per story, unless reset by achieving a major character or story goal (**Exalted**, p. 170) through medical skill or expertise, such as successfully treating a plague-ridden city or saving the life of a sibling stricken with a supernatural malady.

Melee

Stoking Bonfire Style

Cost: 1m per die or 2m per +1 Parry; **Mins:** Melee 1, Essence 1

Type: Supplemental or Reflexive

Keywords: Balanced, Excellency, Fire, Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's aggression stokes her Essence hotter and higher as she strikes relentlessly at her opponent, until he finally falls before her onslaught. She may add bonus dice on a Melee attack roll for one mote each, or raise her Parry for two motes per +1. When she lands an attack against an enemy or blocks one with this Charm, the cost of using this Charm against him is cumulatively lowered by one mote on subsequent rounds. Missing an attack or failing to parry resets the discount, as does attacking or defending against another enemy, or going a round without using this Charm.

Burning Fury Wreath

Cost: 3m; **Mins:** Melee 2, Essence 1

Type: Supplemental

Keywords: Balanced, Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Stoking Bonfire Style

The Dragon-Blood's superheated edge cuts through armor as though it were ice. She ignores (Strength/2, rounded up) points of Hardness, plus an additional point for every 10 on her attack roll.

Flame-Borne Interception

Cost: 3m; **Mins:** Melee 2, Essence 1

Type: Reflexive

Keywords: Balanced, Fire, Uniform

Duration: Until next turn

Prerequisite Charms: Stoking Bonfire Style

Flames wreath the Exalt's weapon, burning brighter with each blow that it deflects. Each time she blocks an attack, she gains +1 Parry until her next turn. This bonus resets if the Dragon-Blood is hit by an attack, or defends using an Ability other than Melee.

Blinding Spark Distraction

Cost: 1m, 1i; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Balanced, Fire, Uniform, Perilous

Duration: Instant

Prerequisite Charms: Flame-Borne Interception

Sparks fly from the Dragon-Blood's weapon as it wards off an attack, blinding her foes. Successfully blocking an attack or winning a clash from close range blinds her attacker (**Exalted**, p. 168) until the end of his next turn unless he succeeds on a (Stamina + Resistance) roll at a difficulty of (her Essence + the successes he missed by).

Graceful Flowing Defense

Cost: 2m, 1i; **Mins:** Melee 3, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform, Water

Duration: Instant

Prerequisite Charms: Flame-Borne Interception

The Dragon-Blood's weapon moves like a flowing river to deflect enemy attacks, suffused with the grace and serenity of water. She ignores a single point of penalty to her Parry.

In Water Aura, she ignores (higher of Essence or 3) points of penalty to her Parry.

Crimson Fang Bite

Cost: 3m, 1wp; **Mins:** Melee 3, Essence 2

Type: Supplemental

Keywords: Dual, Fire

Duration: Instant

Prerequisite Charms: Burning Fury Wreath

The Dragon-Blood channels the fury of the flame to strike a devastating blow. She adds (higher of Essence or Strength) to the raw damage of a **withering** attack, or doubles (Strength) 10s on a **decisive** damage roll.

Demon-Crushing Wolf Bite

Cost: 4m, 1i; **Mins:** Melee 4, Essence 2

Type: Supplemental

Keywords: Perilous, Withering-only, Wood

Duration: Instant

Prerequisite Charms: Crimson Fang Bite

Emerald thorns burst from the Terrestrial's weapon, adding (Stamina) Overwhelming to a **withering** attack.

In Wood Aura, the Dragon-Blood adds (Stamina) to the raw damage of the attack as well.

Elemental Sheath

Cost: 3m (+1a); **Mins:** Melee 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Stoking Bonfire Style

The Dragon-Blood consigns a jade artifact weapon to the elements, banishing it Elsewhere through a dramatic and significant manifestation of an element that is at least as large as her weapon. Her daiklave might become translucent and fluid as she touches it to the surface of a lake, dissolving into the body of water; a direlance plunged into a boulder or stone wall might vanish into it; a goremaul fades away as a strong gust of wind carries it away. She may alternatively recall it from a similar manifestation of the same element.

If the Exalt doesn't have access to an appropriate elemental manifestation, she may expend a level of anima to banish or recall her weapon. Once banished this way, it may be recalled through a manifestation of her Aspect element.

Dragon-Graced Weapon

Cost: —; **Mins:** Melee 5, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Elemental Sheath

When the Dragon-Blood recalls a banished weapon with Elemental Sheath, it's wreathed with the element she summons it forth from (or her Aspect element, if she expends anima to summon it). Alternatively, the Dragon-Blood can use Elemental Sheath to reflexively shape and ready a mundane Melee weapon from an elemental manifestation, drawing the flames of a bonfire into a lance or shaping a sword from the razor-sharp edge of a biting gale. Either way, the weapon gains benefits based on the chosen element:

Air: Wind chills the weapon to a deadly cold, inflicting a -1 crippling penalty on an enemy damaged by a **decisive** attack until the end of his next turn.

Earth: Bulky stones reinforce the weapon, granting the Smashing tag. If it already has that tag, its smash attacks deal an additional die of damage.

Fire: Flames wreath the weapon, granting +1 Overwhelming.

Water: The weapon is fluid and graceful, granting the Flexible and Grappling tags. If it already has at least one of those tags, add one bonus die on the attack roll of grapple gambits.

Wood: Vines or roots twine around the weapon, granting the Disarming tag. If it already has that tag, add one bonus die on the attack roll of disarm gambits.

Crossfire Flash

Cost: 5m; **Mins:** Melee 4, Essence 2

Type: Supplemental

Keywords: Balanced, Fire, Uniform

Duration: Instant

Prerequisite Charms: Blinding Spark Distraction

A wave of flame rolls down the Dragon-Blood's weapon as she strikes, flying into her enemy's eyes or scorching other extremities. She rerolls (Essence) non-1 failures on the attack roll of a clash attack. Each rerolled die that shows a 10 strips away a success from her foe's own attack roll.

Flame Warden Stance

Cost: 3m, 2i; **Mins:** Melee 4, Essence 2

Type: Simple

Keywords: Fire, Perilous

Duration: One scene

Prerequisite Charms: Flame-Borne Interception

The Dragon-Blood's gleaming blade flickers into place between her allies and her enemies. She takes a defend other action (**Exalted**, p. 196) that extends its benefits to one scene, without needing to take the defend other action again on subsequent turns. Her ward must be within close range to benefit, but this Charm doesn't end if he moves out of range.

In Fire Aura, each time the Dragon-Blood parries an attack against her ward, she adds one bonus die to his next attack roll.

Blazing Interception

Cost: 4m; **Mins:** Melee 5, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Flame Warden Stance

The Dragon-Blood's battle spirit flares as she fends off peril to her ward, driving her forward in a fiery counterstrike. After successfully parrying an attack against a character she's protecting with a defend other action, she may respond with a **decisive** counterattack.

In Fire Aura, the Dragon-Blood's ward may attempt a reflexive distract gambit (**Exalted**, p. 200) against his attacker to benefit the Exalt before she makes her counterattack. This doesn't count as her ward's attack for the round.

Steel Tempest Strike

Cost: 4m, 1wp, expend Air Aura; **Mins:** Melee 5, Essence 3

Type: Reflexive

Keywords: Aura, Decisive-only, Signature (Air)

Duration: Instant

Prerequisite Charms: None

The Exalt leaps into the air and rides a current of wind to strike at her foe with deadly speed. On her turn, she may use her movement action to advance one range band towards an enemy at short range and make a **decisive** attack against him. She ignores difficult terrain, and may skim over chasms or pits as long as she ends on solid ground. This doesn't count as her attack for the round.

This Charm can only be used once per scene, unless reset by gaining 15+ Initiative in a single tick.

Falling Mountain Fang

Cost: 2m, 1wp; **Mins:** Melee 5, Essence 3

Type: Simple

Keywords: Decisive-only, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood strikes a blow laden with Earth Essence, magnifying the weight of whatever she strikes. She makes one of the following gambits:

Weigh Down Weapons (Difficulty 6): Earth Essence weighs down a weapon, increasing its weight a thousandfold for the rest of the scene. The wielder must reflexively roll a Strength 5 feat of strength against (the Exalt's Essence + her Initiative roll threshold successes) or drop the weapon to the ground. Such a feat is also required to lift it or ready it. Even if the wielder does retain his hold on the weapon or later manage to lift it, all attack rolls with it take a -3 penalty, and carrying it while moving counts as difficult terrain.

Weigh Down Armor (Difficulty 4): This gambit increases the mobility penalty of armor by -3, and requires the wielder to spend one Initiative in order to take any movement action. This penalty only lasts three rounds, but a subsequent use of this Charm allows a difficulty 5 gambit against the weighted armor that intensifies its weight until the wearer can no longer stand, forcing him prone and preventing him from taking any movement actions at all for the rest of the scene. He can free himself by removing the armor (**Exalted**, p. 591).

Collapse Structure (Difficulty 3+): The Dragon-Blood can collapse flimsy, weakened, or uneven structures, such as a poorly maintained bridge, a makeshift barricade, or an ancient statue. The difficulty is equal to the Strength minimum of the feat that would be necessary to destroy that structure (**Exalted**, p. 231), although the Dragon-Blood need not actually possess that much Strength.

Harnessed Firestorm Assault

Cost: 10m, 1wp, expend Fire Aura; **Mins:** Melee 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

Channeling pure Fire Essence to stoke her spirit's fervor and her body's speed, the Dragon-Blood unleashes a furious series of blows that blister the air and fell her foes. She makes (Dexterity/2, rounded down) **decisive** attacks, divided among one or more enemies. If she has an applicable Melee specialty, she may add it to her Dexterity rating to determine how many attacks she makes. Each attack has a base damage equal to (Initiative/2, rounded up), and she doesn't reset to base Initiative until she's completed all attacks.

Harnessed Firestorm Assault can only be used once per scene, unless reset by successfully landing a **decisive** attack while in Fire Aura and building up to Initiative 12+ without leaving Fire Aura.

Roaring River Slash

Cost: 5m, 1wp, expend Water Aura; **Mins:** Melee 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Water)

Duration: Instant

Prerequisite Charms: None

The outer edge of the Dragon-Blood's attack is followed by a ribbon of water moving at incredible speed. She makes a **decisive** attack and rolls its damage twice, combining both results to determine the total damage. If used together with offensive magic that sets foes on fire, such as Dragon Soul Burst, the water extinguishes the flames.

This Charm can only be used once per scene, unless reset by going a full round without either making attacks or being attacked. It cannot be reset while the Dragon-Blood is crashed.

Aura of Grasping Branches

Cost: 5m, 3i, 1wp; **Mins:** Melee 5, Essence 3

Type: Simple

Keywords: Perilous, Signature (Wood)

Duration: One scene

Prerequisite Charms: None

The Terrestrial takes on a defensive stance that emulates the snarling branches of a forest, or a beautiful flower's blossom. Each round, she may ignore up to (Essence) points of onslaught penalty to her Parry. She may divide this among multiple attacks in a round, as long as she ignores no more than (Essence) total points of penalty in a single round.

In Wood Aura, the Dragon-Blood doesn't take onslaught penalties from attacks she successfully parries.

Dragon Soul Burst

Cost: 5m, 3i; **Mins:** Melee 4, Essence 3

Type: Simple

Keywords: Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Crimson Fang Bite

Through intense effort and concentration, the Dragon-Blood can channel a burst of flames through her attack. To use this Charm, she must first spend a turn aiming at an enemy within close range. On her next turn, she may use this Charm to make a **decisive** attack with a base damage of (her Essence + 2), ignoring Hardness. This doesn't include her Initiative or reset her to base Initiative. An enemy that takes 3+ levels of damage from the attack is set ablaze, suffering (Essence) dice of lethal damage on each of his turns until he extinguishes the flames.

In Fire Aura, the Dragon-Blood may add her Initiative to the base damage of this attack. Doing so resets her Initiative to base.

Smoldering Essence Attack

Cost: 5m, 1a; **Mins:** Melee 5, Essence 3

Type: Simple

Keywords: Aura, Fire, Withering-only

Duration: Instant

Prerequisite Charms: Dragon Soul Burst

The concentrated Essence of flame limns the edge of the Exalt's weapon and burns in her enemy's blood and soul, searing away his fighting spirit. She makes a **withering** attack, burning away an extra point of her foe's Initiative for every 10 on the damage roll, which she doesn't gain. The victim suffers this Initiative loss again on each of his next (Essence) turns, or until he damages the Dragon-Blood with a **withering** attack.

Burning Pinnacle Strike

Cost: 3m; **Mins:** Melee 5, Essence 3

Type: Reflexive

Keywords: Aura, Fire, Uniform

Duration: Instant

Prerequisite Charms: Smoldering Essence Attack

The Exalt's body, skill, and Essence unite in the moment of her triumph, striking a rapid blow guided by sheer instinct and the flame of her fighting spirit. After making a **withering** attack that raises her Initiative higher than that of all enemies present in the combat, she may reflexively make a **withering** or **decisive** attack. This doesn't count as her attack for the round.

This Charm may only be used once per round.

Root-and-Hand Merging

Cost: 5m, 1wp; **Mins:** Melee 4, Essence 3

Type: Reflexive

Keywords: Balanced, Wood

Duration: One scene

Prerequisite Charms: Elemental Sheath

The Dragon-Blood is one with her weapon. Roots spring from the bones of her wrists and hands and from her weapon's grip, interlocking to form an unbreakable hold. She gains +1 Parry when blocking with the bound weapon, and the difficulty to disarm it increases by +2.

In Wood Aura, this doesn't count as a Charm bonus.

Portentous Comet Deflection

Cost: 3m, 1wp; **Mins:** Melee 5, Essence 3

Type: Reflexive

Keywords: Clash, Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Crossfire Flash

The Exalt sees with eyes of fire, realizing the perfect path of a strike the moment before she suffers an attack. She may reflexively clash an attack against her with a **decisive** attack. This counts as her attack for the round, and can't be used if she's already made an attack this round.

In Fire Aura, the Dragon-Blood may expend her Aura to clash without it counting as her attack for the round.

Fire Incites Water to a Riot of Clouds

Cost: 4m, 3i; **Mins:** Melee 5, Essence 3

Type: Reflexive

Keywords: Clash, Fire/Water, Withering-only

Duration: Instant

Prerequisite Charms: Portentous Comet Deflection

Water vapor or rain boils into steam as the arc of the Dragon-Blood's attack agitates them with ferocious Essence, whipping a great cloud from the air as she intercepts her enemy's blow. She may reflexively clash an attack against her with a **withering** attack, without it counting as her attack for the round. She doesn't gain any Initiative from a successful clash, but winning creates a steam cloud that spreads out to close range from her enemy, plus an additional range band for every five points of **withering** damage dealt to him. Any of the Dragon-Blood's allies that are within the steam cloud gain one point of Initiative for every 10 on her damage roll. The cloud remains for the rest of the scene, or until dispersed by strong winds or magic.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack while at 15+ Initiative in either Fire or Water Aura.

Mela's Flashing Tongue

Cost: 10m, 1wp; **Mins:** Melee 5, Essence 4

Type: Simple

Keywords: Air, Withering-only

Duration: Instant

Prerequisite Charms: Burning Pinnacle Strike

Flaws and openings in her foe's defense draw the Exalt's blade as the mountain draws the lightning. The Dragon-Blood makes a number of **withering** attacks against a single opponent equal to his onslaught penalty at the time she activates this Charm, static crackling around her as spent Essence builds a charge in the air. Each **withering** damage roll only grants Initiative equal to half the damage inflicted, rounded down.

In Air Aura, the Dragon-Blood may use the final attack of this Charm to make a **decisive** attack instead of a **withering** attack, channeling the electric charge that has built around her into a final, devastating flash. This attack resets her to base Initiative even if it misses.

This Charm can only be used once per scene, unless reset by dealing enough **decisive** damage with a single attack to incapacitate a non-trivial enemy with an uninjured health track.

Mirror-on-Water Focus

Cost: 7m, 1wp; **Mins:** Melee 5, Essence 5

Type: Simple

Keywords: Aura, Counterattack, Decisive-only, Mute, Perilous, Water

Duration: Aura

Prerequisite Charms: Fire Incites Water to a Riot of Clouds

When her spirit is becalmed, the Dragon-Blood becomes empty and still. She generates no killing intent, and reflects the killing intent of her enemies back upon them. To use this Charm, the Dragon-Blood's anima must be at the dim level, and it ends if her anima rises above dim. If an enemy attacks her, she may end this Charm to make a **decisive** counterattack *before* the enemy rolls his attack, with a base damage equal to (her attacker's Initiative/2, rounded up). She isn't reset to base Initiative by this attack; instead, every success on the damage roll strips one point of Initiative from her attacker, reducing the damage of his own attack, in addition to dealing damage. This counts as the Dragon-Blood's attack for the round, and cannot be used if she's already attacked this round.

This Charm can only be used once per scene, unless reset by using its prerequisite to successfully clash and deal 20+ **withering** damage while in Water Aura.

Occult

Hidden Secrets Whisper

Cost: 1m per die; **Mins:** Occult 1, Essence 1

Type: Supplemental

Keywords: Air, Balanced, Excellency

Duration: Instant

Prerequisite Charms: None

Attuned to the subtle winds of the spiritual, the Dragon-Blood draws forth sublime truths. She may add bonus dice to an Occult roll for one mote each. Each 10 rerolls a non-1 failed die.

Soul-Fire Cremation Technique

Cost: 5m; **Mins:** Occult 2, Essence 1

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Hidden Secrets Whisper

Reciting holy texts or heartfelt words, the Exalt returns a corpse to nature. She may burn a corpse to ashes in a few seconds, ensuring the deceased's lower soul won't linger in the world as a hungry ghost. The remains of fallen Exalted can't be cremated with this Charm, requiring more formal funerary rites.

This rite provides emotional catharsis to the deceased's ghost, allowing it to abandon its undead existence and enter the cycle of reincarnation if it chooses. Even if it doesn't, the ritual appeases it, causing it to form a positive Minor Tie towards the Dragon-Blood that cannot be fully removed until the story's end. Existing hungry ghosts are unaffected, though the destruction of

their corpse requires them to find a new place they can spend the day without being destroyed by sunlight (**Exalted**, pp. 503-504).

Seed and Salt Warding

Cost: 1m, 1wp; **Mins:** Occult 3, Essence 1

Type: Simple

Keywords: Earth *or* Wood

Duration: One day

Prerequisite Charms: Hidden Secrets Whisper

The Dragon-Blood lays down a line of salt or germinated grain to keep ghosts at bay (**Exalted**, p. 506), spanning up to a single range band. The aspect of this Charm depends on which she uses — salt is Earth, while grain is Wood. She rolls (Intelligence + Occult) to determine the power of the warding. Powerful ghosts who could normally cross the line by spending Willpower can only do so if their Resolve exceeds the Dragon-Blood's successes on her Occult roll. Otherwise, they cannot cross the line. The line also repels other forms of undead, such as zombies or hungry ghosts.

Spirit-Detecting Mirror Technique

Cost: 4m; **Mins:** Occult 1, Essence 1

Type: Reflexive

Keywords: Air, Balanced

Duration: One scene

Prerequisite Charms: None

Drawing back the veil between worlds, the Dragon-Blood makes invisible spirits and phantasms visible within the glass. To use this Charm, she must be touching a mirror or a similar reflective surface, such as the blade of a well-polished daiklave. The Exalt can see the reflections of dematerialized characters in that mirror, and can even hear what they say in the form of whispers that rise up from the mirror's surface. Only the Exalt is capable of seeing the reflection — to others, even the spirit itself, it doesn't appear in the mirror.

This doesn't allow the Dragon-Blood to physically interact with spirits, but it can be used in conjunction with magic that does. Using reflections to pinpoint a foe is somewhat awkward — instead of fully negating the -3 penalty for attacking a dematerialized spirit one can't see, it reduces the penalty to -1.

An Occult 5, Essence 3 repurchase of this Charm lets the Dragon-Blood pay one Willpower to make the spirit reflections visible and audible to her allies as well. Their attacks against it still take a -1 penalty.

Spirit-Grounding Shout

Cost: 3m; **Mins:** Occult 2, Essence 1

Type: Supplemental

Keywords: Air, Balanced, Uniform

Duration: Instant

Prerequisite Charms: None

Rending the air with a fierce kiai, the Dragon-Blood strikes that which cannot be struck. She can strike a dematerialized character with an attack made with any Ability. If the Exalt is unable to see her target (either with this Charm's prerequisite or other magic), her attack roll suffers a -3 penalty.

If the Exalt uses this Charm on her next turn to attack the same enemy, its mote cost is lowered by one. This discount can be stacked, to a minimum cost of zero. Attacking another character or going a round without attacking that spirit resets the discount to zero.

Secret Wind Revelation

Cost: 3m; **Mins:** Occult 3, Essence 1

Type: Reflexive

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Spirit-Detecting Mirror Technique

Attuned to subtle currents of spiritual wind, the Dragon-Blood can hear a demon's whispers or a ghost's tread. When a dematerialized entity comes within long range or closer of the Exalt, the Storyteller informs her player that she may activate this Charm. She rolls (Perception + Awareness) with (Occult) bonus dice opposing its (Dexterity + Stealth) roll to pinpoint its location.

A failed roll does reveal the presence of a dematerialized presence nearby. However, that entity uses the result of its Stealth roll to establish concealment against the Dragon-Blooded until the scene ends or it breaks concealment, escaping her notice even if she later uses Spirit-Detecting Mirror Technique. She cannot use this Charm against the same spirit for the rest of the scene.

Dragon's Sacred Talon

Cost: 4m; **Mins:** Occult 3, Essence 2

Type: Supplemental

Keywords: Balanced, Dual, Earth *or* Wood

Duration: Instant

Prerequisite Charms: Seed and Salt Warding

When darkness gnaws at the roots of the world and chaos threatens the very balance of Creation, it's the will of the Dragons that restores order. This Charm can supplement an attack made with any Ability, drawing upon the orderly Essence of Earth to strike down raksha and other creatures of the Wyld, or channeling vital Wood Essence to destroy one of the undead. A **withering** attack adds (Essence) dice to its damage after subtracting the target's soak. A **decisive** attack deals aggravated damage and doubles 10s on the damage roll.

Fivefold Resonance Sense

Cost: 5m; **Mins:** Occult 3, Essence 2

Type: Simple

Keywords: Air/Earth/Fire/Water/Wood

Duration: One scene

Prerequisite Charms: Hidden Secrets Whisper

Closing her eyes and stilling her mind, the Dragon-Blood reaches out to the Essence of the world. She may spend up to a scene in meditation, during which she can sense the presence of the five elements — weather patterns, rock formations and geology, fires, bodies of water, living plants, and similar elemental manifestations — out to (the higher of Essence or 3) range bands. Their presence is revealed to her without a roll. In addition, she adds a single non-Charm bonus die on any Awareness, Investigation, Occult, or Survival rolls to detect or track jade, elementals, elemental demesnes and manses, or other form of elemental magic for the duration.

An Occult 5, Essence 3 repurchase waives the meditation requirement, allowing the Dragon-Blood to benefit from this Charm while acting normally.

Spirit-Chaining Strike

Cost: 4m; **Mins:** Occult 3, Essence 2

Type: Simple

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Spirit-Grounding Shout

Dragging a spirit halfway into the material realm with her attack, the Dragon-Blood exposes it to her allies. She rolls a gambit using any combat Ability against a dematerialized foe, adding (Essence/2, rounded up) bonus successes on the attack roll. Spirit-Grounding Shout enhances this attack for free. The difficulty of the gambit is equal to (the target's Essence). A successful gambit weaves gossamer threads of wind through the spirit, binding it partly to the material world. While it doesn't become fully materialized, it's visible to all Dragon-Blooded characters in the scene, and can attack or be attacked by them as though it were material. This lasts for one round, plus an additional round for every two threshold successes the Exalt rolled on the gambit's Initiative roll.

Hundred Devils Whirlwind

Cost: 5m, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood stirs the winds of the spirit world into a mighty storm. She rolls (Wits + Occult) with double 9s to create a mystical vortex extending out to medium range, and chooses whether it repels spirits and other dematerialized characters or draws them in. Both material and dematerialized spirits are affected.

Each target whose Resolve is beaten is blown one range band in the chosen direction. As long as they remain within medium range of the Exalt, they cannot use Hurry Home to escape and treat any movement opposing the whirlwind's direction as difficult terrain (**Exalted**, p. 199).

Sage of Iron Meditation

Cost: 10m, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: (Stamina) days

Prerequisite Charms: None

Her will tempered by the blood of dragons, the Exalt imposes order onto chaos. She may spend up to (Stamina) days in meditation. As long as her focus remains unbroken, the Wyld abides by the natural laws of Creation out to short range from her, and cannot cause any mutation, addiction, or other warping to characters in that range. She gains Hardness 20 against attacks made by creatures of the Wyld, and such beings within short range of her lose two Initiative at the start of each turn as long as she continues meditating. Crashed creatures of the Wyld suffers a single die of aggravated damage instead.

This Charm can only be used once per story, unless reset by upholding a Major or Defining Intimacy by defeating a creature of the Wyld.

Smoke Ascends to Heaven

Cost: 10m, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: Instant

Prerequisite Charms: None

Offering up an efficacious prayer, the Dragon-Blood casts an offering into the fire, beseeching a spirit's favor in exchange for the pleasing scent of smoke. She makes a persuade roll with any social Ability, doubling 7s, to influence a spirit in person, or to offer up a prayer through any fire. A prayer made from afar will always be heard if the sacrifice is made in the spirit's temple or overseen by one of its priests; otherwise, the Storyteller determines whether the spirit entertains the offer.

The intensity of any of the spirit's Intimacies that support the influence is treated as one step higher when determining the level of task it's willing to accept (**Exalted**, p. 216). Even if it has no applicable Intimacies, she treats it as having a Minor Tie towards her that supports the influence. This Charm can only be used once per story, unless reset by accomplishing a major character or story goal (**Exalted**, p. 170) by interacting with spirits. If the Dragon-Blood's prayer isn't heard, no reset is necessary.

Crashing Wave-Dragons Warding

Cost: 10m, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Signature (Water)

Duration: (Essence) hours

Prerequisite Charms: None

Blessing a body of running water with her touch, the Dragon-Blood bids it to flow sanctified and pure. Performing the consecration takes around five minutes. If the body of water is no more than a single range band wide, this effect extends (Essence x2) range bands downstream in a direction of her choice. If it's wider than that, the effect extends (Essence) range bands.

Any demon, undead, or fae that enters the water suffers its wrath in the form of dragon-shaped waves, an environmental hazard with difficulty 5 and Damage (Essence)B/round. They also suffer a -3 penalty on physical actions as long as they touch the water, on top of any penalties crossing normally involves. **Withering** attacks directed at these creatures deal an additional level of Initiative damage.

A character whose Essence exceeds the Exalt's may spend one Willpower as a miscellaneous action that can't be flurried to best the wave-dragons in a dramatic display of its supernatural prowess, freeing it (but not other characters) from this Charm's effects for the remainder of its duration. This counts as both its attack and movement for that round.

This Charm can only be used once per story, unless reset by successfully advancing a personal goal or one of the Hearth's group goals by defeating or overcoming a significant demon, raksha, or undead foe in combat or in another milieu, such as intrigue or a contest of riddles.

Eternal Death-Banishing Blossom

Cost: 10m, 1wp (+3a on next turn); **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Perilous, Signature (Wood)

Duration: Until next turn

Prerequisite Charms: None

The Dragon-Blood, utterly serene, channels the fierce persistence of life through her anima banner, which branches out like a great tree budding with petals of iridescent light. To use this Charm, she must be at bonfire anima. She gains +2 Defense and (Essence + 3) bonus soak. Against undead enemies or necromantic attacks, this increases to +3 Defense and (Essence + 5) soak.

On the Dragon-Blood's next turn, as long as she's still at bonfire anima and not crashed, her anima banner finally blooms as she expends it. Petals of shimmering Essence fall out to medium range from her. This petal-storm is harmless to the living, but any undead or ghost caught in it must succeed on a difficulty 5 (Stamina + Resistance) roll or take aggravated damage equal to (the Exalt's current Initiative/2, rounded up), minimum (Essence). Even dematerialized undead are affected by the petals. Trivial undead foes are automatically destroyed. Against undead Exalted such as Abyssals and powerful beings such as Deathlords, the damage can't exceed (her Essence).

This Charm can only be used once per day.

Blazing Purification Chant

Cost: 4m, 1wp; **Mins:** Occult 4, Essence 3

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Soul-Fire Cremation Technique, Spirit-Chaining Strike

Affixing a prayer strip to the forehead of a victim of possession, the Dragon-Blood speaks a potent incantation, setting the paper alight. This flame doesn't burn the possessed character, but rather, the possessing entity. The Dragon-Blood rolls ([Charisma or Intelligence] + Occult) against the possessing being's Resolve. Success deals (her Essence + threshold successes) dice of **decisive** aggravated damage to the possessor, ignoring Hardness. If the total damage equals or exceeds that being's Essence rating, it's forced out of its host, and cannot attempt to possess him again for the rest of the story. Otherwise, that character cannot benefit from any use of this Charm until a day has passed.

Up to five Dragon-Blooded who know this Charm can use it cooperatively. Each character beyond the first adds one additional die of damage.

Spirit-Shredding Attack

Cost: 3m, 1wp; **Mins:** Occult 4, Essence 3

Type: Supplemental

Keywords: Air, Balanced, Decisive-only

Duration: Instant

Prerequisite Charms: Spirit-Chaining Strike

Rending a spirit's ephemeral form, the Dragon-Blood disperses its Essence like dust on the wind. Her **decisive** attack with any combat Ability against a crashed spirit adds attack roll threshold successes as dice of damage. A spirit slain by this attack can potentially reform its Essence (**Exalted**, pp. 508-509), but does so greatly diminished, losing a *permanent* dot of Essence. This reduces its mote pool by ten motes, and may deny it access to certain Charms based on their Essence minimums.

Seal of Heavenly Binding

Cost: 5m, 1a, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Spirit-Shredding Attack

The Terrestrial raises her hand in a devil-sealing mudra, raising a binding circle around a spirit or creature of the Wyld. This is a gambit rolled with (Intelligence + Occult) against the Resolve of a spirit out to short range. The difficulty of the gambit is equal to (that being's Essence). Outside of

combat, this Charm only requires the (Intelligence + Occult) roll against Resolve to succeed.

On a success, the Dragon-Blood's anima traces an efficacious sigil that entraps that spirit for a single round, plus an additional round for every two threshold successes on the Initiative roll. It immediately materializes, if it wasn't already material, and cannot dematerialize or use the Hasty Home Charm. It cannot move out of the circle or attack enemies outside it, although those who enter the circle to reach close range are fair game. The bound spirit may use its entire turn to attempt to break out of the circle, spending one Willpower to make a (Wits + Integrity) roll opposing the Dragon-Blood's (Intelligence + Occult). Success breaches the circle and lets the being escape.

This Charm can only be used once per scene.

Chaos-Banishing Revelation Gesture

Cost: 10m, 1wp; **Mins:** Occult 5, Essence 3

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: Dragon's Sacred Talon, Seal of Heavenly Binding

The Dragon-Blood strikes away temptations and madness born of the Wyld with a mudra of revelation, restoring the harmony of reality. She may free a character within short range of any Psyche effect or Derangement imposed by a creature of the Wyld or exposure to the Wyld itself, including Wyld addiction. The Exalt rolls ([Intelligence or Wits] + Occult) against the Resolve of the character she treats, but (the Essence of the creature that used that magic) is added to his Resolve. A successful roll terminates unnatural influence or removes a Derangement. On a failed roll, the Dragon-Blood cannot use this Charm to treat that character for the same affliction again for the rest of the story.

This Charm can only be used once per day.

Purifying Dragon Suspiration

Cost: 10m, 1wp; **Mins:** Occult 5, Essence 4

Type: Simple

Keywords: Air/Water

Duration: Instant

Prerequisite Charms: Blazing Purification Chant, Chaos-Banishing Revelation Gesture

The winds banish smog and miasma; the running river washes away pollution. Embodying all the purifying power of Creation, the Dragon-Blood cleanses curses and spiritual malaise. This Charm is an extended (Intelligence + Occult) action that can be used to free one character of a sorcerous curse, such as the spell Corrupted Words, or a shaping effect that transforms the victim's body. It can also lower the intensity of a magically inflicted Derangement by one step. Sorcerous workings cannot be broken. The extended action has a difficulty equal to (the Essence of the character that imposed the effect), a goal number of (that character's Essence x10), terminus 10, and an interval of one month. The Dragon-Blood must use this Charm at each interval, anointing

the beneficiary with sacred cleansing water or using ritual fans to drive away evil.

Some curses are beyond the power of this Charm to purify. This includes Solar Circle Sorcery; the magic of the Celestial Incarnae, Yozis, and Deathlords; or any other effect the Storyteller deems completely beyond the capability of the Terrestrial Exalted to break.

Anathema-Sealing Tomb

Cost: 3m, 1wp; **Mins:** Occult 5, Essence 5

Type: Reflexive

Keywords: Decisive-only, Earth

Duration: Instant

Prerequisite Charms: Seal of Heavenly Binding

When the Dragon-Blood incapacitates a spirit with a **decisive** attack, she may use this Charm to seal its Essence away into the nearest dramatic manifestation of Earth Essence: the depths of a cavern, a cairn or standing stone, a statue, an Earth demesne or manse, a mountain, or something similar. The imprisoned spirit is unable to reform itself (**Exalted**, pp. 508-509) for at least (Essence) centuries, and spirits that cannot reform themselves (including most elementals and First Circle Demons) are sealed away permanently. The spirit can be freed by destroying its earthen prison, a dramatic endeavor as difficult as the Storyteller deems appropriate. It's unknown what would happen if this Charm were used to seal one of the Deathlords or Yozis; the result is explicitly left up to the Storyteller's discretion.

Sorcery

Terrestrial Circle Sorcery

Cost: —; **Mins:** Occult 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Any four Occult Charms

The Dragon-Blood steps across the threshold of the Emerald Circle, and is forever changed. She gains the ability to cast spells of the Terrestrial Circle, and learns one shaping ritual (**Exalted**, p. 466) and one Terrestrial Circle spell, which becomes her control spell.

Five Winds Raiment

Cost: 3m, 1a; **Mins:** Occult 5, Essence 2

Type: Supplemental

Keywords: Air

Duration: Until spell is cast

Prerequisite Charms: Terrestrial Circle Sorcery

The Dragon-Blood's anima banner twists into a whirlwind as Essence gathers in her hand, shielding her from all harm. This Charm supplements a Shape Sorcery action (**Exalted**, p. 465). The winds grant her +1 Defense and Hardness (Essence) until she casts the spell or stops shaping.

In Air Aura, this doesn't count as a Charm bonus, and the Hardness bonus rises to (higher of Essence or Stamina).

Dragon-Sorcerer Puissance

Cost: —; **Mins:** Occult 5, Essence 3

Type: Permanent

Keywords: Balanced

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

The Dragon-Blood's elemental Essence overflows into her sorcery. Whenever she shapes a spell based on a single element, such as Flight of the Brilliant Raptor, Invulnerable Skin of Bronze, or Wood Dragon's Claw, she gains a single additional sorcerous mote each round she spends shaping it.

If the Dragon-Blooded is in the Aura state that matches the spell's element, she gains three sorcerous motes each round instead.

Performance

Universal

Audience-Enthusing Display

Cost: 2m per success; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Wood

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood drinks in her audience's appreciative eyes and repays them with her masterful performance. She may add automatic successes to a Performance roll for two motes each and ignores the penalty for targeting multiple characters with a social influence roll (**Exalted** p. 221).

Hidden Petal Aria

Cost: 5m; **Mins:** Performance 3, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Audience-Enthusing Performance

The Dragon-Blood expresses multiple layers of meaning via an artistic performance, conveying a secret message through nuances of speech and movement. She may embed a message one sentence long into a performance, conveying it only to select members of her audience. This can incorporate social influence. Magical attempts to detect the message must succeed on a roll at difficulty (higher of her Manipulation or Performance).

Invisible Street Performer Technique

Cost: 2m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: Air, Balanced

Duration: One performance

Prerequisite Charms: Hidden Petal Aria

The Dragon-Blood vanishes into her performance, receding from her audience's notice. She rolls (Manipulation + Performance). As long as she continues to perform, characters whose Resolve is beaten by her roll cannot directly notice her. While they see or hear her artistic display, they pay no mind to the person performing it. The Dragon-Blood can take other actions while continuing the performance by flurrying them with a miscellaneous action to continue performing, but this Charm ends if the Dragon-Blood stops performing, rolls Join Battle, or takes an overt action that draws notice to herself, such as brandishing a weapon.

Dance of Flashing Swords

Cost: 3m, 1wp; **Mins:** Performance 4, Essence 2

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Invisible Street Performer Technique

The Dragon-Blood can pass off a fight to the death as a piece of street theater. She makes a special instill roll with (Manipulation + Performance) against all bystanders to a combat or other violent altercation, explaining how it is actually an artistic performance. A character whose Resolve is beaten by this roll accepts the Dragon-Blood's explanation of the scene's events. He cannot spend Willpower to resist this influence unless the circumstances of the fight dramatically change in a way that undermines the Exalt's lie, or if his ignorance would pose a threat to one of his Major or Defining Intimacies.

Unlike other Simple Charms, Dance of Flashing Swords can be placed in a flurry.

Talented Improvisation

Cost: 5m; **Mins:** Performance 4, Essence 2

Type: Reflexive

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Audience-Enthusing Display

The Dragon-Blood is moved by an innate genius for performance, intuiting the entire composition of a song after hearing only a few notes or turning a clumsy misstep into the beginning of a provocative dance. After making a Performance roll, she rerolls (Essence) non-1 failed dice. If she uses a stunt to explain how she recovers from her misstep, this Charm's cost is reduced by the stunt's level.

Soul-Stirring Performance

Cost: 3m, 1wp; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Talented Improvisation

The Dragon-Blood's grace and beauty sow the seeds of passion in her audience's hearts. She makes an inspire roll with (Essence) non-Charms bonus dice. A character whose Resolve is beaten must enter a Decision Point to resist, calling on an Intimacy of any intensity that opposes the emotion the performance conveys.

Heart-Strengthening Defense

Cost: 1m, 1wp; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Wood

Duration: One performance

Prerequisite Charms: Soul-Stirring Performance

The Dragon-Blood's performance charges her audience with the vital will to endure. All characters that can see or hear her performance gain +1 Resolve against any other influence, or +2 Resolve against Psyche effects or other unnatural influence. The Dragon-Blood can take other actions while continuing the performance by flurrying them with a miscellaneous action to continue performing.

Harmonious Life-Affirming Song

Cost: 4m, 1wp; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Wood

Duration: One performance

Prerequisite Charms: Heart-Strengthening Defense

The Dragon-Blood's performance revives those who hear it, like the coming of an early spring. All characters who witness her performance add a bonus success on rolls against poison, disease, and other maladies, and multiply the rate at which they heal damage (**Exalted**, p. 173) by (Essence + [Charisma or Appearance]). The Dragon-Blood can take other actions while

continuing the performance by flurrying them with a miscellaneous action to continue performing.

Irresistible Whirlpool Diversion

Cost: 5m; **Mins:** Performance 5, Essence 2

Type: Simple

Keywords: Water

Duration: One performance

Prerequisite Charms: Soul-Stirring Performance

The Dragon-Blood's performance draws in her audience's attention like a maelstrom sucking in flotsam, making it difficult for them to pay attention to anything but her. She rolls ([Manipulation or Appearance] + Performance) with double 9s. Any audience members with a Resolve lower than her rolled successes suffers a penalty of (her Essence) to Awareness-based rolls to pay attention to anything or anyone other than her. The Dragon-Blood can take other actions while continuing the performance by flurrying them with a miscellaneous action to continue performing.

Thundering Dragon Proclamation

Cost: 10m, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: One scene

Prerequisite Charms: None

Breathing deep of the world, the Dragon-Blood raises her voice to a resounding shout, her words rumbling across the sky like thunder. Her voice is loud enough to be heard clearly by characters at extreme range, up to four bands away from her. The influence she can take through her amplified voice is limited to inspire and threaten actions, but she ignores environmental or distance penalties. She doubles 9s on all voice-based Performance rolls, as well as command actions (**Exalted**, p. 209). She may lower her voice to normal volume, and must do so to engage in non-Performance forms of social influence, but doesn't benefit from doubles 9s when she does.

This Charm can only be used once per day.

Tears-From-Stone Eloquence

Cost: 5m, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's performance brings the world into harmony, suffusing the traditions and

institutions of society with the enduring Essence of earth. She makes an inspire roll with (Charisma + Performance). If any character's Resolve is overcome by the inspire roll, his player must choose a response to the inspired emotion that will affirm, support, or protect a social institution or tradition that he has an Intimacy towards. If that character has no such Intimacies, he must immediately form one at Minor intensity. A stern polemic could rouse villagers to the defense of the Immaculate Order, while a joyful tune played at a Dynastic salon might inspire shows of gratitude and goodwill to the Great House hosting it. Resisting this influence requires spending one Willpower in a Decision Point, calling upon an Intimacy at least as strong as the one affected by this Charm.

This Charm can only be used once per story, unless reset by upholding a Major or Defining Intimacy for a social institution or tradition.

Immolating Passion Alleluia

Cost: 7m, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood lets the fires of her performance consume her, radiating passionate intensity with every word, note, or movement. She makes an inspire roll using ([Charisma or Appearance] + Performance), rolling an additional non-Charm die for every 10. The emotions she inflames are incredibly intense, compelling an equally intense response from her audience. While the player of an affected character still chooses how that character reacts to the influence, his reaction must rise to the level of at least a serious task (**Exalted**, p. 216) chosen by his player. Resisting this influence costs three Willpower.

Immolating Passion Alleluia can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134) by influencing a character to act on his passions.

Mesmerizing Siren Call

Cost: 8m, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Psyche, Signature (Water)

Duration: One performance

Prerequisite Charms: None

A scintillating facade of beauty and grace conceals hidden depths of danger. The Dragon-Blood rolls (Manipulation + Performance), rerolling all dice that initially show non-1 failures. Each character whose Resolve is beaten by this roll is hypnotized by the performance. The Exalt may spend her threshold successes over a given character's Resolve to impose one or more illusions from the following list on him for as long as she continues to perform. If she affects multiple characters, she may inflict different illusions on each, though groups of minor targets should be combined into audiences (**Exalted**, p. 223).

0 Successes: The target perceives phantasmal imagery, sounds, or scents, but is aware that they're unreal.

1 Success: The target perceives a single illusory entity or object, up to roughly the size of a person or horse, and believes it to be real. This cannot imitate a specific character.

2 Successes: The target perceives an illusory duplicate of an existing, human-sized character that the Exalt knows, and believes it to be real.

2 Successes: One individual within medium range, no larger than a human, is concealed from the target's senses. He cannot perceive the concealed character, even if she takes overt actions that would normally draw his attention.

3 Successes: The target perceives a single large illusory entity, object, or structure, up to the size of a yeddim or tyrant lizard, and believes it to be real. This can imitate a specific character.

The Dragon-Blood can take other actions while continuing the performance by flurrying them with a miscellaneous action to continue performing. Illusions created with this Charm act as the Exalt wills them to, but cannot physically interact with the world. If a figment engages the target in social influence, it uses the Exalt's dice pools, but she cannot enhance its rolls with her magic.

If a victim of this Charm discovers evidence that what he's perceiving isn't real, he can spend two Willpower to resist, breaking free of all illusions. Walking into an unreal fire and discovering it doesn't burn, being attacked by an enemy concealed behind an illusory wall, or noticing a discrepancy in an illusory impostor's behavior would all provide such an opportunity. In addition, he may resist if the illusions would cause him to act against or fail to protect one of his Major or Defining Intimacies.

Mesmerizing Siren Call can only be used once per story, unless reset by accomplishing a major character or story goal (**Exalted**, p. 170) through deception.

Life-Spirit Symphony

Cost: 5m, 1wp; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: One performance

Prerequisite Charms: None

Nature dances, exultant, to the Dragon-Blood's performance. Flowers blossom from her footsteps, vines twist and coil with her rhythm, and thorns turn away from harming her. As long as the Exalt continues to perform, she and all allies within medium range can ignore difficult terrain based on foliage or vegetation, its movements opening a path to let them through. Whenever a plant-based environmental hazard or poison threatens those allies, she may roll (Charisma + Performance). They can use the result of her roll in place of their own rolls to resist the hazard or poison.

The Dragon-Blood can take other actions while continuing the performance by flurrying them with a miscellaneous action to continue performing. If she wishes, she may use her miscellaneous action to direct vines and plants to attack an enemy within medium range, rolling a difficulty 4 gambit with (Charisma + Performance). Success ensnares him in vines, preventing him from

taking any movement actions until he or one of his allies clears them with a difficulty 3 gambit using an edged weapon. Even after they're hacked away, they linger on as difficult terrain beneath his feet.

This Charm can only be used once per day.

Blossom Hides Thorns

Cost: 6m, 1wp, expend Wood Aura; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Aura, Mute, Wood

Duration: Instant

Prerequisite Charms: Dance of Flashing Swords

The Dragon-Blood turns the strumming of her fingers on an erhu's strings or the graceful steps of a dance into a facade for a deadly ambush, concluding her show with a truly breath-taking finale. To use this Charm, she must be in the middle of a performance. She rolls (Manipulation + Performance) with double 9s against the Resolve of a single target. On a successful roll, the Dragon-Blood, her allies, and her target roll Join Battle. Either the Exalt or one of her allies, designated before the Join Battle roll, has the opportunity to make an unexpected attack against the target (**Exalted**, p. 203). If the attacker beats the target's Join Battle, the attack is an ambush that bypasses defense completely; if not, it's only a surprise attack, inflicting -2 Defense.

Dance of Flashing Swords can be activated reflexively together with this Charm to disguise the sneak attack as part of the performance. If so, its Willpower cost is waived.

Oratory

Lightning Declamation Style

Cost: 2m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Audience-Enthusing Display

The voice of a dragon evinces perfection. The Exalt rerolls 6s until they cease to appear on an oratorical Performance roll. If she's upholding a Major or Defining Principle, she rerolls 5s until they cease to appear as well.

Legend-Hewn Wisdom

Cost: 3m; **Mins:** Performance 3, Essence 1

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: Lightning Declamation Style

Dragon-Blooded storytellers pass down lessons of history and tradition, ensuring that society's foundation remains strong. She rolls (Charisma + Performance) to inspire an audience with emotion by telling a story. In addition to creating the chosen emotion, this influence also instills targets with an Intimacy based on the moral or allegory of her story, either creating it at Minor intensity or strengthening an already-existing Intimacy.

A Performance 5, Essence 3 repurchase allows the Dragon-Blood to pay one Willpower to grant a temporary point of Willpower to any character that allows the influence to succeed without applying his Resolve. This Willpower may only be spent to resist influence that opposes the Intimacy instilled with this Charm. A character may only benefit from this effect once per day.

Storm-Gathering Fervor

Cost: 2m; **Mins:** Performance 3, Essence 2

Type: Supplemental

Keywords: Air, Aura

Duration: Instant

Prerequisite Charms: Lightning Declamation Style

An electric understanding arcs between the Dragon-Blood and one who shares her values. When she uses oratory to make an inspire, instill, or persuade roll that is supported by a Principle that her target shares with her, she adds non-Charm bonus dice equal to (the Intimacy of whichever of them has the Principle at the lowest rating). If she targets multiple characters, all of them must share the same Principle with her for her to benefit from this Charm.

Epoch Saga Memory

Cost: 3m; **Mins:** Performance 4, Essence 3

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Legend-Hewn Wisdom

The Dragon-Blood has eidetic recall of every story she's heard before. Finding one within the depths of her memories, she forces it to the surface. Her flawless recitation adds a non-Charm bonus success on a Performance roll made to tell that story, or any mental or social roll with another Ability that could benefit from her perfect recall of every detail of the story.

Alternatively, she may add +1 Resolve against an influence roll contrary to that story's moral, or +1 Guile against a roll by immersing herself in recollection.

Epoch Saga Memory can only be used once per day.

Puissant Precursor's Monologue

Cost: 8m, 1wp; **Mins:** Performance 5, Essence 4

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Storm-Gathering Fervor, Thundering Dragon Proclamation

The Dragon-Blood speaks with the undeniable authority of a revered grandmother, her every word as powerful as a bolt of lightning. She makes a persuade roll with ([Charisma or Manipulation] + Performance), doubling 7s, to convince her audience to take a course of action that upholds one of her Defining Principles. Characters who share that Intimacy with her must pay an additional point of Willpower to resist her influence.

This Charm can only be used once per story unless reset by achieving a legendary social goal (**Exalted**, p. 134) that upholds one of her Defining Principles.

Music and Singing

Sanxian-Charming Fingers

Cost: 3m; **Mins:** Performance 3, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Audience-Enthusing Display

The Dragon-Blood draws on practice-honed perfection and creative virtuosity, doubling 9s on a Performance roll to play a musical instrument.

Voice-Uplifting Aspect

Cost: 3m; **Mins:** Performance 3, Essence 1

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Audience-Enthusing Display

The Dragon-Blood sings with the voice of the winds, adding an automatic success on a Performance roll to sing and rerolling a single die that showed a non-1 failure for each 10 on the roll.

Blossoming Instrument Evocation

Cost: 2m; **Mins:** Performance 4, Essence 2

Type: Simple

Keywords: Wood

Duration: Indefinite

Prerequisite Charms: Sanxian-Charming Fingers

Nature itself yearns for the sweet music of the Dragon-Blood, offering itself up as the instrument of her harmony. A tree branch will reshape itself into a sanxian should she have need of it, and

reeds become flutes of unsurpassed beauty in her hands. She may create a musical instrument from any living plant. If she has a Performance specialty in that instrument, it's an exceptional tool (**Exalted**, p. 580). Once this Charm's duration ends, the instrument reverts back to its natural form.

Vibrating Strings Defense

Cost: 4m, 1wp; **Mins:** Performance 5, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Sanxian-Charming Fingers

The Dragon-Blooded makes no distinction between weapons and instruments, rebuking anyone gauche enough to interrupt her song. To use this Charm, she must be carrying or playing a musical instrument. She may reflexively clash an enemy's attack from out to medium range with her Essence-suffused music, rolling a difficulty 3 gambit against him with (Wits + Performance). This doesn't count as her combat action.

Winning the clash and succeeding on the gambit's Initiative roll causes the Exalt's attacker to lose (Essence + attack roll threshold successes) points of Initiative and fall prone. She doesn't gain this Initiative. The base Resolve of an enemy crashed by the gambit is set to 0 against the first Performance-based influence roll the Dragon-Blood makes against him before he recovers from crash.

This Charm can only be used once per scene, unless reset by lowering an enemy's Initiative from a value higher than the Exalt's own to a value lower than hers.

Three-String Sword Prana

Cost: 7m, 1a; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Vibrating Strings Defense

Drawing on her mastery of an instrument, the Dragon-Blood suffuses its music with anima, unleashing a deadly attack with her song. She can send spectral blades flying at a foe with a strum of her sanxian, play a bone-shattering trill on a flute, create a phantasmal beast that moves in time with the beat of her drums, or similarly spectacular displays of martial prowess. This is a **decisive** attack rolled with (Wits + Performance) against an enemy out to medium range. With the Storyteller's permission, the Exalt's stunt can grant this attack any weapon tags (**Exalted**, pp. 585-590) that fit the manifestation of the attack. She rolls her Initiative for damage as usual, doubling 10s.

If the Dragon-Blood is using other Performance Charms that require her to continue playing to maintain their effect, using Three-String Sword Prana counts as continuing her performance on the round she uses it.

Battle Anthem of Ten Thousand Dragons

Cost: 4m, 4i; **Mins:** Performance 5, Essence 3

Type: Simple

Keywords: Aura, Perilous, Wood

Duration: One performance

Prerequisite Charms: Three-String Sword Prana

The war-song of the Terrestrial Host has been passed down from mother to daughter for time immemorial, a battle hymn as ancient as the Divine Revolution. As long as the Dragon-Blood continues her musical performance with instruments or her voice, she and all allies that hear it gain a single bonus die on all attack rolls, combat movement, and command actions. Allied battle groups also add this bonus on rolls to resist rout. In addition, her and her allies' successful **withering** attacks grant one bonus point of Initiative. If multiple characters use this Charm, these bonuses don't stack.

The Dragon-Blood can take other actions while continuing the performance by flurrying them with a miscellaneous action to continue performing.

Dance

Swaying Boughs Arabesque

Cost: 4m; **Mins:** Performance 2, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Audience-Enthusing Display

Moving with sensuous rhythm and vivacious appeal, the Dragon-Blood embodies beauty through dance. This Charm supplements a Performance roll to dance, lowering the Resolve of all targets by 1. This both lowers the difficulty of the roll and potentially increases the bonus dice added by the Exalt's Appearance (**Exalted**, p. 371).

Petal-Strewn Pavane

Cost: 2m, 1i; **Mins:** Performance 3, Essence 2

Type: Supplemental

Keywords: Balanced, Perilous, Wood

Duration: Instant

Prerequisite Charms: Swaying Boughs Arabesque

The Dragon-Blood makes no distinction between dance hall and field of battle. She adds (Performance) bonus dice to any combat movement roll. Additionally, she can flurry the supplemented movement with a Performance-based action without taking any of the usual flurry penalties. This Charm can't be used if the Exalt is wearing medium or heavy armor.

In Wood Aura, this Charm also adds a non-Charm bonus success on the roll, and allows the Dragon-Blood to ignore the normal penalties for moving through difficult terrain.

Falling Leaves Sway

Cost: 6m; **Mins:** Performance 5, Essence 2

Type: Supplemental

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Swaying Boughs Arabesque

Every movement of the Exalt's body is suffused with emotional intensity. Her Appearance adds non-Charm bonus dice to an inspire roll made through dance based on her target's Resolve (**Exalted**, p. 218). Any social influence that she or her allies subsequently use against that target in the same scene that's supported by the inspired emotion gains an automatic success.

Waltz of Honeyed Wine

Cost: 2m, 1wp; **Mins:** Performance 5, Essence 4

Type: Supplemental

Keywords: Aura, Wood

Duration: Instant

Prerequisite Charms: Falling Leaves Sway

The Dragon-Blood is vivacity and allure made manifest in motion, dancing with irresistible sensuality. She converts the non-Charm dice added by her Appearance on any dance-based Performance roll to non-Charm successes. Characters with a base Resolve at least two points lower than her Appearance must spend an additional point of Willpower to resist her influence, while those whose Resolve is five points lower cannot spend Willpower to resist at all.

Waltz of Honeyed Wine can only be used once per story, unless reset by achieving a major character or story goal (**Exalted**, p. 170) by playing on another character's emotions, or by seducing him.

Presence

Glowing Coal Radiance

Cost: 2m per success; **Mins:** Presence 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Fire

Duration: Instant

Prerequisite Charms: None

The blazing power that radiates from the Dragon-Blood's every word and gesture is enough to humble those who stand before her. She may add automatic successes to a Presence roll for two motes each, and rolls an additional non-Charm die for every 10.

Eternally Argumentative Flame

Cost: 3m; **Mins:** Presence 2, Essence 1

Type: Reflexive

Keywords: Balanced, Fire

Duration: One turn

Prerequisite Charms: Glowing Coal Radiance

A Dragon-Blood's tongue is but one of her many weapons. When she flurries a Presence- or Socialize-based influence roll, the flurry penalty on both actions is reduced by one point, and she doesn't suffer a Defense penalty.

In Fire Aura, this Charm removes the flurry penalty entirely.

Unbearable Taunt Technique

Cost: 2m; **Mins:** Presence 2, Essence 1

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Glowing Coal Radiance

Even the meekest hearts are tinderboxes for the flames of outrage the Dragon-Blood stirs. She rolls to inspire a single character with anger. If successful, her target must immediately respond to her with hostility. His player chooses the form this takes — outrage, threats, or even Joining Battle.

In combat, this influence roll instead provokes an enemy into prioritizing attacking the Dragon-Blood instead of any of her allies on his next turn. Even if he does pay the Willpower cost to resist, he loses two Initiative if he attacks any other character that turn.

Burning Dragon Mien

Cost: 4m; **Mins:** Presence 3, Essence 1

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Glowing Coal Radiance

The fury of a dragon strikes fear into even the boldest hearts. The Dragon-Blood makes a threaten roll with double 9s against a single character. An enemy whose Resolve is beaten in combat loses 1 Initiative, even if he resists.

Warm-Faced Seduction Style

Cost: 3m; **Mins:** Presence 3, Essence 1

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Glowing Coal Radiance

The Dragon-Blood radiates desirability and enchanting allure. She makes a persuade roll to seduce a single target. Overcoming his Resolve also instills him with a Minor Tie of lust or desire toward her unless he spends Willpower to resist.

In Fire Aura, the Dragon-Blood may convert up to (Essence) bonus dice added by her Appearance (**Exalted**, p. 218) to non-Charm bonus successes.

Debate-Sparking Bonfire

Cost: 6m; **Mins:** Presence 3, Essence 2

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Unbearable Taunt Technique

A few choice words are all it takes to turn any soiree or party into a firestorm of argument and recriminations. The Dragon-Blood rolls to inspire one or more characters with anger, ignoring the penalty for targeting multiple characters. Affected characters must express their outrage towards the Dragon-Blood using social influence in a way chosen by their player —engaging the Dragon-Blood in an argument, bad-mouthing her to his associates, or some similar social expression of outrage. If that character already intended to commit violence against her, he may do so, but must express his rage through word and deed simultaneously.

Hot-Blooded Ardor

Cost: 4m; **Mins:** Presence 3, Essence 2

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Warm-Faced Seduction Style

The Dragon-Blood is fire given flesh. She treats her Appearance as one dot higher, even above 5, when determining how many bonus dice it adds (**Exalted**, p. 218) to an influence roll made with Presence or Socialize.

With a Presence 5, Essence 3 repurchase, the Dragon-Blood may expend her Fire Aura to treat her Appearance as (Essence/2, rounded up) dots higher instead.

Passion-Transmuting Nuance

Cost: 5m; **Mins:** Presence 3, Essence 2

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Burning Dragon Mien, Unbearable Taunt Technique, Warm-Faced Seduction Style

Just as a rising tide transforms landscapes, the Terrestrial's words can turn fear to hope or delight to sorrow. She makes an inspire roll with (Manipulation + Presence) against a single character who's in the grip of strong emotion, either as a result of an inspire action (**Exalted**, p. 217), or due to roleplaying reasons. Success lets the Dragon-Blood change her target's emotion to another, unrelated passion. The new emotion is treated as a Major Intimacy even if the original wasn't inspired using influence. A character must enter a Decision Point and call on a Major or Defining Intimacy to resist this influence with Willpower.

Fearsome Dragon Presence

Cost: 5m; **Mins:** Presence 4, Essence 2

Type: Reflexive

Keywords: Fire, Perilous

Duration: One tick

Prerequisite Charms: Burning Dragon Mien

The Dragon-Blood's terrifying battle aspect cowers her foes. For one tick, all attack rolls, social influence rolls, and rushes made against the Dragon-Blood take a -2 penalty. An enemy may spend one Willpower to become immune to this penalty for the rest of the scene.

In Fire Aura, the penalty inflicted by this Charm rises to (Essence).

Moth to the Candle

Cost: 2m, 1wp; **Mins:** Presence 4, Essence 2

Type: Simple

Keywords: Fire

Duration: One scene

Prerequisite Charms: Unbearable Taunt Technique

Outraged foes rush headlong for the Dragon-Blood like moths plunging to their doom. The Dragon-Blood's enemies are so enraged by the sight of her that they must prioritize attacking her over any other character. This doesn't prevent them from taking non-attack actions, but they cannot attack her allies as long as she remains in the fight. An enemy can resist this for one scene by spending a point of Willpower.

This Charm also reduces the cost of Unbearable Taunt Technique to one mote. If the Dragon-Blood successfully taunts an enemy who hasn't resisted Moth to the Flame, that character must use his next turn to move into range and attack her if possible.

Grinding Millstone Argument

Cost: 3m, 1wp; **Mins:** Presence 5, Essence 2

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Eternally Argumentative Flame

The Dragon-Blood embodies the relentless nature of earth in her persistent argument, shaking the convictions of even her strongest-willed rivals. After failing a persuade roll, she may reset her attempt (**Exalted**, p. 222), allowing her to try again. If her target uses the same Intimacy to bolster his Resolve that he did against the original attempt, the bonus it provides is lowered by one.

Grinding Millstone Argument can only be used once per scene.

Haunting Words Infliction

Cost: 4m, 1wp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: Instant

Prerequisite Charms: None

Even if the Dragon-Blood cannot persuade another with her arguments, she can give him the clarity of air to know the truth for himself when he sees it. She rolls (Charisma + Presence) with double 9s to instill a single character with an Intimacy she possesses. Even if she doesn't beat her target's Resolve or he resists, her words linger with him for (6 – his Integrity) weeks thereafter. Every gust of wind seems to whisper her argument in endless repetition, while weather patterns take on symbolic or allegorical meaning to him.

Each time the target learns new information that supports the Dragon-Blood's argument and would allow her to retry her instill action (**Exalted**, p. 222), he makes a (Charisma + Presence) instill roll against *himself*, adding (the Dragon-Blood's Essence) in non-Charm bonus dice. He cannot choose to fail the roll, and the rules for lengthy debates apply (**Exalted**, p. 219). Successfully asserting his Resolve against such a roll ends this Charm's effect.

This Charm may only be used against any given character once per story.

Virtuous Mountain's Shadow

Cost: 8m, 1wp; **Mins:** Presence 5, Essence 3

Type: Reflexive

Keywords: Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Disharmonious words, offensive to propriety and right action, invite the Dragon-Blood's censure. When she witnesses a character using social influence she wishes to dispute, she may draw on one of her Major or Defining Intimacies to make her counterargument. All characters who hear her gain access to that Intimacy, which they may use to bolster their Resolve against the influence or in a Decision Point. Characters who choose to accept this benefit gain the chosen

Intimacy at Minor intensity.

Terrifying Fire-Dragon Roar

Cost: 10m, 1wp, expend Fire Aura; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

Roaring with her draconic ancestors' fury, the Dragon-Blood exhales a deadly blast of fire. She rolls an unblockable **decisive** attack with (Charisma + Presence) that extends in a line out to medium range, striking all characters caught within it, including allies. The attack roll is also treated as a threaten roll against all enemies caught in the blast to terrify them into fleeing, even if they successfully dodge. The Dragon-Blood divides (her Initiative + Essence) evenly among all hit characters, rounded down, to determine the lethal damage rolled against them, ignoring Hardness. Battle groups caught in the blast suffer (Initiative + Essence) damage, which doesn't count against the total Initiative she has to divide, and must roll against rout (**Exalted**, p. 209) if their Resolve is beaten. Any flammable scenery in the area of the blast catches fire.

This Charm can only be used once per scene, unless reset by gaining 15+ points of Initiative in a single tick.

Fluid Recollection Insinuation

Cost: 6m, 1wp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Psyche, Signature (Water)

Duration: Instant

Prerequisite Charms: None

The Essence of the Dragon-Blood's presence flows into her target's mind like seeping water, finding a place in his memories wherein she can exist. She rolls (Manipulation + Presence) as a special instill roll, describing a past encounter between the two of them that never happened. If she beats the target's Resolve, she creates a false memory, up to five minutes long, of that encounter. The memory is focused solely on the interaction between the two, whether that was a conversation, a dance at a soiree, an introduction as children, or a street brawl. Implausible claims (**Exalted**, p. 215) in this false version of events do not inflict penalties; instead they subtract successes equal to the penalty they'd normally inflict.

If a target has never met the Dragon-Blood before, he forms a Minor Tie towards her, with an emotional context chosen by his player based on the nature of the false memory. He cannot voluntarily weaken this Tie. For him to resist this influence, other characters must fully erode the Intimacy using social influence or magic, at which point he may pay one Willpower to recognize the false memory for an illusion.

A character who already knows the Dragon-Blood can still have his memories altered. He still forms a new Minor Tie based on the false memory, but doesn't need to erode it before he may

pay Willpower to recognize a discrepancy between the false memory and what he knows about the Dragon-Blood.

This Charm may only be used against any given character once per story.

Spirit-Cultivating Leadership

Cost: 1m, 1wp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: (Essence) days

Prerequisite Charms: None

The Dragon-Blood is a source of strength for her followers and attendants, helping them realize their true potential through her leadership. She may use this Charm on a character with a Defining Tie of loyalty to her. For the duration of this Charm, he gains the following benefits:

- +2 Resolve against any influence that would weaken his Tie to the Dragon-Blood.
- Three temporary specialties of the Dragon-Blood's choice, distributed among the Archery, Athletics, Awareness, Brawl, Dodge, Integrity, Martial Arts, Melee, Presence, Resistance, Ride, Sail, Survival, Thrown, or War Abilities.
- One extra Willpower per day, which may only be spent resisting social influence. This cannot raise him above his permanent Willpower and is lost at the end of the day if not spent.

The Dragon-Blood may use this Charm on up to a maximum of (Essence +3) characters at a time.

Blazing Heart Ascendancy

Cost: 6m; **Mins:** Presence 4, Essence 3

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Debate-Sparking Bonfire

Fire is best fought with fire. This Charm supplements a persuade or threaten roll made with Presence or Socialize. If the target enters a Decision Point to resist the supplemented influence, the only Intimacies he can call upon to justify his resistance are those based on passion. Intimacies with no emotional power, such as a Principle of belief in the rule of law, cannot be used, even if they have a higher Intensity. Characters who have no passionate Intimacies to inflame are immune to this effect.

Heartstring-Pulling Approach

Cost: 3m, 1wp; **Mins:** Presence 4, Essence 3

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Hot-Blooded Ardor

The Dragon-Blood speaks directly to her listener's emotions, stoking the flames that burn within his heart. She adds a non-Charm success on a Presence- or Socialize-based influence roll with a single target. If the target's Resolve is lowered by a Major or Defining Intimacy based on passionate emotion, the cost to resist the influence increases by one Willpower.

Aura of Invulnerability

Cost: 5m, 1wp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Aura, Fire, Perilous

Duration: One scene

Prerequisite Charms: Fearsome Dragon Presence

A fiery nimbus of anima engulfs the Dragon-Blood, burning with the radiance of her own peerless self-confidence. After paying this Charm's cost, she rolls (current temporary Willpower), gaining a temporary -0 health level for each success, and adds (Charisma) to her natural soak. Once this Charm ends, these temporary health levels fade, and all levels of damage contained in them shift back into the Dragon-Blood's damage track. If this incapacitates her, she falls unconscious, even if lethally damaged, instead of being left dead or dying.

Vivacious Dragon Beauty

Cost: 6m; **Mins:** Presence 5, Essence 3

Type: Reflexive

Keywords: Aura, Wood

Duration: One scene

Prerequisite Charms: Hot-Blooded Ardor

Suffusing her demeanor with the sensuality of Wood Essence, the Dragon-Blood affects an efficaciously seductive bearing. She gains a bonus dot of Appearance, which may raise her Appearance above 5.

Minds Like Fertile Fields

Cost: 1m, 1wp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Earth, Psyche

Duration: Instant

Prerequisite Charms: Grinding Millstone Argument

The Dragon-Blood speaks an aphorism weighted with Earth Essence, suffusing her listener with receptive passivity. She rolls ([Charisma or Manipulation] + Presence) against the Resolve of a single character. A successful roll induces a pleasant trance state that lasts a few seconds. If anyone immediately follows this up with an influence roll targeting the entranced character, his receptive state leaves him unable to call on Intimacies to bolster his Resolve, nor can his

Intimacies be exploited to lower his Resolve.

Entombed Mind Technique

Cost: 5m, 1wp; **Mins:** Presence 5, Essence 3

Type: Simple

Keywords: Aura, Earth, Psyche

Duration: Instant

Prerequisite Charms: Minds Like Fertile Fields

With a low droning voice, the Dragon-Blood lulls her listener into dreamless sleep. To use this Charm, she must first use its prerequisite to induce a receptive state in her target. She rolls (Manipulation + Presence) against his Resolve, causing him to fall asleep unless he pays two Willpower to resist. He cannot be woken from this sleep by others without magic for the rest of the scene and an hour thereafter, and won't awake of his own volition for at least a day. While asleep, the Dragon-Blood may make a single influence roll against him with the benefits of Minds Like Fertile Fields, whispering the words in his ear as he sleeps.

With an Essence 4 repurchase, the Dragon-Blood may pay an additional five motes to place a target whose permanent Willpower is lower than her Essence into perpetual slumber. He doesn't suffer from hunger or thirst while he sleeps, nor does he age, but he cannot be woken without magical intervention. The Exalted are immune to this effect; other supernatural creatures aren't.

A third Essence 5 repurchase lets her pay a total of ten motes and two Willpower to petrify a target she could have placed into eternal slumber, transforming him into an inanimate statue. She may spend five motes and one Willpower to reverse the petrification with a touch. Otherwise, it can only be undone with magic such as Order-Affirming Blow (**Exalted**, p. 334).

This Charm may only be used against a character once per story.

Dragon Warlord's Convocation

Cost: 10m, 1wp; **Mins:** Presence 5, Essence 4

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Blazing Heart Ascendancy, Heartstring-Pulling Approach

The Dragon-Blood forges loyalty with fiery words, overawing and inspiring those who hear her. She makes an instill roll against a single character with ([Charisma or Appearance] + Presence), doubling 9s, to create a Tie of loyalty towards her. This creates an Intimacy at Major intensity, or strengthens a Minor or Major Intimacy to Defining intensity. If the target wishes to resist, he must enter a Decision Point, calling on another Intimacy of equal or greater intensity and paying two Willpower.

For the remainder of the story, the target cannot voluntarily weaken this Intimacy unless the Dragon-Blood directly harms him or threatens one of his Major or Defining Intimacies. Even then, he can only weaken it by one level for each offense.

Dragon Warlord's Convocation can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134).

Resistance

Ox-Body Technique

Cost: —; **Mins:** Resistance 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The blood of the dragons confers incredible resilience. Each purchase of this Charm grants extra health levels based on the character's Stamina rating.

At Stamina 1 and 2: Two –2 health levels.

3 and 4: One –1 and one –2 level.

5: One –1 and two –2 levels.

This Charm may be purchased (Resistance) times. If the Dragon-Blood's Stamina increases, her health levels change to reflect her new rating.

Purifying Blood Ascendancy

Cost: 2m per success; **Mins:** Resistance 1, Essence 1

Type: Reflexive

Keywords: Balanced, Earth, Excellency

Duration: Instant

Prerequisite Charms: None

The blood of the Dragons suffuses the Terrestrial's body with legendary vigor. She may add automatic successes to a Resistance roll for two motes each, and rerolls 6s until they cease to appear.

Body-Cleansing Prana

Cost: 3m; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: Air *or* Fire *or* Water, Balanced

Duration: Instant

Prerequisite Charms: Purifying Blood Ascendancy

The Dragon-Blood overcomes poison through mastery of her body's own internal cycle of elements, channeling Essence inward to cleanse herself of poison or disease. She may use this as an Air Charm against inhaled poisons, as a Fire Charm to burn disease from her body, or as a

Water Charm against poisons transmitted through food, drink or weapons. Regardless of aspect, she doubles 9s on the roll to resist.

With a Resistance 5, Essence 3 repurchase, if the Dragon-Blood rolls enough successes to completely negate the duration of a poison, she may pay one Willpower to expel it at an enemy within short range as an unblockable attack, either exhaling a great gout of venomous gas or smoke, or driving poisons from her pores in a liquid burst. She rolls (Stamina + Resistance) against his Evasion, exposing him to the poison if successful.

Uneating Earth Meditation

Cost: 2m; **Mins:** Resistance 1, Essence 1

Type: Simple

Keywords: Earth

Duration: One week

Prerequisite Charms: None

Like the earth itself, the Terrestrial has no need for external nourishment. She ignores any deprivation penalties from starvation or dehydration (**Exalted**, p. 232). Additionally, she adds (Resistance) to the amount of time she can go before succumbing to starvation or dehydration, as long as she uses this Charm for that entire time.

Untiring Earth Meditation

Cost: 2m; **Mins:** Resistance 2, Essence 1

Type: Simple

Keywords: Earth

Duration: One day

Prerequisite Charms: Uneating Earth Meditation

Exhausted, the Dragon-Blood may find sustenance in the ground beneath her feet. As long as she's standing on the ground or touching stone, she ignores fatigue penalties.

Impervious Skin of Stone

Cost: 4m; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Balanced, Earth, Withering-only

Duration: Instant

Prerequisite Charms: None

Bracing herself against a blow, the Dragon-Blood deflects attacks with the force of solid stone. She doubles her Stamina to determine her natural soak against a single **withering** attack.

In Earth Aura, this Charm can be used after an attack hits the Dragon-Blood, but before damage is rolled.

Eternal Tide Endurance

Cost: 2m; **Mins:** Resistance 2, Essence 1

Type: Reflexive

Keywords: Water, Withering-only

Duration: Instant

Prerequisite Charms: Impervious Skin of Stone

The Dragon-Blood adapts to her foe's attacks, turning his force to her advantage. Every 1 on a **withering** attack roll against her increases her soak by +1.

In Water Aura, this Charm can be used against **decisive** attacks, granting one point of Hardness for every 1 on the attack roll, up to a maximum of (Stamina) points. This doesn't stack with other sources of Hardness.

Supple Viridian Scales

Cost: 4m; **Mins:** Resistance 3, Essence 1

Type: Reflexive

Keywords: Wood

Duration: One tick

Prerequisite Charms: Impervious Skin of Stone

The Dragon-Blood wears her armor like a second skin, pliant and yielding as living wood, as she moves with the sinuous grace of a dancing dragon. She lowers her armor's mobility penalty by 1 for a single tick. If it's light armor, she instead adds a non-Charm die on rolls to rush or disengage.

In Wood Aura, this Charm's duration lasts for as long as the Dragon-Blood remains in Aura.

(Element) Protection Technique

Cost: 5m; **Mins:** Resistance 3, Essence 2

Type: Reflexive

Keywords: Dual

Duration: One scene

Prerequisite Charms: Impervious Skin of Stone

The Dragon-Blood harmonizes her body with one of the five elements, rendering her body almost impervious to any harm from that element. She chooses one of the five elements upon activating this Charm, gaining +3 natural soak and (Stamina) Hardness against attacks made using that element, such as a firewand's blast, a wooden spear, a hurled stone, or the talons of an air elemental. She subtracts (lower of Stamina or Resistance) from the damage of appropriate environmental hazards.

This Charm can only negate harm that directly relates to the chosen element. An Earth-aspected use won't defend against metal weapons, nor would a Fire-aspected use defend against a Blazing Solar Bolt.

Elemental Aegis

Cost: 4m (+1a); **Mins:** Resistance 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Supple Viridian Scales

The Dragon-Blood can banish jade armor into one of the five elements, dissolving her hauberk into water or letting the whirling wind divest her of armor piece by piece. She may send attuned jade armor Elsewhere through a significant and dramatic manifestation of the chosen element: it might vanish as she walks through fire, dissolve as she meditates beneath a waterfall, or be drawn beneath a tree's bark or into the rocky surface of a boulder or stone pillar. She may use this Charm to retrieve the armor from a similar elemental manifestation, donning it as though donning it normally (**Exalted**, p. 591).

If the Exalt doesn't have access to an appropriate elemental manifestation, she may expend a level of anima to banish or recall her armor. Once banished this way, it may be recalled through a manifestation of her Aspect element.

Unsleeping Earth Meditation

Cost: 5m; **Mins:** Resistance 3, Essence 2

Type: Simple

Keywords: Earth

Duration: One scene

Prerequisite Charms: Uneating Earth Meditation

The Terrestrial sustains herself without need for sleep, renewing her wearied body by drawing on Earth Essence. Once per day, she may spend an hour in meditation to gain all the benefits of a good night's sleep, including a point of Willpower. She may use this Charm to remain awake for up to (Essence + Stamina) days without hindrance, but past that point, she ceases to regain Willpower from it until she's received a full eight hours of sleep normally each day over as many days as she used this Charm to stay awake.

Unbreathing Earth Meditation

Cost: 5m; **Mins:** Resistance 4, Essence 2

Type: Reflexive

Keywords: Balanced, Earth

Duration: One scene

Prerequisite Charms: Unsleeping Earth Meditation

A single breath of air is enough to sustain the Dragon-Blood as she slows the rhythm of her lungs and the beating of her heart. She may hold her breath for up to ([Stamina + Resistance] x5) minutes, or ([Stamina + Resistance] x2) rounds in combat.

Unfeeling Earth Meditation

Cost: 3m; **Mins:** Resistance 5, Essence 2

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Unbreathing Earth Meditation

The Dragon-Blood suffuses her body with Earth Essence, inuring herself to the pain and frailty of her flesh. She may ignore wound penalties on a single action.

With an Essence 4 repurchase, using this Charm in Earth Aura extends its duration for as long as the Dragon-Blood remains in Aura.

Body-Like-Clouds Meditation

Cost: 8m; **Mins:** Resistance 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Air), Withering-only

Duration: Aura

Prerequisite Charms: None

The Dragon-Blood channels Air Essence throughout her body with circular breathing, lightening and dispersing her form to become all but untouchable. **Withering** damage rolls against her take a penalty of (Essence), which can reduce them even below their minimum damage. If a **withering** attack hits her but deals no damage, she steals 2 Initiative from her attacker as he overextends, striking where she's not.

Perfected Scales of the Dragon

Cost: 7m, 1wp, expend Earth Aura; **Mins:** Resistance 5, Essence 3

Type: Reflexive

Keywords: Aura, Decisive-only, Signature (Earth)

Duration: Until next turn

Prerequisite Charms: None

The Dragon-Blood settles into a deep-rooted stance, will and Essence hardening her body into an impervious form with an almost crystalline sheen. She gains Hardness equal to ([Essence + Stamina] x2) against all **decisive** attacks until her next turn. This doesn't stack with Hardness from armor, but is compatible with Hardness granted by Resistance Charms such as Eternal Tide Endurance or (Element) Protection Technique. Whenever a **decisive** attack is negated by her Hardness, her attacker doesn't reset to base Initiative; instead, he loses Initiative as though he'd missed, which she gains.

Such is the focus required by this Charm that the Dragon-Blood cannot attack or move on her next turn after using it, although she may still take other miscellaneous actions.

Raging Fire-Dragon Spirit

Cost: 6m, 1wp, 1ahl; **Mins:** Resistance 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Fire)

Duration: Aura

Prerequisite Charms: None

The Dragon-Blood unleashes the deepest flames of her vitality, awakening the deadly force of her inner fire. Her body becomes faster and stronger at the cost of risking exhaustion or death. She gains a bonus dot of Strength, ignores a single point of wound penalty, and adds (lower of Essence or Stamina) bonus dice on all rolls she makes to attack, rush, or attempt a feat of strength. However, her Stamina doesn't add to her soak and she loses one point of Initiative at the end of each round.

Fathomless Depths Replenishment

Cost: 4m, 1wp; **Mins:** Resistance 5, Essence 3

Type: Simple

Keywords: Signature (Water)

Duration: One day

Prerequisite Charms: None

The Dragon-Blood meditates on the deepest depths of herself, discovering that she is eternal. After spending an hour in meditation, she rolls (Essence + Stamina), unmodified by other effects. Each success grants her a temporary -1 health level. Undamaged health levels fade away at the end of this Charm's duration, but the Dragon-Blood keeps any levels that are filled with damage, and they count against her total successes on a subsequent roll to use this Charm. These health levels are healed before any others of the same level when the Exalt recovers from rest or receives magical healing. If the Dragon-Blood carries a wounded health level for more than (Stamina) days, it falls from a -1 to a -2 health level. After another (Stamina x2) days, they become -4 levels. Damaged levels vanish once they're healed.

Well-Tended Garden of the Soul

Cost: 5m, 1wp, expend Wood Aura; **Mins:** Resistance 5, Essence 3

Type: Simple

Keywords: Aura, Perilous, Signature (Wood)

Duration: Until next turn

Prerequisite Charms: None

The Dragon-Blood beckons to the Wood Essence that moves through the wilderness, calling forth healing renewal from the forest's boughs. In a barren wilderness, it's sufficient that she touches a single shoot of green life to use this Charm. She weaves her hands through a series of mudras that ends in a flash of anima that leaves every plant out to medium range radiant and

flourishing, traced with hints of green anima. Any blighted or diseased plants are healed, while mundane plants that have died of winter frost or drought might be revived.

On her next turn, the blessing of life circles back unto her, unless this Charm is interrupted before then by her being crashed, taking **decisive** damage, or being forced into a range band devoid of plant life. She rolls (Essence + Stamina), unmodified by other effects, and heals a single level of non-aggravated damage for each success.

This Charm can only be used once per day.

Earth Bears Witness

Cost: 5m, 3i; **Mins:** Resistance 4, Essence 3

Type: Reflexive

Keywords: Aura, Decisive-only, Earth, Perilous

Duration: Instant

Prerequisite Charms: (Element) Protection Technique

The Dragon-Blood braces her body solidly against the ground, feeling the Earth's Essence upholding her own. As she's struck, the force of the blow passes through her and into surrounding earth or stone. She subtracts (Stamina/2, rounded up) dice from the damage of a **decisive** attack, shunting it into the ground. The Storyteller may deem that this creates difficult terrain or destroys mundane objects.

If there's a large, dramatically significant source of stone or other earth-based substance, such as a boulder or stone pillar, within short range of the Exalt, she instead subtracts (Stamina) as it bears the force of the attack for her. The force of her enemy's blow might smash a crater in the shape of her silhouette into a fortress's walls or blast a stone monument from its pedestal.

With Resistance 5, the Dragon-Blood may purchase the following elemental variants of this Charm for three experience points each.

Water: In Water Aura, this Charm can shift (Stamina/2, rounded up) dice of **decisive** damage into any nearby water. It reduces damage by (Stamina) if she shifts it into a body of water or a large vessel, such as a cistern or a well.

Wood: In Wood Aura, this Charm can shift (Stamina/2, rounded up) dice of **decisive** damage into wooden objects or living plants. It reduces damage by (Stamina) if she shifts it into a wooden structure or tree-sized plant.

Immovable Mountain Technique

Cost: 5m; **Mins:** Resistance 4, Essence 3

Type: Reflexive

Keywords: Earth, Perilous

Duration: One scene

Prerequisite Charms: Earth Bears Witness

Filling her body with the incredible weight of mountains and continents, the Dragon-Blood refuses to be moved. She cannot be knocked back by smash attacks, thrown in a grapple, or

shifted by comparable mundane forces. Even magic is impeded by this Charm, although not entirely negated, with the Storyteller adjudicating the specific nature of the defense based on the nature of the Charm being used: A Solar using Heaven Thunder Hammer might be forced to halve her damage successes when determining how far she can knock the Dragon-Blood. This Charm ends if she moves from the spot where she used it, or if she's crashed or incapacitated.

Ripples-on-Water Defense

Cost: 4m; **Mins:** Resistance 5, Essence 3

Type: Reflexive

Keywords: Aura, Dual, Water

Duration: Instant

Prerequisite Charms: Earth Bears Witness

The Exalt's body becomes almost fluid as it disperses the force of attacks. Against a **withering** attack, (lower of Essence or Stamina) 1s on the damage roll subtract successes. Against a **decisive** attack, (lower of Essence or Stamina) 1s force her attacker to reroll that many damage dice that show success, beginning with 7s and moving up.

Dragon's Unfailing Vigor

Cost: —; **Mins:** Resistance 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Ox-Body Technique (x5)

The Dragon-Blood has forged her body to a fivefold extreme of durability, reaching the apex of her supernatural vitality. She gains one -0 health level and one -4 health level.

Flowing Dragon-Body Endurance

Cost: 4m, 1wp; **Mins:** Resistance 5, Essence 4

Type: Simple

Keywords: Aura, Decisive-only, Water

Duration: Aura

Prerequisite Charms: Ripples-on-Water Defense

The Dragon-Blood becomes as a standing wave, untouched by the attacks of lesser enemies. She gains Hardness equal to her current Initiative against all **decisive** attacks. This Charm isn't compatible with armor.

Revolving-Hurricane-Force Defense

Cost: 5m, 1wp; **Mins:** Resistance 5, Essence 5

Type: Reflexive

Keywords: Air, Aura, Withering-only

Duration: Aura

Prerequisite Charms: Flowing Dragon-Body Endurance

The Dragon-Blood's incredible resilience is like a raging gale barely contained within her body, striking aside her enemies' blows before they even touch her. She rolls (Stamina + Resistance) with (Essence) non-Charms bonus dice, and gains a soak bonus equal to the successes against any attack by a character with lower Initiative. The soak bonus falls by one point each time an attack hits the Dragon-Blood.

This Charm can only be used once per scene.

Ride

Scattered Pearl Hoof Falls

Cost: 2m per success; **Mins:** Ride 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Wood

Duration: Instant

Prerequisite Charms: None

The hoofbeats of the Dragon-Blood's mount strike the ground as swiftly and lightly as pearls falling from a broken necklace, speeding her onwards to her goal. She may add automatic successes to a Ride roll for two motes each, and she ignores one point of mobility penalty from her mount's barding.

Heaven-Racing Leap

Cost: 4m; **Mins:** Ride 2, Essence 1

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Scattered Pearl Hoof Falls

The Dragon-Blood urges her steed skywards in a leap that defies gravity. She may have her mount automatically jump one range band forward horizontally with her reflexive movement for the turn. Alternatively, when she has her mount jump as part of a movement roll, including rushing and disengaging, every 10 rerolls a non-1 failed die.

In Air Aura, her steed may leap one range band vertically, as long as the steed can land on a surface capable of bearing its weight.

Tread Rooted in Life

Cost: 4m; **Mins:** Ride 3, Essence 1

Type: Reflexive

Keywords: Balanced, Wood

Duration: One scene

Prerequisite Charms: Scattered Pearl Hoof Falls

At one with the wilderness that surrounds them, horse and rider move with matchless grace. They may gallop through undergrowth, weave between trees in a dense forest, or trample over brambles. The Dragon-Blood ignores plant-based environmental penalties to her mounted movement actions.

Any environmental penalties on her Ride rolls due to plants or vegetation-covered terrain are lowered by two points.

With Essence 2, the Dragon-Blood may learn elemental variants of this Charm for three experience points each. These variants are Stackable with each other.

Air: This variant negates penalties from wind and foul weather.

Earth: This variant negates penalties for moving over uneven earth or rocky terrain.

Water: This variant negates penalties for moving while partially immersed in water, or over a wet or slippery surface.

Great Heart Companion

Cost: 3m; **Mins:** Ride 2, Essence 1

Type: Reflexive

Keywords: Wood

Duration: Instant

Prerequisite Charms: None

Even the best-trained warhorse trembles at the perils that the Dragon-Blood faces, but the bond between mount and rider is strong enough to withstand any test. She may grant her mount +2 Resolve against a threaten roll or other fear-based influence, or herself +1 Defense against an unhorse gambit.

In Wood Aura, this Charm lasts as long as the Dragon-Blood remains in Aura, providing both benefits.

Cloud-Harnessing Technique

Cost: 5m; **Mins:** Ride 3, Essence 2

Type: Reflexive

Keywords: Air

Duration: Until next turn

Prerequisite Charms: Heaven-Gracing Leap

The hooves of the Dragon-Blood's horse barely seem to touch the earth as it gallops, seeming to fly over the ground. Until her next turn, her mount can run across and stand on surfaces that wouldn't normally bear its weight, and ignores difficult terrain.

Dance of the Jade Bridle

Cost: 4m; **Mins:** Ride 3, Essence 2

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Great Heart Companion

Even the mightiest beasts learn to bow before the dragon. The Dragon-Blood rolls ([Attribute] + Ride) against an animal's Resolve, impressing or subduing it with a stunt over the course of a few minutes of interaction. She might win a tiger's respect by staring it down using Charisma, wrestle a river dragon using Strength to secure a place on its back, or leap out of a tree to land on a strix using Dexterity. On a success, the animal allows the Dragon-Blood to saddle and mount it, forming a Minor Tie of loyalty to her.

A single use of this Charm is insufficient to completely tame a wild animal, but it begins the process. Kindly treatment, roleplaying interactions, and magic such as Beast-Taming Aspect (p. XX) over the course of one or more sessions can tame even the most feral beast, at the Storyteller's discretion.

Reins-Like-Roots Unity

Cost: 3m; **Mins:** Ride 3, Essence 2

Type: Reflexive

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Great Heart Companion

The bond between the Dragon-Blood and her mount isn't easily broken. This Charm can be used to defend against an unhorse gambit. 1s on the attack roll subtract successes, and the difficulty of the gambit increases by 1.

In Wood Aura, this Charm's duration lasts as long as the Exalt remains in Aura.

Creation-Turning Hoof

Cost: 5m; **Mins:** Ride 4, Essence 2

Type: Supplemental

Keywords: Earth

Duration: Instant

Prerequisite Charms: Tread Rooted in Life

Enemies ridden down by the Dragon-Blood know that escape is hopeless when they hear her steed's pounding hoofbeats build to a rumbling avalanche behind them. The Dragon-Blood imposes a penalty equal to her mount's Speed bonus on an enemy's roll to oppose her mounted rush.

Ebony Spur Technique

Cost: 2m, 3i; **Mins:** Ride 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Creation-Turning Hoof

Dragon-Blooded cavalry learn to ride and fight together in martial harmony, creating openings in even the strongest defenses. This Charm can be used when a mounted ally successfully lands an attack against an enemy within short range of the Dragon-Blood. She may reflexively move up to one range band towards that enemy and make a **decisive** attack using any combat Ability, adding her mount's Speed bonus to the attack roll. This counts as her combat action for the round, and she cannot use this Charm if she's already attacked earlier in the round, but it doesn't count against her movement action.

Ebony Spur Technique can only be used once per scene, unless reset by crashing an enemy with a mounted **withering** attack.

Ass-to-Elephant Method

Cost: 3m, 1wp; **Mins:** Ride 5, Essence 2

Type: Supplemental

Keywords: Earth

Duration: Instant

Prerequisite Charms: Great Heart Companion

A humble draft horse can haul massive boulders behind it when ridden by a Prince of the Earth. This Charm supplements a feat of strength by a mount being ridden by the Dragon-Blood, adding its Speed bonus to its Strength. This both increases its dice pool and its effective Strength rating for determining what feats it may attempt (**Exalted**, p. 231).

Untethered Pegasus Spirit

Cost: 5m; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Air)

Duration: One scene

Prerequisite Charms: Cloud-Harnessing Method

With a deft hand on the reins, the Dragon-Blood urges her steed skywards. She can ride horizontally over thin air for as long as her mount continues to move, allowing her to horizontally cross over canyons and similar gulfs. In addition, she may pay an additional point of Willpower when she uses Heaven-Gracing Leap to rush an aerial enemy at out to medium range. If successful, she'll automatically ride one vertical or horizontal range band towards her target on the rushed character's next two turns, in addition to her normal movement. If the Dragon-Blood ceases movement, ends this Charm early, or is unhorsed, both she and her steed drift to the ground without taking falling damage.

Mountain-Trampling Hoof

Cost: 3m, 1wp; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: Instant

Prerequisite Charms: Ass-to-Elephant Method

The Dragon-Blood endows her mount with the endurance of the mountains and the strength of a falling avalanche as it charges forward like a battering ram to smash down gates and fortifications. The Exalt's mount makes a feat of demolition to destroy or topple an object at least human-sized, adding (Essence/2, rounded up) non-Charm bonus successes. If she uses this Charm after spending multiple consecutive turns moving towards the object, each range band of movement lowers the Strength total required to attempt the feat by one, to a maximum of (Essence). The mount is able to complete the feat in instants, even if it would normally take longer.

The immense force unleashed by the mount's battering charge isn't without risk. For every 1 on its feat of strength roll, roll a single die of bashing damage against it, ignoring Hardness. This Charm cannot be used if the Dragon-Blood's mount has no undamaged health levels above Incapacitated.

Charge of One Hundred Generals

Cost: 8m, 1wp; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: Instant

Prerequisite Charms: Ebony Spur Technique

The Dragon-Blood and her allies charge across the battlefield like a rapidly spreading flame. She makes a mounted rush roll against a significant enemy or battle group out to four range bands away, but no closer than medium range. If not already rolled into battle, all characters Join Battle immediately. On a success, the Dragon-Blood and all other mounted characters within close range of her (short range for mounted battle groups) move one range band towards the target on each of their next four turns in addition to their normal movement, or until they reach close range. All characters in the charge gain 1 Initiative for each range band they move while charging the rushed character.

Ride Beneath the Waves

Cost: 3m, 1wp; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: Signature (Water)

Duration: One day

Prerequisite Charms: None

The Dragon-Blood can lead her mount even to the ocean's depths, dancing through rivers and seas as though born to them. Her mount can breathe water and is capable of swimming or

running over riverbeds and sea floors at no penalty. Ride rolls to control it underwater double 9s. Note that this Charm doesn't extend to the Dragon-Blood, who must use other magic such as the Water Aspect anima or Unbreathing Earth Meditation (p. XX) to survive underwater.

Dragon-Among-Horses Exaltation

Cost: 5m, 1wp, 1ahl, 2xp; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: Instant

Prerequisite Charms: Great Heart Companion

The Terrestrial anoints her beloved steed with her own blood, marking it with the blood of the Dragons. As the droplets fall on its hide, the beast begins to flare with the Exalt's own anima banner, building over the next few minutes into a great bonfire of Essence in which it's transformed. A mount transformed by this Charm gains the following benefits:

- It gains one of the following: +1 die to all Strength-based dice pools and raw **withering** damage; +1 die to all Dexterity-based dice pools; or +1 to all Stamina-based dice pools and +1 soak.
- Its natural Hardness increases by one point. Note that this renders it immune to anima flux (p. XX).
- It gains two additional -4 health levels.

The Dragon-Blood can only use this Charm on a single mount at a time, but is refunded its experience point cost if that creature dies. Rare horses descended from bloodlines intermingled with elementals of the appropriate aspect are prized by the Dragon-Blooded, and using this Charm on them requires no experience cost. The Blessed Isle's horse-breeders compete ruthlessly over such stock, which are sufficiently rare that Resources expenditures alone aren't enough to secure them. A Dynast might need to procure an opulent gift simply to open negotiations with a seller, or perform a significant favor for a family elder in exchange for making use of their connections.

Indomitable Warhorse Endurance

Cost: 3m, 1i per die removed; **Mins:** Ride 4, Essence 3

Type: Reflexive

Keywords: Balanced, Perilous, Wood

Duration: Instant

Prerequisite Charms: Reins-Like-Roots Unity

The Dragon-Blood may activate this Charm when her mount would take **decisive** damage, after any attack roll but before damage is rolled. She may spend up to (Essence) Initiative to subtract that many dice from the damage roll. Outside of combat, such as riding through an environmental hazard, she always subtracts (Essence) dice.

Seizing-the-Reins Approach

Cost: 1m, 1wp; **Mins:** Ride 4, Essence 3

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Dance of the Jade Bridle

The Dragon-Blood rides away with her enemies' steeds, showing even the most ferocious mounts that they cannot equal her burning, reckless spirit. She attempts to leap onto the mount of an unhorsed foe (or another trained animal without a rider) within close range. This is a difficulty 3 gambit rolled with (Dexterity + Ride). Successfully executing this gambit lets the Dragon-Blood climb onto the animal and reflexively order it to make a **withering** attack (**Exalted**, p. 203).

In Fire Aura, the Dragon-Blood may use this Charm reflexively when she successfully unhorses an enemy (**Exalted**, p. 200) within close range using any combat Ability.

Unbreakable Stallion Spirit

Cost: 5m; **Mins:** Ride 4, Essence 3

Type: Reflexive

Keywords: Wood

Duration: One scene

Prerequisite Charms: Creation-Turning Hoof

Essence ripples through the thews of the Dragon-Blood's mount, bolstering its speed and surety. This Charm adds +1 to the Speed bonus of the Exalt's mount, and doubles 9s on any Ride rolls she makes to maintain her steed's balance, avoid being thrown from the saddle, or otherwise avoid mount-related obstacles.

Seven-League Gallop

Cost: 1m, 1wp; **Mins:** Ride 5, Essence 3

Type: Simple

Keywords: Wood

Duration: One hour

Prerequisite Charms: Unbreakable Stallion Spirit

Imbued with legendary vitality, the Exalt's mount achieves the apex of speed. She converts one die of her mount's Speed bonus into a non-Charm success on rolled movement. Outside of combat, her mount's movement speed is dramatically accelerated, letting her move (Essence) times the normal distance she'd be able to cover in an hour. If she maintains the use of this Charm throughout a longer journey, the time it takes to complete is halved.

Once the Dragon-Blood has spent two Willpower in a day on this Charm's cost, she waives the Willpower cost of all subsequent activations.

Trail-Blazing Dragon Steed

Cost: 5m, 1a; **Mins:** Ride 5, Essence 3

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Seven-League Gallop

The inexorable Essence of fire blazes in the Dragon-Blood's steed as it gallops at full speed towards its goal, leaving a trail of burning hoofprints behind it. After a successful mounted rush, if the rushed foe provokes the Dragon-Blood's reflexive movement, she ignites a fiery environmental hazard along her path, with difficulty 4 and Damage (Essence)L/round. It continues to burn until her next turn, although the Storyteller may deem that terrain such as dry grass continues to burn for a full scene.

Vanishing Cloud-Rider Ways

Cost: 4m; **Mins:** Ride 4, Essence 3

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Cloud-Harnessing Technique

Moving with the grace and speed of a zephyr, the Dragon-Blood's steed effortlessly evades harm. This Charm supplements a mounted disengage roll, rerolling 6s until they fail to appear and negating all penalties from flurrying the roll.

In Air Aura, this Charm also refunds the Initiative cost of a successful disengage.

Blazing Charger Attack

Cost: 7m, 1wp; **Mins:** Ride 5, Essence 4

Type: Supplemental

Keywords: Aura, Fire, Uniform

Duration: Instant

Prerequisite Charms: Trail-Blazing Dragon Steed

The Dragon-Blood builds her killing pace as she charges across the battlefield, urging her mount onwards faster and faster. She doubles 9s on a mounted rush. On a success, if her enemy provokes her reflexive movement, she may move up to two range bands towards him instead of one. If she reaches close range, she may also make a reflexive **decisive** attack using Brawl, Martial Arts, or Melee. If she attacks with a fixed lance, she may make an impaling attack (**Exalted**, p. 203) without needing to meet the normal requirements.

Elusive Skirmisher Tactic

Cost: 1m, 1wp; **Mins:** Ride 5, Essence 4

Type: Reflexive

Keywords: Uniform, Wood

Duration: Instant

Prerequisite Charms: Vanishing Cloud-Rider Ways

Horse and rider move as one to take aim, lining up the perfect shot. Upon disengaging from an enemy, the Dragon-Blood may use this Charm to reflexively aim at him. A ranged attack that receives the dice from aiming also adds one bonus die of raw damage.

Horses-Like-Dragons Stampede

Cost: 5m, 2wp; **Mins:** Ride 5, Essence 5

Type: Simple

Keywords: Wood

Duration: Until battle is joined

Prerequisite Charms: Blazing Charger Attack, Seize-the-Reins Approach

Stampeding beasts follow the Dragon-Blood in an overwhelming charge, routing enemy formations and smashing through their fortifications. This Charm is a dramatic action to prepare for an upcoming battle by rounding up a herd of horses or other wild, rideable animals — even blundering yeddim. This is a series of (Charisma + Ride) rolls, which are treated as rally for numbers actions (**Exalted**, p. 209), building up the Magnitude of animals that the Dragon-Blood has gathered. Each roll takes five minutes of animal calls, handling, or impressive stunts to complete. Once the Dragon-Blood has built up enough Magnitude to form a Size 1 battle group, she may continue making rally rolls to increase the group's Size, up to a maximum of Size 3. Concealing the approach of this stampeding herd is impossible without large-scale magic.

The herd isn't treated as a battle group in combat. Instead, when the Dragon-Blood rolls Join Battle, it stampedes across the battlefield, imposing a penalty equal to (its Size) on all enemy Join Battle rolls, before dispersing. Every enemy whose Join Battle roll is beaten by the Dragon-Blood's takes **decisive** damage as the stampede tramples over them. She divides (Initiative + stampede's Size) dice of bashing damage evenly among the victims (round up), ignoring Hardness. Trivial opponents and battle groups instead take the full (Initiative + Size) damage roll, which doesn't detract from the total divided among other enemies. This attack resets the Dragon-Blood to base Initiative once it's completed.

The Dragon-Blood may learn elemental variants of this Charm for three experience points each. While she's in appropriate terrain, she may rouse that element's natural perils instead of wild animals. She still rolls to build up its effective Size for determining the Join Battle penalty and total damage inflicted, but this represents the force of nature that follows her, growing stronger as she rides.

Air: Riding through snow-covered land, the Dragon-Blood trails an avalanche behind her. Any enemy that takes **decisive** damage on the initial roll is hurled one range band away from the Dragon-Blood and falls prone. The numbing cold imposes a penalty equal to the avalanche's Size on all movement rolls a damaged character makes until he receives medical treatment as a difficulty 3 (Intelligence + Medicine) roll.

Earth: Charging across mountainsides or stony terrain, the Dragon-Blood unleashes a rockslide

that follows in her wake. Any enemy that takes **decisive** damage on the initial roll is hurled one range band away from the Dragon-Blood and falls prone, covered in rubble. A buried character or one of his allies must succeed on a Strength 3 feat of strength at difficulty 3 to clear the rubble before he can attempt to rise from prone.

Fire: Riding over dry grass or other parched foliage, the Dragon-Blood ignites a roaring grass fire that follows in her wake. A bonfire (4L/round, difficulty 5) ignites at the feet of each enemy that takes **decisive** damage from the initial roll. At the Storyteller's discretion, flammable scenery may also catch fire as long as no character is present in the same space. These fires burn until the end of the scene unless put out.

Water: The Dragon-Blood may ride with a river or similar body of water at her back, running along the riverbed until the river runs with her. As she Joins Battle, it changes its course to spill over onto the battlefield, positioned by the Storyteller to benefit the Dragon-Blooded. Its largest dimension is at least (Size/2, rounded up) range bands long, from a starting point determined by the Storyteller. Once the scene ends, the river slowly reverts to its original course.

Sail

Fine Passage-Negotiating Style

Cost: 2m per success; **Mins:** Sail 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Water

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood threads her ship like a needle through dangerous patches of sargasso seas, rock-strewn shallows, or warship-patrolled waters. She may add automatic success to a Sail roll for two motes each, and rerolls 6s until they cease to appear.

Storm-Outrunning Technique

Cost: 2m; **Mins:** Sail 2, Essence 1

Type: Supplemental

Keywords: Pilot, Water

Duration: Instant

Prerequisite Charms: Fine Passage-Negotiating Style

The Dragon-Blood is the ocean's own kin, plying its waters not as obstacles to be overcome but as welcome friends to be greeted. When she makes a Sail roll that her ship's Speed applies to, she rerolls ([lower of Wits or Speed], minimum one) non-1 failed dice.

Ocean-Darting Maneuver

Cost: 5m; **Mins:** Sail 3, Essence 1

Type: Supplemental

Keywords: Balanced, Pilot, Water

Duration: Instant

Prerequisite Charms: Storm-Outrunning Technique

Steering her ship with the fluid grace of Water Essence, the Dragon-Blood can accomplish nigh-impossible maneuvers. She doubles 9s on a roll to navigate through a naval hazard or enact a positioning stratagem in naval combat (**Exalted**, pp. 244-245). On a successful positioning stratagem, she receives (Essence) additional Momentum.

Dragon Mariner Attitude

Cost: 5m; **Mins:** Sail 2, Essence 1

Type: Reflexive

Keywords: Water

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood's reputation precedes her ship to shore. She can manipulate the flow of her reputation as though it were a stream of water, choosing one of the following effects.

Carousing: Adopting the poise of a sailor in port, the Dragon-Blood radiates a desire to take part in drinking, gambling, and similar vices common to sailors, as well as any local indulgences. Characters seeking to supply such vices will seek her out to provide them, or information about where to get them.

Heroism: The Dragon-Blood's naval prowess marks her as a hero of the seas. Characters facing problems that a seafaring hero could solve, such as pirate raids, a loved one lost on a missing ship, or an urgent shipment of exotic goods that needs to be delivered, will seek her out as the solution to their problem, treating this a Minor Tie of trust to her.

Leadership: The Dragon-Blood radiates the confidence of a commanding admiral. All sailors under her command are treated as having a Minor Tie of respect towards her, and she adds one bonus success on inspire rolls and command actions targeting them. Trivial characters who are seafarers gain this Intimacy even if they aren't part of the Exalt's crew.

Menacing: The Dragon-Blood's bearing suggests ruthlessness and a history of violence. She adds one automatic success on threaten rolls and gains the Hideous Merit (**Exalted**, p. 162).

Deck-Striding Prana

Cost: 3m, 2i; **Mins:** Sail 2, Essence 1

Type: Supplemental

Keywords: Perilous, Water

Duration: Instant

Prerequisite Charms: Dragon Mariner Attitude

No landlubber she, the Dragon-Blood crosses over storm-tossed decks or windswept rigging with fluid grace. She adds (Sail) bonus dice on a movement roll or a roll to maintain her balance, or may use her reflexive move action to ascend or descend one vertical range band up a ship's rigging, a ladder that spans decks, or similar nautical scenery without needing to roll.

In Water Aura, this Charm's Initiative cost is waived and it loses the Perilous keyword.

Hurricane-Predicting Glance

Cost: 5m; **Mins:** Sail 3, Essence 1

Type: Simple

Keywords: Air

Duration: Instant

Prerequisite Charms: Dragon Mariner Attitude

The Dragon-Blooded mariner can smell trouble on the salty breeze or see a coming storm in red clouds, allowing her to steer safely through monsoons, thunderstorms, and roiling waves. She rolls ([Perception or Intelligence] + Sail) against a difficulty based on her familiarity with the seas she's sailing — home waters might be difficulty 1; a trade route leading to an island she's never been to before might be difficulty 3; and completely unmapped seas might be difficulty 5+. A successful roll lets her flawlessly predict any weather she'll encounter at sea along the course of her ship's travel for a single day, letting her foresee even the most freakish natural weather phenomena. She cannot predict the effects of weather-controlling magic.

If the Exalt foresees dangerous weather, she gains a temporary Sail specialty in avoiding or navigating it, which lasts until the weather has passed. She may only have one specialty granted by this Charm at a time.

Old Salt Spirit

Cost: 5m, 1wp; **Mins:** Sail 3, Essence 2

Type: Reflexive

Keywords: Balanced, Mute, Water

Duration: One scene

Prerequisite Charms: Dragon Mariner Attitude

Weathered by her time at sea, the Dragon-Blood is undaunted by unknown terrors and deaf to the calls of sirens. She gains +1 Resolve against fear-based influence, as well as any influence that would cause her to sail her ship into peril or prevent her from taking to the seas aboard her ship. If she incorporates the memory of a past seafaring adventure into a stunt, this bonus increases to (Sail/2, rounded up) for that action.

Seven Seas Wind-Luring Chanty

Cost: 2m, 1wp; **Mins:** Sail 3, Essence 2

Type: Simple

Keywords: Air

Duration: One day

Prerequisite Charms: Hurricane-Predicting Glance

The Dragon-Blood leads her crew in a bawdy chorus, appeasing the spirits of air. When she suffers penalties for sailing against the wind or from other foul weather, she may roll (Charisma

+ Sail). Every two successes she rolls, rounded down, lowers any penalties she faces by one point. If she uses this Charm in favorable weather, success calls up a wind that keeps her sails filled, increasing any Speed bonus from the ship's sails by +1.

Sturdy Bulkhead Concentration

Cost: 4m, 1a; **Mins:** Sail 3, Essence 2

Type: Reflexive

Keywords: Wood

Duration: Instant

Prerequisite Charms: Ocean-Darting Maneuver

The Dragon-Blood's anima spreads to enfold the timbers of her ship, hardening its hull to rebuff the harshest perils of the sea or the weapons of oceangoing pirates. Whenever her ship suffers Hull damage from a failed roll to navigate an aquatic hazard or from a damage-dealing stratagem such as a broadside in naval combat (**Exalted**, p. 245), she may roll (Essence + 2) non-Charm dice. If these successes raise the Dragon-Blood's total roll high enough to have beaten the hazard's difficulty or the opposing captain's roll, the total damage her ship suffers is reduced by one point, although this doesn't change her failure on the roll.

This Charm can only be used once per scene, unless reset by succeeding on a Sail roll with difficulty 4+.

Storm-Singer's Reprieve

Cost: 7m, 1wp; **Mins:** Sail 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: Instant

Prerequisite Charms: Seven Seas Wind-Luring Chanty

Singing ancient rimes and sea shanties passed down across generations of sailors since the dawn of history, the Dragon-Blood appeals to the gods of the sea for mercy, dispersing thunderstorms or opening a path through hurricane winds. Faced with a weather-based maritime hazard or other troubled waters (**Exalted**, pp. 244-245), she may use this Charm to roll (Charisma + Sail) with double 9s against the hazard's difficulty. Success disperses the hazard entirely, without needing an extended Sail action. On a failed roll, she can still attempt to navigate the hazard normally.

This Charm can only be used once per story, unless reset by successfully dispersing or otherwise navigating through a hazard to continue sailing on to a location for the direct purpose of achieving a major character or story goal (**Exalted**, p. 170) or a legendary social goal (**Exalted**, p. 134).

Hull-Shattering Avalanche Impact

Cost: 6m, 1a, 1wp; **Mins:** Sail 5, Essence 3

Type: Simple

Keywords: Pilot, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's anima banner enfolds her ship as it builds speed, growing into an insurmountable onslaught of force to smash through enemy ships or fortifications. She undertakes a ram stratagem in naval combat (**Exalted**, p. 245) with double 8s. A successful stratagem inflicts an additional point of Hull damage for every two threshold successes instead of every three.

Outside of combat, this Charm can be used to demolish a seafaring structure or obstacle by ramming it. This is a feat of strength (**Exalted**, p. 229) rolled using (Wits + Sail), adding (the ship's Speed) non-Charm bonus dice. This Charm can be used to attempt feats that normally require up to Strength 10, as long as the Storyteller deems it feasible based on the size of the ship.

This Charm can only be used once per day.

Dragon Sets the Seas Ablaze

Cost: 10m, 1a, 1wp; **Mins:** Sail 5, Essence 3

Type: Simple

Keywords: Pilot, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

The dragon admiral's burning fury reduces enemy fleets to charred cinders. The Exalt makes a broadside stratagem (**Exalted**, p. 245) with double 9s, discharging her anima through her ship's weaponry to set the enemy ship aflame. On a successful roll, the enemy ship catches fire and continues to burn for the rest of the scene. At the end of each round, including the round this Charm is used, roll one die of Hull damage against that ship. A captain can direct her crew to put out the fires as a special naval stratagem rolled with (Wits + Sail) that costs two Momentum. If that ship's captain loses the opposed roll for that stratagem, the ship remains aflame, although it doesn't take damage from the fire that round.

This Charm can only be used once per scene.

Shipwreck-Strewn Tempest Wake

Cost: 5m, 1a, 1wp; **Mins:** Sail 5, Essence 3

Type: Reflexive

Keywords: Aura, Pilot, Signature (Water)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's ship churns the seas into a roiling frenzy in its wake, forcing her pursuers to choose between risking destruction or watching her sail free into the horizon. When she succeeds on an extended roll to escape from naval pursuit or to enact an escape stratagem in naval combat, she creates a swirling maelstrom or similar peril that the opposing captain must contend with.

Navigating this hazard is a (Wits + Sail) roll at a difficulty of (the Exalt's Essence + 2). A ship whose captain fails this roll suffers one point of Hull damage. In addition, he's either thrown off course or otherwise delayed, leaving him unable to make any meaningful progress towards pursuing the Dragon-Blood's ship for (Essence) days. If multiple ships are in pursuit of the Dragon-Blood or engaged in naval combat in the same waters, they must all navigate through the hazard if they wish to follow her.

This Charm can only be used once per story, unless reset by achieving a major character or story goal (**Exalted**, p. 170) through seafaring prowess, or after using a ship to reach a vital locale.

Benediction of the Living Ship

Cost: 10m, 1a, 1wp; **Mins:** Sail 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Wood)

Duration: Instant

Prerequisite Charms: Sturdy Bulkhead Concentration

Verdant Essence races across the Dragon-Blood's ship, reawakening the sylvan vitality of its timbers. Roots and branches knit together damaged portions of hull; flowers or fruit sprout to nourish the ship's crew. She rolls (Essence), plus any applicable Sail specialty, and heals her ship of that many points of Hull damage.

The Exalt and all allied characters aboard the ship heal a single level of non-aggravated damage as they bask in the fragrant aroma of blossoming flowers or eat of the ship's bounty. If the ship's food stores are running low, this Charm provides enough food to sustain the crew for the rest of the story. All members of the crew gain a non-Charm bonus success on any roll to resist poison or disease that they make while aboard the ship.

This Charm can only be used on a ship once per story, unless all Hull damage to it is fully repaired.

Vanishing Fog-Bank Escape

Cost: 5m, 1a; **Mins:** Sail 4, Essence 3

Type: Simple

Keywords: Mute, Pilot, Water

Duration: Instant

Prerequisite Charms: Seven Seas Wind-Luring Chanty

The Dragon-Blood sloughs off her anima banner as a cloud of mist that engulfs her ship, buying her a chance to flee unseen. In naval combat, she may use this Charm to attempt an escape stratagem (**Exalted**, p. 245) at a reduced cost of six Momentum. In addition, for each point of Momentum she has over the opposing captain after both pay the costs of their stratagems that interval, she adds one bonus die on the escape roll.

This Charm can also enhance the interval roll for a pursuit at sea (**Exalted**, p. 244) in which she's fleeing, imposing a penalty of (Essence) on the opposing captain's roll. This Charm can be used outside of naval combat or naval pursuit, creating a large fogbank that covers the entire ship for

one scene unless dispersed by magical or extremely strong winds.

Pirate-Masquerading Method

Cost: 5m, 1wp; **Mins:** Sail 5, Essence 3

Type: Reflexive

Keywords: Water

Duration: One scene

Prerequisite Charms: Vanishing Fogbank Escape

Skilled in the ways of seafaring deception, the Dragon-Blood conceals the true colors of her ship under a mirage of Essence, causing other vessels to perceive it as a ship of their own allegiance or purpose. A merchant vessel from a foreign kingdom would see her warship as flying under its own kingdom's flag, while a pirate raiding-ship would see her as a fellow corsair. She rolls (Manipulation + Sail) to determine the quality of this ruse, adding (Essence) non-Charms bonus dice. Any nontrivial character within long range or closer of the ship can attempt to see through this ruse with a (Perception + [Awareness or Investigation]) roll with a difficulty equal to the Dragon-Blood's result on the roll. Characters who attempt this roll without the benefit of applicable magic or superhuman senses suffer a -3 penalty on the roll. Once a character has boarded the ship, he can see through this ruse automatically.

Alternatively, the Dragon-Blood may use this Charm on herself whenever she attempts to fit in to a society of sailors or other seafarers: a ring of smugglers operating out of Champoor, a Tya guildhouse, the Lintha crime family, etc. She adds (Sail) bonus dice on any disguise roll she makes to pose as a member of that group, and gains +2 Guile against any roll that would reveal information exposing her outsider status.

Bellowing Thunder Admiral

Cost: 8m, 1wp; **Mins:** Sail 5, Essence 3

Type: Simple

Keywords: Air, Balanced

Duration: One scene

Prerequisite Charms: Old Salt Spirit

Barking orders over the din of hurricanes, the Dragon-Blood incites her sailors to courage and swift victory in battle. She adds (Essence/2, rounded up) successes on command actions targeting battle groups made up of sailors under her command. Such groups add (her Essence/2, rounded up) successes on Willpower rolls against rout and gain the Resolve bonus of Old Salt Spirit as long as they're within medium range of her.

Special activation rules: If the Dragon-Blood wins Join Battle after taking a boarding action in naval combat (**Exalted**, p. 246), she may use this Charm reflexively.

Ship-Seizing Dragon Talon

Cost: 1m, 1wp; **Mins:** Sail 5, Essence 4

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Bellowing Thunder Admiral

Enacting a fluid battle strategy, the Dragon-Blood and her crew descend on enemy ships with unstoppable force. This Charm enhances any boarding action in naval combat (**Exalted**, p. 245) with double 9s. If the Dragon-Blood successfully boards and initiates combat, every threshold success on her naval stratagem roll adds one bonus die to the Join Battle rolls of her and all her allies, and she may waive the Willpower cost of Bellowing Thunder Admiral if she wins Join Battle.

Fog Shroud Ambush

Cost: 6m, 1wp; **Mins:** Sail 5, Essence 5

Type: Supplemental

Keywords: Mute, Pilot, Water

Duration: Instant

Prerequisite Charms: Pirate-Masquerading Method, Ship-Seizing Dragon Talon

Mist swirls around the Dragon-Blood's ship as she maneuvers it out of sight, catching enemy ships off guard as she emerges from the fog. She waives the Momentum cost of a concealment stratagem in naval combat (**Exalted**, p. 245). If she succeeds and uses her next round to enact a broadside, escape, or ram stratagem against the enemy ship, she succeeds automatically, regardless of the opposing captain's roll. If the opposing captain benefits from superhuman senses capable of seeing through fog or magic such as Eye of the Unconquered Sun, or is guided by an ally with such senses, the Dragon-Blood doesn't automatically succeed, but imposes a penalty of (Manipulation) on opposing rolls.

This Charm can only be used once per scene, unless reset by successfully incapacitating an enemy ship with a naval stratagem.

Socialize

Loquacious Courtier Technique

Cost: 2m per success or +1 Guile; **Mins:** Socialize 1, Essence 1

Type: Supplemental or Reflexive

Keywords: Balanced, Excellency, Fire, Mute

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood endears herself to all company with pleasing and faultless manners. She may add automatic successes to Socialize rolls or raise her Guile for two motes each.

Wary Yellow Dog Attitude

Cost: 3m; **Mins:** Socialize 2, Essence 1

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Loquacious Courtier Technique

The line between social pleasantries and drawn blades can be all too thin, but the Dragon-Blood isn't caught unawares. When combat breaks out amid social interaction, she may use this Charm to Join Battle with ([Perception or Wits] + Socialize). If she's successfully influenced or read the intentions of one of her enemies earlier in the scene, she rolls an additional non-Charm die for each 10 on her Join Battle roll.

Friend-to-All-Nations Attitude

Cost: —; **Mins:** Socialize 3, Essence 1

Type: Permanent

Keywords: Wood

Duration: Permanent

Prerequisite Charms: Loquacious Courtier Technique

The Dragon-Blood ingratiates herself into insular cliques, foreign courts, and barbarian tribes with skillful understanding of their customs and mores. After spending at least an hour being exposed to any culture or social group, she may gain a temporary Socialize specialty in it. She may have up to (Essence) specialties granted by this Charm at a time. If she wishes to gain a new temporary specialty while at the maximum, she must abandon an old one.

Loyalty-Reading Meditation

Cost: 4m; **Mins:** Socialize 3, Essence 1

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Loquacious Courtier Technique

Who can conceal the heat of his passion from the Dragon-Blood's keen eye? When she reads intentions to discern an Intimacy based on emotion, that Intimacy penalizes the target's Guile as though it were his Resolve (**Exalted**, p. 215).

Smoke-Wreathed Mien

Cost: 3m; **Mins:** Socialize 3, Essence 1

Type: Reflexive

Keywords: Fire

Duration: Instant

Prerequisite Charms: Loquacious Courtier Technique

Feigned languor conceals the Dragon-Blood's true feelings. When a character she's aware of rolls to read her intentions, (Essence) 1s on his roll each force him to reroll a successful die,

starting with 7s and moving up.

Auspicious First Meeting Attitude

Cost: 5m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: Balanced, Water

Duration: Instant

Prerequisite Charms: Friend-to-All Nations Attitude, Loyalty-Reading Meditation

Swift to win new friends and impress new acquaintances, the Dragon-Blood reads them and tailors her bearing to their expectations to leave a perfect first impression. Upon meeting a character for the first time, the Dragon-Blood may combine a read intentions action with an instill action to create a positive Tie towards herself, making a single ([Charisma, Appearance, or Perception] + Socialize) roll against his (lower of Guile or Resolve).

Brother-Against-Brother Insinuation

Cost: 5m; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Wary Yellow Dog Attitude

Sometimes a lone spark is all it takes to destroy a relationship. The Dragon-Blood makes an instill roll with double 9s to either weaken a positive Tie towards a character that belongs to the same culture or social group as her target, or to instill a negative tie towards such a character. In addition, targets cannot draw on Intimacies towards the culture or group they share to bolster Resolve against this influence.

Seizing-the-Tongue Technique

Cost: 6m; **Mins:** Socialize 3, Essence 2

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Friend-to-All-Nations Attitude

Quick wits allow the Dragon-Blood to nimbly avoid social pitfalls and correct faux pas without giving offense. She rerolls (Essence) non-1 failed dice on an influence roll made with Presence or Socialize.

In Air Aura, the Dragon-Blood may use this Charm reflexively after making a roll.

Sweeten-the-Tap Method

Cost: 5m, 1wp; **Mins:** Socialize 3, Essence 2

Type: Simple

Keywords: Fire/Wood

Duration: One scene

Prerequisite Charms: Friend-to-All-Nations Attitude

Whether it's freely flowing libations at a Dynastic salon or a ration of rum at a military encampment, alcohol improves moods and eases social friction. When the Dragon-Blood supplies drinks, she may use this Charm to heighten their potency and quality. Each character who partakes is treated as having a positive Minor Tie for his fellow partygoers — whose context, such as affection or camaraderie, is chosen by his player — and suffers –1 Guile.

However, sweetening the tap also increases the risk of fraying tempers or violent overreactions. If a character botches a social action, the positive Tie towards him created by this Charm inverts into a negative Tie for all inebriated partygoers who witnessed the offense.

Shadow-Dispersing Radiance

Cost: 1m, 1wp; **Mins:** Socialize 4, Essence 2

Type: Supplemental

Keywords: Balanced, Fire

Duration: Instant

Prerequisite Charms: Loyalty-Reading Meditation

Whether enticed by her striking looks or menaced by her intimidating features, few can keep their secrets when they look upon the Dragon-Blood. If her Appearance is higher than a character's Guile, she adds non-Charm dice equal to the difference on a roll to read his intentions.

Eye-for-Passions Scrutiny

Cost: 2m; **Mins:** Socialize 5, Essence 2

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Shadow-Dispersing Radiance

When the Dragon-Blood successfully reads a character's intentions, the Storyteller reveals an additional Intimacy based on emotion that relates to the motives or other Intimacy she discerned. For example, uncovering a courtier's Intimacy for a beautiful performer might reveal his Tie of hatred for a romantic rival, while uncovering that a vagabond intends to pickpocket her might reveal a Tie of love for the family he needs to feed.

Watching the Salon's Shadows

Cost: 3m; **Mins:** Socialize 4, Essence 2

Type: Reflexive

Keywords: Balanced, Fire

Duration: Instant

Prerequisite Charms: Loyalty-Reading Meditation, Smoke-Wreathed Mien

Even as she flaunts her finery and shares laughter with intimate friends, the Dragon-Blood is at her most vigilant. She gains +1 Guile against the read intentions roll of a character she's unaware of. If she defeats his roll, she may roll (Perception + Awareness) with double 9s to detect him.

Smoke Without Flame

Cost: 4m, 1wp; **Mins:** Socialize 5, Essence 2

Type: Reflexive

Keywords: Fire

Duration: Instant

Prerequisite Charms: Smoke-Wreathed Mien

Those who expect intemperance or unthinking passion from the Dragon-Blood are the most easily deceived. She gains +1 Guile. If the opposing character fails to read her intentions, he believes that he's succeeded, but what's revealed to him is an exaggeration of the Dragon-Blood's emotional state or one of her emotion-based Intimacies, chosen by the player. Irritation might be misread as a hate-filled vendetta; infatuation as passionate longing; or boredom as soul-crushing ennui.

In Fire Aura, the Guile bonus doesn't count as a bonus from Charms.

With a Socialize 5, Essence 4 repurchase, even if the Dragon-Blood's Guile is beaten, she may expend her Fire Aura to exaggerate any emotions or emotion-based Intimacies that are revealed.

Clear-Eyed Courtier's Scrutiny

Cost: 10m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Mute, Signature (Air)

Duration: Instant

Prerequisite Charms: None

As she gazes down from a superior social vantage, the complexities of courtly intrigues lay themselves bare before the Dragon-Blood. She makes a single read intentions roll against all characters she can perceive, doubling 9s. She may either attempt to determine each of their intentions in the current scene — for instance, scanning an office of functionaries to determine which ones are working dutifully, which are lazing, and which are in the process of embezzling; or she can attempt to identify their Intimacies on a single topic — discerning how the members of a prince's court feel about him, or the reasons why a mob of peasant is protesting a satrap's rule. Even if her roll fails to overcome a character's Guile, she doesn't need to reset her read intentions action before attempting it against him again in the same scene.

This Charm can only be used once per day.

Unflinching Pillar of Unity

Cost: 10m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Mute, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Expounding on the importance of tradition and social order while inveighing against disloyalty, the Dragon-Blood strengthens the foundations of society. She rolls (Charisma + Socialize) to instill one or more members of a single culture or social group with a Tie of loyalty towards that society, doubling 8s and ignoring the penalty for influencing multiple characters. A character whose Resolve is beaten must enter a Decision Point and call on a Major or Defining Intimacy to resist the Tie being created. As usual, strengthening an existing Intimacy can't be resisted with Willpower.

An affected character cannot voluntarily weaken the instilled Tie until (6 – his Integrity) weeks have passed, nor can he take actions that would oppose the Intimacy during that time, unless failing to do so would oppose a Defining Intimacy. Other characters can attempt to erode the Tie normally using social influence, but are subject to the rules for overturning social influence (**Exalted**, p. 221). Fully eroding the Intimacy frees the character from this Charm's effects.

This Charm can only be used once per story, unless reset by accomplishing a major character or story goal (**Exalted**, p. 170) that benefits a culture or social group that the Exalt belongs to.

Wildfire Scandal Revelation

Cost: 15m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Mute, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

No tinder burns hotter than a stolen secret, igniting a blaze that spreads with the swiftness of rumor. To use this Charm, the Dragon-Blood must first uncover an embarrassing or damaging secret of another character, one that, if revealed, would have dramatic negative consequences for that character. She may then use this Charm when she reveals his secret to others, rolling (Charisma + Socialize), doubling 8s, to instill a negative Tie toward him or weaken positive Ties towards him. This also instills a negative Tie or weakens positive Ties towards a culture or social group chosen by the Exalt that he belongs to. For the rest of the story, affected characters gain the benefit of a temporary specialty on any influence roll they make to spread the secret using any social Ability. Resisting this influence costs (Dragon-Blood's Essence/2, round up) points of Willpower.

This Charm can only be used once per story, unless reset by accomplishing a major character or story goal (**Exalted**, p. 170) by orchestrating the social downfall of a rival — causing him to lose an official position or social standing, creating a scandal that destroys his reputation, or similar. She can only use this Charm again on the same character by revealing a different secret, even if it resets.

Ego-Dissolving Deception

Cost: 5m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Psyche, Signature (Water)

Duration: One story

Prerequisite Charms: None

Diving below the shallows of her conscious mind into the depths of her deepest self, the Dragon-Blood submerges herself in a life of falsehoods. After spending at least an hour in meditation, she may rewrite her own memories of a single event or relationship. She could convince herself that a beloved spouse died in battle, erase an incriminating meeting with a co-conspirator from her memory, or make herself believe that she's defected from her Great House to loyally serve a group that she's actually infiltrating. She gains a Major Principle reflecting this belief, and may treat any influence that would weaken it as unacceptable for this Charm's duration. She may release her mote commitment to this Charm reflexively to end its duration and restore her true memories, even if she doesn't remember using it, but the Intimacy remains in place until she erodes it normally, until which time she may confuse her two sets of memories.

At Essence 5, the Dragon-Blood may expend her Water Aura to use this Charm reflexively in response to any effect opposing her Guile, altering her memories so that even if the effect succeeds, the information gleaned will be falsified.

This Charm can only be used once per story, unless reset by accomplishing a major character or story goal (**Exalted**, p. 170) that the Exalt has altered her memories to achieve.

Poisonous Sneer Reproach

Cost: 2m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Reflexive

Keywords: Signature (Wood)

Duration: Instant

Prerequisite Charms: None

Tongue dripping with venom, the Dragon-Blood excoriates the speech of an ill-mannered rival. When she witnesses another character attempt social influence, she may speak against it, deriding the speaker or exposing the flaws in his argument with a ([Charisma or Manipulation] + Socialize) roll. Each of her successes imposes a -1 penalty on the speaker's influence roll. If this penalty reduces his dice pool to zero, or if he rolls and botches, his influence has the opposite of its intended effect on each character whose Resolve was beaten by the Dragon-Blood's roll. Attempting to flatter an official would create a negative Tie instead of a positive one, while intimidating a group of guards into standing down would cause them to attack instead.

This Charm can only be used once per day.

Ember-Fanning Provocation

Cost: 5m, 1wp; **Mins:** Socialize 4, Essence 3

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Brother-Against-Brother Insinuation, Seizing-the-Tongue Technique

A dragon's breath stokes the embers of enmity into a full-blown bonfire. The Dragon-Blood makes a persuade roll supported by a negative Tie for foreigners, outsiders, or members of an undesirable subculture, or a negative Tie instilled with Brother-Against-Brother Insinuation, doubling 9s. If the leveraged Intimacy is Major or Defining, the cost of resisting increases to two Willpower.

Smoothing-Over-the-Past Technique

Cost: 5m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Psyche, Water

Duration: Instant

Prerequisite Charms: Ember-Fanning Provocation

The Dragon-Blood's lulling speech and hypnotic bearing muddles the memory of an enemy, rival, or ill-treated acquaintance, banishing a past event that would reflect poorly on a current conversation to the depths of his unconscious. She makes a special (Manipulation + Socialize) instill roll against a single character to suppress his memory of a single incident of her past misbehavior. She takes a penalty determined by the Storyteller based on the misconduct's severity — an insult without lasting consequences might suffer no penalty; petty theft or humiliation in front of a small group might suffer a -1 penalty; inflicting a disfiguring wound or public humiliation before a large group might suffer a -3 penalty; a murder attempt might suffer a -5 penalty.

Success suppresses the chosen memory, allowing the Dragon-Blood to interact with her victim for a single scene as though it never happened. The victim cannot bring it up or even remember it, rationalizing away any inconsistencies this causes. If he has a negative Tie towards the Dragon-Blood based on the erased memory, it's likewise suppressed. If the Intimacy is based on more than one transgression, the Dragon-Blood must erase them all with multiple uses of this Charm to suppress the Intimacy.

If the victim's loss of memory would cause him to act inconsistently with a Major or Defining Intimacy, other than a negative Tie for the Dragon-Blood, he may pay one Willpower to resist. However, he's unaware she caused his memory lapse.

A Socialize 5, Essence 5 repurchase allows the Dragon-Blood to expend her Water Aura to permanently erase the targeted memory with this Charm. The penalty for erasing egregious misdeeds subtracts successes instead of dice. The victim may still resist, as above, but doing so only restores the memory for a single scene. Once he's spent three total Willpower resisting, the memory is restored permanently.

Enticing Flame Feint

Cost: 6m; **Mins:** Socialize 4, Essence 3

Type: Reflexive

Keywords: Fire, Mute

Duration: Instant

Prerequisite Charms: Watching the Salon's Shadows

The Dragon-Blood draws attention away from less-subtle allies with inflammatory words or a provocative display. When she witnesses a character attempting to read an ally's intentions, she may impose a penalty of (lower of her Essence or Manipulation) on the roll. Each use of this Charm inflicts a -1 penalty on her own Guile for the rest of the scene.

Rumor-Dredging Gaze

Cost: 6m, 1wp; **Mins:** Socialize 4, Essence 3

Type: Reflexive

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Auspicious First Meeting Attitude, Shadow-Dispersing Radiance

A master blackmailer, the Dragon-Blood draws forth secrets from the murkiest depths. She rolls to read intentions with double 9s. Instead of specifying an Intimacy she wishes to discern, the Dragon-Blood instead uncovers whichever Intimacy her target most desires to keep hidden from her. If she uses this information to blackmail her target with a bargain or threaten action in the same scene, she doubles 9s on the influence roll, which can be made with any social Ability. A successful influence roll grants her one Willpower.

Implacable Dragon Mien

Cost: 5m, 1wp; **Mins:** Socialize 5, Essence 3

Type: Simple

Keywords: Earth, Mute

Duration: One day

Prerequisite Charms: Smoke Without Flame

The Dragon-Blood's stoic countenance gives away no more than a mountain's face. She gains +2 Guile, except against rolls that would reveal a Major or Defining Intimacy based on emotion, or an intention arising out of such an Intimacy.

In Earth Aura, this rises to +3 Guile. Even against rolls that would reveal an emotion-based Intimacy or an intention that upholds such an Intimacy, she adds +1 Guile.

Rippling Mirror Face

Cost: 6m, 1wp; **Mins:** Socialize 5, Essence 4

Type: Reflexive

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Rumor-Dredging Gaze, Smoke Without Flame

The sparkling waters of the sunlit ocean conceal dark depths, hidden beneath blinding reflections. The Dragon-Blood may use this Charm when she asserts her Guile against a read intentions roll. If that roll fails, the opposing character believes he succeeded. Instead of revealing the truth, the Dragon-Blood may choose an Intimacy possessed by any character present in the scene that she's previously discerned with her own read intentions action, passing it off as her own.

In Water Aura, this Charm may be declared after a character has failed a read intentions roll, rather than before he rolls.

Stealth

Distracting Breeze Meditation

Cost: 2m per success; **Mins:** Stealth 1, Essence 1

Type: Supplemental

Keywords: Air, Balanced, Excellency, Mute

Duration: Instant

Prerequisite Charms: None

As the Dragon-Blood moves through the shadows, the wind itself conspires to conceal her, blowing out torches, flapping curtains, or knocking over objects to create distractions. She may add automatic successes to a Stealth roll for two motes each.

Vanishing Wind-Body Technique

Cost: 4m; **Mins:** Stealth 3, Essence 1

Type: Simple

Keywords: Air

Duration: One scene

Prerequisite Charms: Distracting Breeze Meditation

The Dragon-Blood is one with the air around her, releasing the solidity and substance that weigh down her body. She ignores one point of the penalty for using Stealth in combat, and effects that detect air motion, like Living Pulse Perception (**Exalted**, p. 271) or the air-aspected variant of All-Encompassing Earth Sense (p. XX), don't work against her. She can still be detected normally by hearing and other senses.

In Air Aura, the Dragon-Blood may ignore (her Essence/2, rounded up) in penalties for using Stealth in combat.

Flowing Shadow Stance

Cost: 2m; **Mins:** Stealth 3, Essence 1

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Vanishing Wind-Body Technique

The Dragon-Blood moves with the grace of a secret current, flowing past the notice of her enemies. She rerolls 6s on a Stealth roll until they cease to appear, and gains a point of Initiative if she beats the opposed rolls of all enemies.

In Water Aura, when the Exalt gains Initiative with this Charm, she may choose one of the enemies she beat with her Stealth roll, causing him to lose one Initiative.

Soundless Action Prana

Cost: 4m; **Mins:** Stealth 3, Essence 2

Type: Reflexive

Keywords: Air, Mute

Duration: Until next turn

Prerequisite Charms: Vanishing Wind-Body Technique

The Dragon-Blood silences herself with an inner whirlwind, drawing in the sound of every unintended gasp or misplaced footstep before it reaches the ears of her foes. Every 10 on a Stealth roll rerolls a non-1 failed die, and she can't be detected by hearing unless the opposing character's hearing is superhuman or magically enhanced. Such characters still take a -2 penalty on rolls to hear her.

Shimmering Heat-Mirage Tactic

Cost: 4m, 2i; **Mins:** Stealth 4, Essence 2

Type: Simple

Keywords: Fire, Perilous

Duration: One scene

Prerequisite Charms: Flowing Shadow Stance

The Dragon-Blood's outline wavers and distorts like heat haze, her movements seeming to double and treble as she trails afterimages. She gains +2 Evasion. This Charm ends if a non-trivial enemy attacks her and rolls no 1s, even if she successfully defends.

In Fire Aura, **withering** attacks don't end this Charm even if they have no 1s, as long as they have no 10s.

Whispering Dragon Soul

Cost: —(2m per Charm); **Mins:** Stealth 5, Essence 3

Type: Permanent

Keywords: Mute, Signature (Air)

Duration: Permanent

Prerequisite Charms: None

Having meditated on the nature of silence, the Dragon-Blood directs her enlightenment inward, suffusing her anima banner with the subtlety of air. She may pay two motes to apply the Mute keyword to any Air or Balanced Charm she uses.

The Dragon-Blood can master this Charm for other elements for three experience points each. She cannot mute multiple Charms of different elements in a single instant (excluding Balanced Charms).

Sleeping Dragon's Lair

Cost: 7m, 1wp; **Mins:** Stealth 5, Essence 3

Type: Simple

Keywords: Mute, Signature (Earth)

Duration: Indefinite

Prerequisite Charms: None

The Dragon-Blood descends into the earth beneath her, either to coil and slumber or simply to wait. As long as she's standing on reasonably pliant ground, she may sink into it, entombing herself just below the surface. She cannot be seen or heard without using applicable magic, such as hearing her heartbeat with Knowing Beyond Silence or sensing her presence with Feeling the Dragon's Bones (p. XX). She can still be tracked by scent, but her trail ends abruptly at the point where she vanished into the earth.

While entombed, the Dragon-Blood cannot use her senses or move without the use of appropriate Charms. She could eavesdrop through a layer of topsoil with Deep-Listening Palm (p. XX), detect the presence of anyone within range with All-Encompassing Earth Sense (p. XX), or move underground with One-With-Earth Embodiment (p. XX). She buries herself along with enough air to breathe for five minutes, after which she must hold her breath or make use of Charms such as Unbreathing Earth Meditation (p. XX).

When this Charm ends, the Dragon-Blood emerges from the earth in a great plume of dust that she can hide within. She may expend her Earth Aura through the dust plume to blind all enemies in short range unless they succeed on a (Stamina + Awareness) roll at difficulty 3. Blinded characters must spend three Initiative and a turn washing out their eyes to regain sight.

An Essence 5 repurchase of this Charm lets the Dragon-Blood descend into solid rock as long as it's natural, unworked stone. She could embed herself in the wall of a cavern or a mountain overhang, but not the stone floor of a dungeon. She may expend her Earth Aura when she emerges from solid rock to unleash a spray of stone shrapnel that both blinds enemies as above and acts as a one-time environmental hazard out to short range from the Dragon-Blood with Damage 3L and a difficulty equal to (the lowest of her Strength, Dexterity, or Stamina).

Flame-Becomes-Shadow Technique

Cost: 2m, 1wp; **Mins:** Stealth 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: One scene

Prerequisite Charms: None

The Terrestrial shrouds the flame of her presence in smoke and shadows, diverting the attention of those who are most in awe of her. The Dragon-Blood rolls ([Manipulation or Appearance] + Stealth) against the Resolve of any character that has an Intimacy which supports deference or submission towards her — whether love, fear, or belief in Immaculate orthodoxy. The targeted Intimacies penalize Resolve as normal. Any character that fails his roll is incapable of perceiving the Dragon-Blood until she takes hostile action or chooses to reveal herself. An Immaculate monk could walk unnoticed into the midst of a meeting plotting sedition against the Realm, stepping forward from the shadows to pronounce judgment.

A character that wishes to resist this unnatural influence must enter a Decision Point, calling upon an Intimacy of equal or greater strength than the one exploited and paying a point of Willpower.

Depth-Stalking Discipline

Cost: 6m, 1wp; **Mins:** Stealth 5, Essence 3

Type: Simple

Keywords: Aura, Mute, Signature (Water)

Duration: Aura

Prerequisite Charms: Flowing Shadow Stance

The Dragon-Blood submerges herself in Water Essence to wash away anything that might betray her presence. She doubles 9s on Stealth rolls. While surrounded by water, such as being submerged or in driving rain, she doubles 8s and is completely imperceptible by scent — able to evade the hunting hounds of a god by fleeing into a storm, or to swim through the sea while bleeding heavily without drawing the notice of siakas.

This Charm can only be used once per scene.

Shadow-Stalking Predator Spirit

Cost: 5m, 1wp; **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Aura, Dual, Mute, Signature (Wood)

Duration: Aura

Prerequisite Charms: None

The Dragon-Blood moves through the wilderness as its hidden master, stalking her prey unseen. Boughs twist to conceal her movement; fragrant flowers and pollen obscure her scent trail. To use this Charm, she must be moving through or hiding behind light foliage, small trees, or comparable vegetation. When an enemy within medium range — or long range, in areas of heavy growth such as thick bamboo groves or forests dense with underbrush — rolls to oppose her Stealth, any 1s he rolls subtract successes.

When the Dragon-Blood makes an unexpected attack against an enemy within range of this Charm, she may expend her Wood Aura — ending this Charm — to double her attack roll's threshold successes when calculating the damage of a **withering** attack, or to add her threshold

successes as dice to the damage of a **decisive** attack. If she conveys poison through an unexpected **decisive** attack this way, she adds (Essence/2, rounded down) to its duration.

This Charm can only be used once per scene.

Burning Shadow Double

Cost: 1m, 1wp; **Mins:** Stealth 4, Essence 3

Type: Simple

Keywords: Fire

Duration: One scene

Prerequisite Charms: Shimmering Heat-Mirage Tactic

The Dragon-Blood radiates her presence through the shadows as a heat mirage, distorting the air to create a near-perfect double of herself, tinged with glowing hints of her anima. To use this Charm, she must be in concealment. She may place a decoy at any point within medium range. The decoy is realistically lifelike and can appear to take most actions the Exalt could, as determined by her, but cannot speak, make sounds, or touch anything, and has no scent. It can't move beyond medium range from her, and vanishes if she moves further than medium range from it.

The decoy has Evasion (Manipulation) against attacks, and dissipates into nothingness once struck. Against attacks made from short or close range, its Evasion falls to 0. As long as it isn't hit, it continues to convincingly imitate the Dragon-Blood, though it cannot take combat actions.

Once a character comes within short or close range of the decoy, he may roll (Perception + Awareness) opposing (the Dragon-Blood's Manipulation + Stealth) to realize the decoy is a sham, and can warn his allies not to attack it. Magic such as Keen Sight Technique (**Exalted**, p. 267) allows characters to make this roll at any range.

In Fire Aura, the Exalt may create up to (Essence + Manipulation) separate decoys with each use of this Charm, paying two motes for each additional mirage.

Zone of Silence Stance

Cost: 10m, 1wp; **Mins:** Stealth 4, Essence 3

Type: Simple

Keywords: Air, Mute

Duration: One scene

Prerequisite Charms: Soundless Action Prana

The Dragon-Blood weighs down the air around her, trapping sounds in frozen stillness. She can silence the ringing of blades, the desperate cry of a wounded bandit, or the shattering of a thousand-year old vase. This Charm functions as Soundless Action Prana, but silences the Exalt completely, defeating even supernatural hearing. In addition, she can radiate silence out to close range, making it impossible to hear anyone or anything within that radius and obstructing the passage of sound through the zone of silence as though it were a solid steel dome over her. Characters may pay one Willpower to speak forcefully enough to pierce the silence long enough

to make one social roll if remaining silent would threaten one of their Major or Defining Intimacies.

In Air Aura, the Dragon-Blood may expand the zone of silence by one range band at the end of each round, maximum long range.

Deadly Riptide Executioner

Cost: 5m; **Mins:** Stealth 5, Essence 3

Type: Reflexive

Keywords: Aura, Dual, Mute, Water

Duration: Aura

Prerequisite Charms: Flowing Shadow Stance

The Dragon-Blood stalks her victim calmly but inexorably, slowly gathering force until she finally draws blood. This Charm can only be used in concealment. The Dragon-Blood chooses a character, and gains one point of Initiative each turn that she moves towards him without breaking concealment. If she leaves concealment or fails to pursue the chosen target, this Charm ends.

If the Dragon-Blood ends this Charm by making an unexpected attack, she may expend her Water Aura to dissolve into dark water as she lunges forward, ignoring (Essence + 2) points of soak on a **withering** attack, or ignoring (Essence) points of Hardness and doubling 10s on the damage roll of a **decisive** attack.

Dragon Shroud Technique

Cost: 5m, 1wp; **Mins:** Stealth 5, Essence 4

Type: Reflexive

Keywords: Air, Mute

Duration: One scene

Prerequisite Charms: Zone of Silence Stance

The Dragon-Blood spins air into an enfolding shroud against all senses. Her form is blurred and indistinct, her noises muffled, and every other trace of her presence masked from detection — scent, body heat, and more. All rolls to oppose her Stealth take a penalty of (her Essence/2, rounded up), and she waives the cost of muting Air Charms with Whispering Dragon Soul. The Charm ends if the Dragon-Blood attacks.

Mela's Hungry Jaws

Cost: 3m, 1wp; **Mins:** Stealth 5, Essence 5

Type: Simple

Keywords: Air, Aura

Duration: Aura

Prerequisite Charms: Dragon Shroud Technique

The Dragon-Blood steals the very air from her victim's lungs, suffocating him without ever laying a hand on him or being seen. This Charm can only be used while in concealment, against an enemy within medium range who's unaware of the Dragon-Blood. She steals his breath, causing him to begin to asphyxiate (**Exalted**, p. 232). Trivial opponents never receive a chance to hold their breath, even outside of combat.

The Terrestrial cannot move while using this Charm to siphon her foe's breath, but neither can her victim move without rolling a disengage against her, regardless of the distance between them. A victim can only break free of Mela's Hungry Jaws if he successfully finds the Dragon-Blood with a (Perception + Awareness) roll or succeeds in withdrawing to extreme range. His allies can attempt to free him by attacking the Dragon-Blood once they've found her. Even if the attack roll misses, as long as it rolled no 1s, this Charm ends, while a hit automatically ends it.

Survival

Ration-Enhancing Method

Cost: 2m; **Mins:** Survival 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Wood

Duration: Instant

Prerequisite Charms: None

The wilderness welcomes the Dragon-Blood's presence, recognizing her as a Prince of the Earth. She may add automatic successes to a Survival roll for two motes each. If she enhances a roll to forage for food, it yields enough edible plants or game to feed a single additional character besides her for one day per threshold success.

Quarry Revelation Technique

Cost: 2m; **Mins:** Survival 2, Essence 1

Type: Supplemental

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Ration-Enhancing Method

The Dragon-Blood can track wild beasts back to their dens or the Anathema to their lairs. She rerolls 6s on a tracking roll (**Exalted**, p. 230) until they cease to appear, and is capable of rolling to contest even magical concealment that is otherwise perfect, such as a Solar's Traceless Passage.

Trail-Concealing Measure

Cost: 5m; **Mins:** Survival 3, Essence 1

Type: Supplemental

Keywords: Balanced, Mute, Wood

Duration: Instant

Prerequisite Charms: Quarry Revelation Technique

Skillfully concealing all signs of her passage, the Dragon-Blood may tread over twigs without snapping them and walk through grass without bending a blade. She doubles 9s on a Survival roll to conceal her tracks or on a Stealth roll to establish concealment in a forest, grassland, or similar wilderness.

The Dragon-Blood may learn elemental variants of this Charm that function in different terrain for three experience points each.

Air: This variant can be used in snowfall, or amid snow-covered or icy terrain.

Earth: This variant can be used underground, or in mountainous or other rocky terrain.

Fire: This variant can be used in widespread fire or smoke, or amid deserts or active volcanic terrain.

Water: This variant can be used in rainfall, near bodies of water, or amid marshy or swampy terrain.

Beast-Taming Aspect

Cost: 3m; **Mins:** Survival 3, Essence 1

Type: Supplemental

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Ration-Enhancing Method

The Dragon-Blood's mien gives pause to even the most ferocious predators, proving to them that she deserves their respect. She doubles 9s on a roll to train an animal (**Exalted**, p. 554) or to influence it using Performance or Presence. Even if she uses this Charm to scare off a dangerous predator, her noble bearing causes the beast to regard her with respect. Over the course of weeks, she can claim such an animal as her familiar. This takes a number of weeks equal to (its Resolve), and the Dragon-Blood must successfully interact with it using this Charm at least once each week. Once this is done, that animal becomes her familiar at no experience cost.

Animal Empathy Technique

Cost: 4m; **Mins:** Survival 3, Essence 1

Type: Supplemental

Keywords: Balanced, Wood

Duration: Instant

Prerequisite Charms: Beast-Taming Aspect

The Dragon-Blood needs no words to communicate with animals, mimicking their bestial body language or vocalizations to engage them. She adds (Essence) non-Charm bonus dice on an influence roll made against an animal using any Ability. In addition, her target doesn't gain the Resolve bonus for lacking a common language (**Exalted**, p. 221).

Wild-Wandering Forester's Charm

Cost: 3m; **Mins:** Survival 2, Essence 1

Type: Simple

Keywords: Wood

Duration: Instant

Prerequisite Charms: Ration-Enhancing Method

The Dragon-Blood knows the wilderness as well as she knows her own domain, aware of the secrets and wonders hidden within it. She rolls ([Intelligence or Wits] + Survival) to introduce a fact (**Exalted**, p. 237) about a wilderness region that she's familiar with. She might recount her knowledge of an animal species native to the region, the location of a rare medicinal herb, or effective preparations against a hazard she might encounter.

Mother-of-Beasts Mastery

Cost: 8m, 1wp; **Mins:** Survival 4, Essence 2

Type: Simple

Keywords: Wood

Duration: One week

Prerequisite Charms: Beast-Taming Aspect

The Dragon-Blood's natural affinity for animals makes her a peerless trainer, able to rear and nurture even the most savage beasts. She may complete one interval of the extended roll to train an animal (**Exalted**, p. 554) in a week of training, rather than a month, and ignores the usual specialty requirements.

A Survival 5, Essence 3 repurchase of this Charm lets the Dragon-Blood train her familiar to awaken magical abilities (**Exalted**, p. 555) at a cost of two experience points each. This cost is refunded if her familiar dies.

Invoking Nature's Forgiveness

Cost: 3m, 1wp; **Mins:** Survival 3, Essence 2

Type: Simple

Keywords: Wood

Duration: One day

Prerequisite Charms: Ration-Enhancing Method

The Dragon-Blood's skill in weathering difficult climes lets her protect her allies from even the most hostile environments, leading them through searing desert or frozen tundra. She may protect herself, her Sworn Kin, and (Essence) additional characters. The Exalt must spend five minutes in one-on-one training and preparations with each beneficiary. Each protected character gains a temporary Resistance specialty in withstanding his current environment, and ignores (her Essence) in environmental penalties from harsh climes.

Up to five Dragon-Blooded who know this Charm can use it cooperatively. Each additional Exalt adds +1 to the effective Essence of the user to determine how many additional characters can be protected and the amount of penalty reduction.

Stalking Wolf Pursuit

Cost: 4m; **Mins:** Survival 3, Essence 2

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Quarry Revelation Technique

Honing her senses with Essence, the Dragon-Blood can hunt her foes no matter how they try to hide. She ignores any penalties on a tracking roll from visual obstructions, the age of the tracks, and similar environmental factors. A successful roll also lets her determine how much time has elapsed since the target left based on the remaining strength of his scent.

Vanishing Tracks Technique

Cost: 5m; **Mins:** Survival 4, Essence 2

Type: Supplemental

Keywords: Air

Duration: Instant

Prerequisite Charms: Trail-Concealing Measure

The Dragon-Blood is a master of moving without trace, and can obscure the passage of others with her mastery. She rerolls 6s on a roll to cover her tracks. She may conceal the spoor of her Sworn Kin and (Essence) additional characters, allowing them to use half of her rolled successes (rounded up) in place of their own result if it's higher.

Cunning Beast-Mind Inspiration

Cost: 2m, 1wp; **Mins:** Survival 5, Essence 3

Type: Reflexive

Keywords: Aura, Signature (Air)

Duration: One turn

Prerequisite Charms: Mother of Beasts Mastery

The Dragon-Blood's familiar has wisdom beyond the ken of ordinary beasts, its mind honed by Air Essence. The Exalt may use this Charm on her familiar's turn, rolling (Charisma + Survival). She adds half the total successes rolled, rounded up, to one action her familiar takes that turn. In addition, if her familiar takes a defend other action to protect her, it may do so reflexively. If it attempts a distract gambit to benefit her, it doubles 7s on the attack roll.

Earth-Moving Kata

Cost: 10m, 1wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Moving with practiced discipline through whirling steps and dragon-claw mudras, the Dragon-Blood unleashes a seismic pulse of Earth Essence to strike aside an obstacle. Any natural earthen scenery that bars her path can be removed, such as fallen rocks that block a road, a boulder rolled in front of a cave mouth, or a pool of quicksand. The Storyteller describes the exact effects of this pulse on the scenery — it might cause piled-up stones to fall away, harden quicksand into solid terrain, shatter boulders, or cause stone to meld back into the earth. However, she cannot use this Charm to affect masonry walls or other man-made obstructions.

Alternatively, the Dragon-Blood can create a bridge or stairway out of earth or stone to span a canyon, chasm, or similar gap. This cannot extend more than (Essence/2, round up) range bands from her.

Wildfire-Taming Technique

Cost: 10m, 1wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood may admonish even a wildfire, brandishing elemental Essence to impose her will on the flame. This Charm can be used to divert a prairie wildfire, forest fire, or similar free-burning flame from the path of the Dragon-Blood and her travel companions. She must come within at least short range of the wildfire's edge and roll (Charisma + Survival). The difficulty of the roll depends on the fire's size — a small grass fire or a just-kindled forest fire might be difficulty 1, a larger forest fire difficulty 3, and an out-of-control blaze that spans miles difficulty 5+. The Storyteller may apply penalties or bonuses based on environmental factors such as recent rainfall or high winds that help the fire spread.

A successful roll diverts the wildfire from the Dragon-Blood's path. Though it continues to burn, it avoids the Exalt and her companions, and won't pose any direct obstruction to them for the remainder of the story. If she has any threshold successes on the roll, she may redirect the wildfire to track down a character, using her total threshold successes in place of the (Perception + Survival) roll for tracking. Though it lacks sapience, the tamed wildfire is able to sense its quarry magically, and is thus even capable of tracking down a Solar using Traceless Passage. The Storyteller decides the fire's speed based on environs and weather, up to a maximum of 150 miles per hour in ideal conditions. However, if there's no path of forested land, grass, peat, or other fuel that the fire can follow to pursue its target, its efforts end, making it possible to escape by fleeing from the wilderness.

Roaring Dragon Font

Cost: 10m, 1wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: Signature (Water)

Duration: Instant

Prerequisite Charms: None

Meditating in communion with the Essence of underground waters, the Dragon-Blood can find hidden springs in the most desolate climes, beckoning them forth with a mighty stomp that sends a font of water gushing up from underground. She rolls (Wits + Survival) against a difficulty based on her environs — finding a spring in a region that receives regular rainfall or has abundant natural aquifers might be difficulty 1-2, while doing so in an arid desert is difficulty 5+. A successful roll creates a spring. Normally, this spring becomes a permanent feature of the environs, but in regions so harsh that a spring couldn't conceivably exist, it flows for only a limited time, providing enough water to sustain the Dragon-Blood, plus one additional character for each threshold success, for a day. She can only draw water up from the ground; she couldn't use this Charm to pierce a marble floor or the hull of a boat.

In the scene that this Charm is used, the waters that flow from the spring are suffused with purifying Essence. Any character who drinks of the water and either has a positive Tie towards the Dragon-Blood or accepts one out of gratitude may add a non-Charm bonus success on all Athletics, Resistance, and Survival rolls he makes for the rest of the day.

Roaring Dragon Font can only be used once per story, unless reset by succeeding on a difficulty 4+ Survival roll.

Stalking Apex Predator Technique

Cost: 5m, 1wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: One hour

Prerequisite Charms: None

The Dragon-Blood moves through the wilderness as its master, running with packs of wild beasts and deftly weaving through jungles. She ignores penalties for crossing difficult terrain made up of dense forests, thick foliage, briar patches, or other plant-based obstructions. She also ignores the penalty for entering concealment in combat (**Exalted**, p. 203) while in such terrain, and can attempt rushes while in stealth. Additionally, she adds (Essence) non-Charm bonus dice rolls to conceal her tracks.

Once per scene, the Dragon-Blood may expend her Wood Aura when she makes an unexpected **decisive** attack from plant-based concealment to add (Essence) bonus dice on the attack roll and double 10s on the damage roll.

Tireless Caravan Prana

Cost: —(+7m); **Mins:** Survival 4, Essence 3

Type: Permanent

Keywords: Wood

Duration: Permanent

Prerequisite Charms: Invoking Nature's Forgiveness

The Dragon-Blood guides her companions through the deepest forests and harshest climes. She may commit an additional seven motes when she uses Invoking Nature's Forgiveness to increase the rate at which she and the other affected characters can travel through wilderness. If they're traveling through normal wilderness, they can cover (Essence + 10) miles with a single day's march. Extremely harsh terrain or weather halves the distance they can cover, such as when hiking through a blizzard or climbing a mountain's face.

If multiple Dragon-Blooded stack the benefits of Invoking Nature's Forgiveness, the Essence bonus also applies to determine the distance that can be covered. Only one of them needs to know and use Tireless Caravan Prana to yield this benefit.

Dragon's Nest Shelter

Cost: 10m, 1wp; **Mins:** Survival 5, Essence 3

Type: Simple

Keywords: None

Duration: (Essence) days

Prerequisite Charms: Tireless Caravan Prana

Calling upon nature's mercy, the Dragon-Blood fortifies a shelter with the power of the elements. Vines twine around tent poles to secure them in place; the ground beneath a hut compresses itself to form a sturdy foundation; falling snow forms a crystalline shell atop an igloo. This Charm wards an enclosed shelter, such as a cave or hut, that's large enough to comfortably house herself, her Hearth, and up to (Essence) other characters. This takes around an hour to complete. This Charm has the aspect of whichever element the Exalt called upon to fortify her shelter. Up to five Dragon-Blooded who know this Charm can cooperate to erect this shelter. Each additional Exalt adds 1 to the effective Essence of the user to determine the shelter's maximum size, and allows the shelter to protect against an additional element.

Characters within the shelter are protected from environmental hazards and other wilderness perils related to the chosen element. For example, if the Exalt fortifies a cave with Air Essence, even hurricane winds can't pass through the cavern mouth, while a shelter fortified with Earth Essence withstands rockslides and protects those within. This protection doesn't extend to elemental magic or attacks used by characters.

At Essence 5, if the Dragon-Blooded enhances a shelter while in the bordermarches or middlemarches of the Wyld, it protects its inhabitants from any physical or mental effects of the Wyld. It offers no protection once she reaches the deep Wyld.

Uncanny Fugitive's Intuition

Cost: 1m; **Mins:** Survival 4, Essence 3

Type: Reflexive

Keywords: Air

Duration: Instant

Prerequisite Charms: Vanishing Tracks Technique

A master hunter knows when she becomes hunted. Whenever another character fails an opposed roll to track the Dragon-Blooded, she's struck with a lightning-swift realization that she may invoke this Charm. Doing so confirms that a character is pursuing her, and gives her a general sense of distance and direction to his current location.

Burning Fang Strike

Cost: 3m, 3i, expend Fire Aura; **Mins:** Survival 5, Essence 3

Type: Reflexive

Keywords: Aura, Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Mother-of-Beasts Mastery

A flame blazes in the eyes of the Dragon-Blood's familiar as it leaps into battle. When her familiar makes a **decisive** attack, it adds the Exalt's Initiative to the attack's total damage. A successful attack resets both Exalt and familiar to base Initiative; they both lose Initiative on a missed attack. If the familiar's attack incapacitates a non-trivial opponent or deals enough damage to a battle group to reduce its Size, both it and the Exalt add +2 to base Initiative on resetting.

Eternal Elemental Harmony

Cost: 7m, 1wp; **Mins:** Survival 4, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Invoking Nature's Forgiveness

The Dragon-Blood is one with the five elements, capable of dancing with lightning and walking through wildfires. This Charm can be used upon failing a roll against an environmental hazard. The Exalt rolls (Stamina + Survival). Every success reduces the hazard's damage by one die. If the hazard inflicts no damage on the Exalt, she gains a point of temporary Willpower. This Charm's elemental aspect is that which most closely matches the nature of the hazard it's used to protect against.

If the Dragon-Blood is in the Elemental Aura that matches this Charm's aspect, the duration of its protection lasts for as long as she remains in Aura, subtracting dice of damage based on her initial roll. She can only gain Willpower once, even if she withstands multiple hazards without taking damage.

Labyrinth of Mist Technique

Cost: 15m, 1wp; **Mins:** Survival 5, Essence 4

Type: Simple

Keywords: Air/Water, Mute

Duration: Instant

Prerequisite Charms: Uncanny Fugitive's Intuition, Tireless Caravan Prana

Those who chase after the Dragon-Blood may as well hunt phantoms. She rolls to conceal her tracks with double 8s. Additionally, a character that fails the roll becomes lost in the wilderness he's tracking her through, chasing the Exalt's false trails until he loses all sense of location and bearing. Escaping the wilderness requires a difficulty 5 (Wits + Survival) roll to locate a path leading out. On a failed roll, that character must wait until the next day before he can retry it. This doesn't prevent him from using magic to ascertain his location or to find a way out without needing to make a Survival roll.

Thrown

Seeking Throw Technique

Cost: 1m per die; **Mins:** Thrown 1, Essence 1

Type: Supplemental

Keywords: Air, Balanced, Excellency, Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's hostile intent stirs up a current of wind that guides her weapon to its victim. A thrown knife might change trajectory in midair to strike an enemy hidden behind a tree, wall, or similar cover. She may add bonus dice on a Thrown roll for one mote each, and ignores the Defense bonus of enemies in light cover.

In Air Aura, if the Dragon-Blood aims before attacking, she may ignore one point of Defense bonus from heavy cover.

Armor-Rupturing Fang

Cost: 3m; **Mins:** Thrown 2, Essence 1

Type: Supplemental

Keywords: Decisive-only, Earth

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

The Dragon-Blood strikes at stress points in a foe's armor. On a successful **decisive** attack, her weapon becomes embedded in her enemy's armor, lowering its soak by one point and raising its mobility penalty by one. Unarmored enemies are unaffected unless the Storyteller deems the enemy's body super-durable, like an automaton's metal body or a tyrant lizard's thick scales.

Removing the embedded weapon is a Strength 3 feat of strength at difficulty (higher of Essence or Strength) that can be attempted by the target or any of his allies within close range, negating the penalty on success.

In Earth Aura, the Exalt can embed multiple weapons into an enemy's armor with successive uses of this Charm. Each weapon's penalty stacks, maximum (Essence + 1), and requires a separate action to remove.

Blinding Spark Throw

Cost: 4m; **Mins:** Thrown 3, Essence 1

Type: Simple

Keywords: Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

The Dragon-Blood grinds a nail against her weapon or palm, sending a cascade of sparks into the eyes of an unfortunate foe. This is a difficulty 3 gambit against an enemy out to medium range. Success blinds him for three rounds. He may pay two Initiative to roll (Stamina + Resistance) against difficulty 3 as a miscellaneous action that can't be flurried, regaining his eyesight on success.

The Dragon-Blood may expend her Fire Aura when she crashes an enemy using any combat Ability to use this Charm against him reflexively.

Venomous Thorn Attack

Cost: 3m, 1i; **Mins:** Thrown 3, Essence 1

Type: Reflexive

Keywords: Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

Venom drips from the Dragon-Blood's hand. She reflexively poisons her weapon as she makes a **decisive** attack, even if it lacks the Poisonable tag. This Charm's Initiative cost is waived for weapons that have that tag.

Arcing Levinbolt Precision

Cost: 2m; **Mins:** Thrown 3, Essence 2

Type: Supplemental

Keywords: Air, Balanced, Uniform

Duration: Instant

Prerequisite Charms: Armor-Rupturing Fang

A flash of lightning precedes the Dragon-Blood's weapon, tracing the path to her foe. An enemy wearing metal armor, including armor made from the five magical materials, applies its mobility penalty to his soak and Hardness against an attack.

Earth-Shattering Strike

Cost: 4m; **Mins:** Thrown 3, Essence 2

Type: Simple

Keywords: Aura, Decisive-only, Earth

Duration: Instant

Prerequisite Charms: Armor-Rupturing Fang

The Dragon-Blood's weapon descends on her foe with the force of a hurled boulder. She makes a **decisive** attack that shatters the ground beneath her target's feet on a hit, creating difficult terrain beneath him.

Invisibly Hidden Chakram Method

Cost: 2m (1m); **Mins:** Thrown 3, Essence 2

Type: Simple

Keywords: Air, Balanced, Stackable

Duration: Indefinite

Prerequisite Charms: Seeking Throw Technique

The Dragon-Blood's weapons vanish in a whirl of wind. She banishes a Thrown weapon Elsewhere until she recalls it to her hand by ending this Charm. She may stack this Charm to banish up to (Essence + 1) weapons at a time, paying only one mote for weapons beyond the first.

In Air Aura, the Dragon-Blood may banish any number of weapons with a single use of this Charm, committing two motes for the first and one mote for each additional weapon.

Mela's Twin Fangs

Cost: 4m, 1wp; **Mins:** Thrown 5, Essence 2

Type: Simple

Keywords: Air, Aura, Withering-only

Duration: Instant

Prerequisite Charms: Invisibly Hidden Chakram Method

The Dragon-Blood palms a weapon from Elsewhere as she attacks with another weapon, throwing one in the shadow of the other. To use this Charm, she must have at least one weapon banished with its prerequisite and another readied. She makes two **withering** attacks against a single enemy — one with the readied weapon, and another with the banished weapon, which she recalls to her hand. She only gains Initiative from the attack that deals the highest damage.

Elusive Zephyr Strike

Cost: 5m; **Mins:** Thrown 4, Essence 2

Type: Supplemental

Keywords: Air, Balanced, Decisive-only

Duration: Instant

Prerequisite Charms: Seeking Throw Technique

The Dragon-Blood's weapon is guided by unseen winds, changing course in mid-flight to misdirect a foe. She doubles 9s on the attack roll of a distract gambit.

In Air Aura, the Dragon-Blood adds her attack roll threshold successes as dice to her Initiative roll.

Smoke Burst Eruption

Cost: 5m; **Mins:** Thrown 4, Essence 2

Type: Supplemental

Keywords: Decisive-only, Fire, Mute

Duration: Until end of next turn

Prerequisite Charms: Blinding Spark Throw

A shockwave of Essence bursts from the Dragon-Blood's weapon, casting up smoke and strewing the battlefield with debris. A successful **decisive** attack creates a smoke cloud out to short range from the target, providing sufficient concealment to roll Stealth. If the Dragon-Blood or any of her allies makes an unexpected attack against the same enemy from within the smoke, they add a bonus die on both the attack and damage roll. The smoke dissipates once this Charm ends.

With a Thrown 5, Essence 5 repurchase, the Dragon-Blood may pay one Willpower upon landing an attack while in Fire Aura to reflexively roll (Dexterity + Stealth) to establish concealment within the smoke.

Persistent Hornet Attack

Cost: 8m, 1wp, expend Air Aura; **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Air), Withering-only

Duration: One scene

Prerequisite Charms: Mela's Twin Fangs

The Dragon-Blood's weapon takes to the air with a life of its own, pursuing her foes like a murderous metal wasp. She makes a **withering** attack, but doesn't gain any Initiative from it (including Initiative Breaks). Instead, that Initiative is transferred to her weapon, which enters battle as a living weapon carried on the wind, orbiting the target at close range.

The weapon cannot act until the round after this Charm is used. The only actions it can take are to reflexively move, aim, or attack an enemy at close range. The weapon uses the Dragon-Blood's dice pools, but she cannot use Charms or other magic to enhance its actions. The weapon has its own separate Initiative, which benefits from its **withering** attacks and determines the damage of its **decisive** attacks. Upon successfully landing a **decisive** attack, this Charm ends. If it goes a round without landing an attack, it loses three Initiative.

The weapon has Defense (higher of Essence or Wits). It can be targeted with **withering** attacks or knocked out of the air with a successful disarm gambit, ending this Charm.

This Charm can only be used once per scene.

Devastating Avalanche Barrage

Cost: 5m, 4i, 1wp, expend Earth Aura (+1a); **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Aura, Perilous, Signature (Earth), Withering-only

Duration: Instant

Prerequisite Charms: Earth-Shattering Strike

Stones, debris, and clods of hard-packed earth rise up into the air around the Dragon-Blood and orbit her weapon as she focuses her Essence, building to an unstoppable landslide of force. She makes a **withering** attack against a single enemy, but also uses her attack roll as an unblockable **withering** attack against that foe and all characters within short range of him (including allies) as rock fragments and debris trail her weapon. If there's no usable stone present, the Dragon-Blood may expend a level of anima to manifest it instead. After rolling damage normally for the first attack, she rolls (Strength) dice of unsoakable damage against each enemy hit by the second attack roll, although it cannot deal more damage than the first. She gains no Initiative from the second attack, but characters damaged by it are knocked prone. A character crashed by it is buried beneath rubble, and cannot rise from prone until he or another character has cleared it away with a Strength 3 feat of strength at difficulty (higher of Dragon-Blood's Essence or Strength).

This Charm can only be used once per scene, unless reset by successfully landing a **decisive** attack from Initiative 15+ while in Earth Aura.

Exploding Weapon Technique

Cost: 5m, 1wp; **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: Smoke Burst Eruption

The Terrestrial's anima pours into her palms as burning flames, wreathing her weapon in an aura of explosive Essence. To use this Charm, the Dragon-Blood must have Initiative 12+. She makes a **decisive** attack that detonates on impact, adding (Essence) dice of damage and rolling an additional die of damage for every 9 and 10 on the damage roll. Artifact weapons suffer no damage from being used with this Charm, but most mundane weapons are destroyed.

An Essence 5+ repurchase unlocks two additional effects that can be used in conjunction with other Charms.

Exploding Armor Strike: When the Dragon-Blooded lands a **decisive** attack enhanced by this Charm against an enemy whose armor has been weakened by Armor-Piercing Fang (p. XX), she can detonate the embedded weapons for five motes each, adding three bonus dice of damage for each additional explosion.

Rain of Falling Stars: When the Dragon-Blooded uses Thousand Razor Wind, she may reflexively activate Exploding Weapon Technique as a Balanced Charm without needing to be in Fire Aura. Instead of this Charm's usual effect, the first attack that hits detonates, adding three dice of **decisive** damage. She may detonate any subsequent attacks that hit for five motes each, with the same effect.

Fatal Riptide Strike

Cost: 5m; **Mins:** Thrown 5, Essence 3

Type: Supplemental

Keywords: Mute, Signature (Water), Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's anima limns her hands and weaponry with aqueous Essence, allowing them to move through water as though it were air. She ignores penalties for throwing a weapon through water or similar liquids. Surprise attacks she makes while underwater deal (Essence) additional dice of damage.

Once per scene, when the Dragon-Blood makes an unexpected attack against an enemy with lower Initiative while underwater, she may pay one Willpower and expend her Water Aura to convert it to an ambush (**Exalted**, p. 203).

Hundred Thorns Blossom

Cost: 10m, 3i, 1wp; **Mins:** Thrown 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Signature (Wood)

Duration: Instant

Prerequisite Charms: Elusive Zephyr Strike

The Dragon-Blood draws a foe off guard with lithe, suggestive motions, taking advantage of his wavering attention to unleash a deadly barrage of needles or other concealed weapons from her hair, fingertips, or the back of her throat. On her turn, she may force an enemy with lower Initiative within short range to roll (Perception + Awareness) against her Guile. If he fails, she reflexively makes an unexpected **decisive** attack against him with (Manipulation) damage, plus one die for each success by which the enemy failed, ignoring Hardness. This doesn't include her Initiative or reset her to base.

This Charm can only be used once per scene, unless reset by successfully establishing concealment against all enemies with a Stealth roll.

Stone Needle Strike

Cost: 3m, 2i; **Mins:** Thrown 4, Essence 3

Type: Supplemental

Keywords: Decisive-only, Earth

Duration: Instant

Prerequisite Charms: Earth-Shattering Strike

The Dragon-Blood's wrath leaves her foes pinned to the earth. An enemy damaged by her **decisive** attack loses his movement action on his next turn, and is impaled by her weapon,

requiring him or an ally to succeed on a Strength 3 feat of strength at difficulty (higher of the Dragon-Blood's Essence or Strength) before he can take any movement actions.

Winter Fang Attack

Cost: 4m; **Mins:** Thrown 4, Essence 3

Type: Supplemental

Keywords: Air, Balanced, Decisive-only

Duration: Instant

Prerequisite Charms: Elusive Zephyr Strike

The Terrestrial's weapon is chilled by her deadly intent, numbing flesh as it strikes. This Charm can supplement a **decisive** attack or a gambit. If the attack deals damage or the gambit succeeds, the enemy loses Initiative equal to the 10s on the damage roll or the Initiative roll, maximum (Essence). The Dragon-Blood doesn't gain this Initiative.

Thousand Razor Wind

Cost: 1m, 1wp, expend Air Aura; **Mins:** Thrown 5, Essence 3

Type: Simple

Keywords: Air, Aura, Decisive-only

Duration: Instant

Prerequisite Charms: Mela's Twin Fangs

The Dragon-Blood unleashes her gathered fury in a storm of deadly steel. She instantly recalls every weapon she's banished with Invisibly Hidden Chakram Method and sends them flying towards a single foe. She makes a **decisive** attack with her readied weapon (if any) and with each recalled weapon, making a separate attack roll for each weapon. She divides her Initiative evenly among all attacks, rounded down, to determine their damage, ignoring Hardness. She doesn't reset to base Initiative until she's completed all attacks.

Whirlwind Shield Technique

Cost: 7m, 1wp, expend Air Aura; **Mins:** Thrown 5, Essence 4

Type: Simple

Keywords: Air, Aura

Duration: One scene

Prerequisite Charms: Thousand Razor Wind

Whirling currents of wind swirl around the Exalt, catching her weapons as she tosses them into the air to create a vortex of deadly steel and whatever rocks, branches, or other detritus are caught up in the wind. She rolls the whirlwind into battle with (Wits + Thrown). It has a Parry rating equal to half the total successes, rounded up, on its Join Battle roll (maximum 5), and its only action is to protect the Exalt with defend other (**Exalted**, p. 196), moving to follow her wherever she goes. It gains one Initiative whenever it successfully defends against an attack.

The whirlwind shield has soak (Essence + Dexterity + Stamina). **Withering** attacks against the whirlwind shield reduce its Initiative normally, while **decisive** attacks strip two points of Initiative for each level of damage, although this isn't awarded to the attacker. If the whirlwind is crashed, this Charm ends.

This Charm can only be used once per scene.

Vengeful Gust Counterstrike

Cost: 3m, 1wp, expend Air Aura; **Mins:** Thrown 5, Essence 4

Type: Reflexive

Keywords: Air, Aura, Clash, Decisive-only

Duration: Instant

Prerequisite Charms: Whirlwind Shield Technique

The swirling winds surrounding the Dragon-Blood spin with deadly force, deflecting blades and arrows while gouging deep cuts along her foes. While Whirlwind Shield Technique is active, the Dragon-Blood may reflexively clash an attack from out to short range with a **decisive** attack, with damage equal to the whirlwind's Initiative. This doesn't count as her combat action or reset her to base Initiative. Success resets the whirlwind to three Initiative; on a failure, the clashed attack strikes the whirlwind instead of the Exalt.

Wind Armor Technique

Cost: —; **Mins:** Thrown 5, Essence 4

Type: Permanent

Keywords: Air

Duration: Permanent

Prerequisite Charms: Vengeful Gust Counterstrike

The Exalt has refined her control of the Whirlwind Shield Technique to create invisible armor out of swirling air. While that Charm is active, she gains Hardness equal to the whirlwind's Initiative. If the whirlwind's Parry blocks an attack from close range, the attacker suffers one die of lethal damage, ignoring Hardness. This Charm is incompatible with armor.

War

Tactics Mean Everything

Cost: 1m per die; **Mins:** War 1, Essence 1

Type: Supplemental

Keywords: Balanced, Earth, Excellency

Duration: Instant

Prerequisite Charms: None

Wise strategy is the foundation upon which victories are built. The Dragon-Blood may add bonus dice to a War roll for one mote each, and rerolls 6s until they cease to appear.

Excellence of the Dutiful General

Cost: 5m; **Mins:** War 2, Essence 1

Type: Supplemental

Keywords: Earth

Duration: Instant

Prerequisite Charms: Tactics Mean Everything

The Dragon-Blood strengthens her judgment and strategic insight with the steadiness and calm of the earth, finding the path that leads to victory. She converts up to (Essence) situational bonus dice on a Strategic Maneuver roll (**Exalted**, p. 212) to non-Charms successes.

Tireless Footfalls Cadence

Cost: 3m; **Mins:** War 3, Essence 1

Type: Supplemental

Keywords: Balanced, Earth

Duration: Instant

Prerequisite Charms: Excellence of the Dutiful General

Earth Essence sustains the Dragon-Blood's soldiers as they march in steady, rhythmic unison. She ignores penalties from troop fatigue or movement through strenuous environments on a Strategic Maneuver roll. If she defeats the opposing general on the roll and implements her stratagem, allied battle groups ignore fatigue-based penalties for the duration of the fight.

Roaring Dragon Officer

Cost: 3m; **Mins:** War 2, Essence 1

Type: Reflexive

Keywords: Balanced, Earth, Perilous

Duration: One turn

Prerequisite Charms: Tactics Mean Everything

The Dragon-Blood's voice echoes across the battlefield as though it were a canyon. She may place a command action in a flurry, although not with an attack. When she places a command action in a flurry, the penalty on both flurried actions is reduced by one point, and her Defense isn't penalized.

In Earth Aura, the Dragon-Blood ignores the flurry penalty entirely. the penalty on both flurried actions is reduced by one point, and the Dragon-Blood's Defense isn't penalized.

Blazing Courageous Swordsman Inspiration

Cost: 2m; **Mins:** War 3, Essence 1

Type: Supplemental

Keywords: Balanced, Fire

Duration: Instant

Prerequisite Charms: Roaring Dragon Officer

The Dragon-Blood leads from the front, a blazing icon that ignites her soldiers' hearts. She rolls an additional non-Charm die for each 10 that appears on a Charisma- or Appearance-based command action to give orders.

In Fire Aura, bonus dice granted by the Dragon-Blood's command also add to the battle group's Willpower rolls to resist being routed this round (**Exalted**, p. 209).

Army-To-Mob Assault

Cost: 3m, 2i; **Mins:** War 3, Essence 2

Type: Reflexive

Keywords: Perilous, Water, Withering-only

Duration: Instant

Prerequisite Charms: Blazing Courageous Swordsman Inspiration

The Dragon-Blood overwhelms enemy forces with tactics designed to spread confusion and chaos. When an allied battle group attacks an enemy battle group under the Dragon-Blood's orders, she converts (Manipulation) bonus dice granted to the battle group's attack by her command to automatic successes. If this empties the enemy battle group's Magnitude, add +1 to the difficulty of their roll to resist rout.

Choking Weeds Tactic

Cost: 1m, 1wp; **Mins:** War 4, Essence 2

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Army-To-Mob Assault

The Dragon-Blood strangles an enemy army with guerrilla raids on supply lines and base camps, forcing them to fight on empty stomachs while her soldiers enjoy the windfall of stolen supplies. When she rolls a Strategic Maneuver, the threshold of the opposing general's stratagem is increased by 1.

If the Dragon-Blood successfully enacts her stratagem, enemy battle groups suffer a -3 penalty on their Join Battle rolls in the affected fight.

Changing Winds Cunning

Cost: 3m; **Mins:** War 4, Essence 2

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Tireless Footfalls Cadence

When the wind of battle reverses direction, the Terrestrial adapts her strategy at a moment's notice. She rerolls (Essence) non-1 failed dice on a Strategic Maneuver roll.

A War 5, Essence 5 repurchase allows the Dragon-Blood to spend one Willpower after rolling her maneuver, but before rerolling failures, to change her chosen stratagem.

Storm-Calling Strategos

Cost: 10m, 1wp (5i); **Mins:** War 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: Until stratagem is completed

Prerequisite Charms: None

The Dragon-Blood commands the skies themselves, calling down bolts of lightning to smite her enemies and darkening the horizon with storm clouds that precede her armies. This Charm creates a unique magical stratagem with threshold 3 to manipulate weather, forcing the enemy to contend with storms or similarly perilous atmospheric conditions. Once the Dragon-Blood Joins Battle against the opposing army, the harsh weather culminates in a thunderstorm, gale-force wind, heavy snowfall, or other extreme weather. This imposes a -3 environmental penalty on all physical actions that enemy battle groups take in combat. Non-battle group enemies may suffer a -1 environmental penalty on appropriate actions. The weather doesn't impede the Dragon-Blood or her allies.

At the beginning of each round, if the Dragon-Blood has 12+ Initiative, she may pay five Initiative to reflexively create an instantaneous environmental hazard targeting a single battle group — a bolt of lightning, an avalanche, or similar dangers. This hazard has difficulty (higher of Essence or Intelligence) and Damage (Willpower)L. If this deals enough Magnitude damage to reduce the battle group to Size 0, the Dragon-Blood gains one point of temporary Willpower.

This Charm can only be used once per story, unless reset by achieving a cumulative total bonus of +4 on a Strategic Maneuver roll from any combination of non-magical sources.

Ramparts of Obedient Earth

Cost: 5m, 1wp; **Mins:** War 5, Essence 3

Type: Supplemental

Keywords: Signature (Earth)

Duration: One scene

Prerequisite Charms: None

The battlefield is clay to be sculpted in accordance with the tactical genius of the Terrestrial general. To use this Charm, the Dragon-Blood must be leading her soldiers under a successfully enacted stratagem. She may roll to Join Battle with (Intelligence + War), and receives a number of points equal to her Join Battle successes that she may spend to reshape the battlefield:

Sinkhole (1-5 points): The Dragon-Blood tears open a sinkhole between the ranks of an enemy army or sculpts stone into a constricting obstruction. The ground out to close range from an

enemy battle group becomes difficult terrain, and the battle group acts last on the first turn regardless of its place in Initiative order. The point cost is the Size of the battle group targeted.

Barricade (4 point): The Dragon-Blood wrenches up great masses of earth and compresses them into barriers or walls, instantly enacting a Fortifications stratagem (**Exalted**, p. 212).

Sapping (7 points): If an enemy general has successfully employed a Fortifications stratagem, the Dragon-Blood may negate its benefits by tunneling through earth and stone, or otherwise creating ways to bypass the fortifications. The Dragon-Blood's forces don't treat the terrain as difficult, and may reflexively advance one range band towards the enemy forces. The Storyteller may also adjudicate additional advantages depending on the context of the battlefield.

Reshape Battlefield (10 points): If the Dragon-Blood has successfully enacted a Strategic Placement stratagem (**Exalted**, p. 212), she may resculpt the battlefield to her specifications, preparing it before the battle and ensuring her enemy will fight her there. She might prepare rows of trenches and fortified towers of earth for her own forces, while forcing her enemy to traverse pits filled with stone spikes, narrow stone tunnels, and similar obstacles. The Storyteller adjudicates the specific effects of these creations. She cannot directly harm foes with the moving stone, although she can create all types of traps and dangers.

Deadly Wildfire Legion

Cost: 5m, 1wp, expend Fire Aura; **Mins:** War 5, Essence 3

Type: Supplemental

Keywords: Aura, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

A raging nimbus of flames surrounds the Dragon-Blood's forces, manifesting her martial prowess as she urges them onward. Deadly flames dance along the edges of their swords and the points of their spears as they charge. She adds (Essence) non-Charms dice on a command action to give orders. In addition to adding to the battle group's attack roll, this also adds one die to their damage roll for every two successes. The battle group may immediately take its turn for the round to complete the orders on her tick if it hasn't already acted this round, regardless of its place in Initiative order.

This Charm can only be used once per scene, unless reset when an allied battle group attacks under the Dragon-Blood's orders and deals enough damage to incapacitate a significant foe, or successfully routs an enemy battle group by depleting its Magnitude.

Fog-of-War Misdirection

Cost: 6m, 1wp; **Mins:** War 5, Essence 3

Type: Simple

Keywords: Mute, Signature (Water)

Duration: Until stratagem is completed

Prerequisite Charms: None

The Dragon-Blooded general lures her enemies into battle within the depths of an eerie fogbank,

trapping them within a prison of water. This Charm creates a unique magical stratagem with threshold 3 that shrouds the battlefield with a heavy mist, forcing enemies to fight against the confusion and disarray amid their own ranks before they can even contend with her forces.

When the Dragon-Blood rolls Join Battle after successfully enacting this stratagem, she designates a point on the battlefield to be the center of the fog. The cloud extends out to long range from this point. The fog imposes a –2 penalty on all affected vision-based rolls and on any attacks made from medium range or beyond.

Enemy battle groups caught in the fog take a –1 penalty on rolls to resist rout. A character that wishes to target them with a command action must pay one Initiative to do so, and takes a –2 penalty on the roll.

If a battle group suffers dissolution after being routed in the mist, the Dragon-Blood gains Initiative equal to (its Size/2, rounded up). The Dragon-Blood cannot gain more than (Essence) Initiative in a single round this way.

Normal winds and weather conditions won't disperse the mist, but magically created wind or weather-manipulating magic, including the intervention of elementals, can do so.

This Charm can only be used once per story, unless the Dragon-Blooded resets it by roleplaying a scene in which she gains a concrete advantage over an enemy that adds dice to a Strategic Maneuver roll (**Exalted**, p. 212) through deception, subterfuge, or treachery.

Hidden Thorn Treachery

Cost: 5m, 1wp; **Mins:** War 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: Until stratagem is completed

Prerequisite Charms: None

The Dragon-Blood scatters her spies like dandelion seeds on the wind, letting them grow deep roots of trust amid the ranks of her enemy before she comes to reap the harvest. This Charm creates a unique magical stratagem with threshold 3 to infiltrate an enemy's ranks with a traitor in combat. To use it, the Dragon-Blood must already have at least a +1 bonus to her Strategic Maneuver roll from spies or traitors in the enemy's ranks. Success lets her reflexively reveal the presence of her loyal double agent within a battle group at any point during the combat the stratagem applies to. The Storyteller may rule some betrayals impossible, or require a stunt in which the Dragon-Blood describes how the infiltration occurred. Battle groups with Might 2+ or perfect morale are immune to infiltration via this stratagem.

Once she's declared the betrayal, the battle group suffers automatic rout, as its most notable and highest-ranking member is revealed to be loyal to the Dragon-Blood. If this character is narratively significant on his own and his defection would defy suspension of disbelief, the Storyteller may declare that another member is the traitor instead. If an opposing commander is able to successfully rally the battle group, he preserves a single dot of that battle group's Size for every two successes on the roll. The rest are subtracted from the group and rolled into battle as a splinter faction loyal to the traitor. If the battle group isn't rallied, then the entire force goes over with the traitor, reforming on their next turn.

Enfolded in the Dragon's Wings

Cost: 3m, 1i; **Mins:** War 4, Essence 3

Type: Reflexive

Keywords: Earth, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Tireless Footfalls Cadence

The Dragon-Blood's soldiers brace themselves to hold the line, fortified with the strength of mountains by her command. When an allied battle group within short range of the Dragon-Blood is attacked, she may reflexively roll a special command action with ([Charisma, Appearance, or Intelligence] + War). Every two successes on her roll add +1 to the battle group's Defense and soak against the attack.

This Charm can only be used once per scene unless reset by successfully rallying or rallying for numbers.

At Essence 5+, the Dragon-Blooded can extend this Charm's range to medium for an additional two motes.

Phantom Fire-Warrior Horde

Cost: 5m, 1a; **Mins:** War 5, Essence 3

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Blazing Courageous Swordsman Inspiration

The Dragon-Blood draws on the subtler strengths of flame, overwhelming enemy forces with the appearance of superior force. Her anima banner disperses among the ranks of her soldiers, creating illusionary warriors of smoke to fill in any holes in their ranks. When she successfully rallies for numbers, she adds (Essence/2, rounded up) to the Magnitude restored.

The Dragon-Blood also treats the results of her roll as a threaten action against all battle groups that see the fire-warriors come into existence. Battle groups whose Resolve is beaten will retreat from her army, moving away from them each turn until their commander makes a successful command roll to give them other orders.

Indomitable Flame of Valor

Cost: 4m, 1wp; **Mins:** War 5, Essence 3

Type: Supplemental

Keywords: Aura, Fire

Duration: Instant

Prerequisite Charms: Phantom Fire-Warrior Horde

The Dragon-Blood ignites incredible courage in the hearts of her soldiers with the burning Essence of her exhortations, showing her army what it is to have a dragon's valor. She doubles

9s on a roll to rally or rally for numbers. If her soldiers have elite Drill, a successful roll grants perfect morale (**Exalted**, p. 210) for one round.

At Essence 5+, the Dragon-Blooded may pay 4 Initiative to extend the duration of the perfect morale to one scene.

Blessed Dragon Champion

Cost: 5m, 1wp; **Mins:** War 5, Essence 4

Type: Reflexive

Keywords: Aura, Earth

Duration: One scene

Prerequisite Charms: Enfolded in the Dragon's Wings

When the Dragon-Blood steps forward to lead her forces into battle, she never stands alone. To use this Charm, she must be leading her soldiers under a successfully enacted stratagem. She doubles 9s on all War rolls, and gains +2 Defense against battle groups. She adds non-Charm dice equal to (the Size of the largest battle group under her command) on all attacks she makes against enemy battle groups.