

First Archery Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Archery Reinforcement

Simple One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Second Archery Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

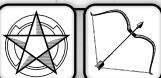
Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Dragon-Graced Arrow

Supplemental Instant



Combo-OK, Obvious, Elemental

①: This Charm channels the power of a Terrestrial's elemental aspect into an arrow, striking a foe with a special effect based on the element of the Exalt -- see book for details.

MoEP: Dragon-Blooded, p. 172

Trait: 3 / Essence: 2

Third Archery Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Harvest of the Hunter

Simple Instant



Combo-OK

②: Target a single plant in the Exalt's presence, that plant sprouts a number of arrows (of any mundane type) equal to the Terrestrial's Essence.

MoEP: Dragon-Blooded, p. 173

Trait: 3 / Essence: 2

Life-Swelling Sap Strike

Supplemental Instant



Combo-OK

③: Supplements an archery attack with a bow aimed at an undead creature causing it to inflict aggravated damage -- this charm has no effect against Abyssals, Deathlords, or the living.

MoEP: Dragon-Blooded, p. 173

Trait: 5 / Essence: 3

Ravenous Thorn Technique

Supplemental Instant



Combo-OK, Obvious

③: Supplements an archery attack with a bow. If the attack successfully causes any damage this charm applies extra damage immediately and again every five ticks until it has done so Essence times. The damage done is equal to the base damage of the arrow used in the initial attack ignoring armor, but soakable with natural soak. The minimum damage each time is $\boxed{11}$.

The extra damage inflicted by this charm cannot be healed until the arrow is removed, a Dexterity + Medicine roll with difficulty of Essence.

MoEP: Dragon-Blooded, p. 174

Trait: 5 / Essence: 3



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Seven Year Swarm Volley

Simple
One Action



Combo-OK

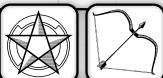
(3), (1w), + (1)/person: This charm targets a number of individuals, which may include the Exalt himself. The Dragon-blood needs two readied arrows per person targeted. Roll Dexterity + Archery and add the successes to all targeted character's DVs against ranged attacks for the duration of the charm.

MoEP: Dragon-Blooded, p. 172

Trait: 4 / Essence: 2

Unobstructed Hunter's Aim

Reflexive (Step 3)
Instant



Combo-OK

(4): This charm enhances an archery based attack aimed at a target behind cover not made of the Magical Materials. Reduce the target's DV bonus from cover by Essence. For an extra (1w) the effect can be applied against a target behind cover reinforced with the Magical Materials as long as there is some possible route around the cover.

MoEP: Dragon-Blooded, p. 173

Trait: 4 / Essence: 3

Sparrow Dives at Hawk

Reflexive (Steps 5 and 9)
Instant



Combo-OK, Counterattack

(5), (1w): Activate in response to an incoming attack when armed with an archery weapon, at Step 5 of combat resolution roll Dexterity + Archery with difficulty equal to the attackers successes. Success indicates the attack is parried.

At step 9 perform a counterattack with equipped archery weapon against the original attacker with no dice, but with a number of automatic successes equal to the excess successes on the Dexterity + Archery roll made in Step 5. All DVs are inapplicable against this counterattack.

MoEP: Dragon-Blooded, p. 173

Trait: 4 / Essence: 3

Swallows Defend the Nest

Extra action
Instant



Combo-OK

(1) / arrow: This charm provides a magical flurry of a number of archery attacks equal to Essence ignoring rate.

MoEP: Dragon-Blooded, p. 172

Trait: 3 / Essence: 2

First Athletics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Athletics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Athletics Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by Ability, rounded up. This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Athletics Reinforcement

Simple
One Scene



Combo-OK, Touch

(1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Bellows-Pumping Stride

Reflexive
One Scene



Combo-OK, Obvious

(1): The Dragon-Blooded can double his movement rate on all Move and Dash actions. While the Charm is in use, the Dragon-Blood leaves a trail of fiery footprints behind him, which have the potential to start fires if he runs through dry brush.

(1) + (2) / person: If the Exalt has Athletics 4+, Essence 3+ and the Terrestrial Athletics Reinforcement Charm, then he can extend the effects of this Charm to others.

MoEP: Dragon-Blooded, p. 151

Trait: 3 / Essence: 2



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Dancing Ember Stride

Simple
One Scene



Combo-OK, Obvious

(4), (1w): The Exalt can fly at a rate equal to twice his normal movement rate. While flying he must remain within ([Essence + Athletics] x 3) yards of a solid surface. The Charm will not function if he strays farther. Bodies of water are not a solid surface, instead causing the Charm to end. Furthermore the Dragon-Blooded must remain in motion at all times. His aerial maneuverability is relatively poor and he can engage in aerial combat or attack ground targets, but all actions suffer a -2 penalty while he is airborne.

MoEP: Dragon-Blooded, p. 152

Trait: 5 / Essence: 4

Incense Smoke Ladder

Reflexive
Instant



Combo-OK, Obvious

(2): When this Charm is activated the character may run up vertical surfaces as long as she can maintain a running pace and has at least two steps on the ground to establish her momentum. The Exalt can not run upside down, and stopping causes the Charm to end.

This Charm can also be used to walk over water, even across dangerous liquids such as lava or acid without sinking, although this will cause damage without other precautions.

MoEP: Dragon-Blooded, p. 152

Trait: 4 / Essence: 2

Effortlessly Rising Flame

Reflexive
Instant



Combo-OK, Obvious

(1): The Dragon-Blooded instantly rises from a prone position or adds two dots to his Athletics rating for the purposes of calculating jumping distance.

MoEP: Dragon-Blooded, p. 151

Trait: 2 / Essence: 1

Falling Star Maneuver

Supplemental
Instant



Combo-OK

(1) / 2 dice of damage: The Dragon-Blooded may spend up to his permanent Essence in motes to add damage to a successful hand-to-hand attack. This damage is added before soak is applied. Normally, this Charm can be used only in hand-to-hand combat, but with a stunt, it may be applied to a Thrown or Archery attack. One can do so only if the target has no cover and has left himself open to a flanking maneuver though.

This Charm is explicitly allowed in Combos with Charms of other abilities.

MoEP: Dragon-Blooded, p. 151

Trait: 2 / Essence: 1

Third Awareness Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Awareness Reinforcement

Simple
One Scene



Combo-OK, Touch

(1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

All-Encompassing Earth Sense

Simple
One scene



(2) + (2)/person: As long as she maintains her footing on the ground (including the lowest floor of a building), the Terrestrial and any allies she extends the Charm's effects to can not be surprised.

MoEP: Dragon-Blooded, p. 140

Trait: 2 / Essence: 2



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Entombed Mind Technique

Simple
Five minutes



Combo-OK, Crippling

⑤: This is a dramatic action taking 5 minutes, which must hold the target's attention. The Terrestrial then rolls Manipulation + Presence diff. target's Essence. Each success causes the target to sleep for an hour. Nothing can wake the target. Once the time passes the target can be woken by normal means.

MoEP: Dragon-Blooded, p. 141

Trait: 4 / Essence: 2

Sense-Destroying Method

Supplemental
One action / Essence



Combo-OK, Crippling

④, ⑫: Target a character within line of sight (but not oneself) roll Awareness + Essence diff. Target's perception. Target takes an internal penalty equal to the number of excess successes rolled on one named sense for the duration. If the penalty equals the target's Perception then the sense is entirely shut down.

A target who's sense of touch is dulled by this charm may ignore one level of wound penalties per point of internal penalty, or all wound penalties if the sense is shut down.

MoEP: Dragon-Blooded, p. 141

Trait: 4 / Essence: 3

Essence Disruption Attack

Supplemental
Five ticks / Essence



③, ⑪: May spend up to (Essence) Additional motes. Target a visible character within (Essence x 10) yards. Roll Awareness + Essence diff. 3. If succeeded then roll Willpower + Essence diff. target's Essence. All the target's charms and spells have a mote surcharge applied equal to the excess successes plus the additional motes spent on this charm.

MoEP: Dragon-Blooded, p. 142

Trait: 5 / Essence: 4

Feeling the Dragon's Bones

Simple
Instant



Combo-OK

②: Whilst standing on the ground may sense anything else standing on the ground in a radius of (Awareness x 25) feet. Roll Intelligence + Awareness - more successes provides more information.

MoEP: Dragon-Blooded, p. 140

Trait: 3 / Essence: 2

Second Bureaucracy Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Bureaucracy Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Bureaucracy Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2



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Benevolent Master's Blessing

Simple
One scene



①: Target a number of mortals with Bureaucracy 0 equal to the Exalt's Bureaucracy. Each gains Bureaucracy 1 for the duration. The Exalt has Bureaucracy 0 for the duration and must supervise the targets.

MoEP: Dragon-Blooded, p. 161

Trait: 2 / Essence: 1

Distraction of the Babbling Brook

Simple
Instant



Combo-OK, Compulsion, Mandate

④, 1w: Write a single hidden clause into a contract. Anyone reading the contract must roll Wits + Bureaucracy diff. the Exalt's Bureaucracy + Essence to notice the clause. This charm fails against a character with a higher essence, or one using Celestial level Bureaucracy charms.

MoEP: Dragon-Blooded, p. 164

Trait: 4 / Essence: 2

Bestow the Saffron Mantle

Simple
Special



Touch

① + ① / dot lent: Target one mortal under the Exalt's authority. Roll Perception + Bureaucracy, duration is one week per success. The target gains the Exalt's Bureaucracy rating. For the duration the target's motivation is changed to be serving the exalt. The target automatically knows how best to serve the Exalt's wishes.

If the exalt dies whilst this charm is in effect make a reflexive Willpower roll to take over the mind of the target.

MoEP: Dragon-Blooded, p. 162

Trait: 4 / Essence: 3

Drowning in Negotiation Style

Simple
Instant



Mandate

⑤, 1w: Target a contract written by the Exalt. When signed this contract binds all signatories, any deliberate breach inflicts (Exalt's Essence) levels of unsoakable Lethal damage. This effect only applies to each party once. The contract can be voided if all parties agree.

MoEP: Dragon-Blooded, p. 164

Trait: 5 / Essence: 3

Confluence of Savant Thought

Simple
One scene



Mandate

②: This Charm grants a Terrestrial instant familiarity with a bureaucracy she encounters.

MoEP: Dragon-Blooded, p. 161

Trait: 3 / Essence: 2

Geese-Flying-South Administration

Simple (Dramatic Action)
One task (max 3 months)



Compulsion, Social, Mandate

⑤, 1w: Target any mortal underlings present. State a Bureaucratic task. Roll Charisma + Bureaucracy with Essence automatic successes, any underlings who's MDV is beaten gain loyalty to quickly completing the set task, and add the Exalt's Essence to their MDV for the duration for purposes of resisting attempts to divert them from this task. This affect also applies to any non-present underlings assigned to the task by a superior who is affected provided their MDV is also beaten.

The charm ends when the task is completed.

Cost to resist: Willpower equal to the Terrestrial's Essence.

Other effects too numerous to list.

MoEP: Dragon-Blooded, p. 161

Trait: 4 / Essence: 2

Testing the Waters

Simple
Instant



③: This Charm grants an Exalt knowledge of the outcome of a vote under current political climates. Anyone who is using this charm counts as an Abstention.

MoEP: Dragon-Blooded, p. 163

Trait: 5 / Essence: 2

Thoughtful Gift Technique

Simple
Instant



②: Target a character. Roll Perception + Bureaucracy. Diff. 1 if target is well known to the Exalt. Diff. 2 is known somewhat. Diff. 3 if unknown. The Exalt knows exactly what gift would cause the target to owe her a significant favor.

MoEP: Dragon-Blooded, p. 164

Trait: 4 / Essence: 2



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Thrashing Carp Serenade

Simple
One scene



Combo-OK

(3): Any person attempting a bureaucratic action within the sound of the Exalt's voice must succeed on an opposed Stamina + Bureaucracy roll.

MoEP: Dragon-Blooded, p. 163

Trait: 3 / Essence: 1

First Craft Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Craft Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Craft Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Charm of Lesser Unmaking

Simple
Instant



(5): Target an object with volume less than Essence cubic yards. Roll Craft + Essence diff. 1 for simple objects, diff. 3 for sturdy objects, diff. 5 for intricate objects. Enchanted objects or artifacts rated at 1 raise the difficulty by 1. Artifacts rated at 2 raise it by 2.

This charm does not affect more powerful artifacts or any artifacts made entirely of magical materials. Stay in contact for a number of Miscellaneous Actions equal to the difficulty. The object is disassembled into its constituent parts.

MoEP: Dragon-Blooded, p. 143

Trait: 5 / Essence: 3

Terrestrial Craft Reinforcement

Simple

One Scene



Combo-OK, Touch

(1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

Flaw-Finding Examination

Simple (1 minute)
One minute



Combo-OK

(1): Target an object the exalt can touch.

(3): Target an object the exalt can see.

The next time the exalt strikes the targeted object after the charm has finished double any damage inflicted.

(1w): After the charm has completed the exalt may spend to make an Intelligence + Craft roll diff. 1 Success indicates that the item is repaired instantly.

MoEP: Dragon-Blooded, p. 141

Trait: 3 / Essence: 1

Charm of Greater Unmaking

Simple
Instant



Combo-Basic

(10), (1w): Target an object with volume less than Essence cubic yards. Roll Craft + Essence diff. 1 for most objects, diff. 3 for exceptional objects, diff. 5 for objects made of the magical materials and all artifacts. Stay in contact for a number of Miscellaneous Actions equal to the difficulty. The object is rendered into its raw components.

Perfect Climbing Attitude

Simple
One Scene



Combo-OK

(1): The exalt may hang from any surface less difficult than sheer without a roll. The exalt gains two automatic successes on all Athletics rolls to climb sheer surfaces. The exalt may move across sheer surfaces at a rate of 10 feet per action, or twice that for non-sheer surfaces.

MoEP: Dragon-Blooded, p. 142

Trait: 3 / Essence: 2



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Shaping Hand Style

Simple
One hour



Combo-OK

②: This Charm allows an Exalt to enchant their hand to function as any kind of tool while retaining a usable hand. The charm may be used twice to affect both hands, and may be reactivated at any point to change tools.

In addition the tool may add up to +2B or +1L to the Exalt's unarmed attacks.

This charm allows a character to function as if she had a Rudimentary Workshop.

MoEP: Dragon-Blooded, p. 142

Trait: 2 / Essence: 1

Second Dodge Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Stone-Carving Fingers Form

Simple (1 minute)
Instant



① / cubic foot: Target an amount of stone. Roll Wits + Craft. One success creates an opening or some stone blocks. Three successes makes a simple work of art or functional item. Five successes create astonishing works of art.

MoEP: Dragon-Blooded, p. 142

Trait: 3 / Essence: 2

Third Dodge Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Elemental Defense Technique

Simple
One Scene



Elemental, Obvious

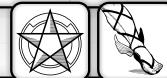
⑤: For the duration of this charm all archery attacks which employ physical arrows against the target are completely negated, unless another charm says otherwise, anyone making an unarmed attack against the exalt suffers 4 Levels of Bashing damage soaked normally, and the exalt gains +2 to Lethal and Bashing soak against all attacks except those made with weapons made from the magical materials. Additional effects based upon Exalt's element.

MoEP: Dragon-Blooded, p. 153

Trait: 5 / Essence: 3

First Dodge Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Dodge Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Hopping Firecracker Evasion

Reflexive (Step 5)
Instant



Combo-OK

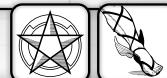
②: Activate in response to an attack which has already been successfully stopped with Dodge DV. This charm instantly moves the character one dash action's worth of distance away from their attacker -- which may make further attacks in the same flurry be out of range..

MoEP: Dragon-Blooded, p. 152

Trait: 3 / Essence: 2

Safety Among Enemies

Reflexive (Step 5)
Instant



Combo-OK

③, ①: May be activated in response to an attack by an attacker who's dice-pool is no larger than twice the exalt's Dodge DV. The attack automatically misses the exalt and instead is applied against another valid target within three yards of the exalt's choice.

MoEP: Dragon-Blooded, p. 153

Trait: 4 / Essence: 2



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Smoldering Karma Strike

Reflexive (Step 9)

Instant



Combo-OK, Counterattack

(3): Activate in response to an attack which has been successfully prevented with Dodge DV. This charm provides a Martial Arts or Melee based counterattack against the original attacker.

MoEP: Dragon-Blooded, p. 154

Trait: 5 / Essence: 3

Unassailable Body of Earth Defense

Reflexive (Step 5)

Instant



Combo-OK, Elemental, Obvious

(4), (1w): This charm may be activated in response to an incoming attack for which Dodge DV would be applicable. The attack is automatically negated. This charm will not function against Wood aspected elemental attacks and weapons made of wood.

Wood aspected Dragon-blooded may not learn other Unassailable Body of Element Defense charms until they have learned this one.

MoEP: Dragon-Blooded, p. 154

Trait: 5 / Essence: 4

Threshold Warding Stance

Reflexive (Step 5)

1 Tick



Combo-OK

(1): Ignore all environmental penalties to Dodge DV.

MoEP: Dragon-Blooded, p. 152

Trait: 2 / Essence: 1

Unassailable Body of Fire Defense

Reflexive (Step 5)

Instant



Combo-OK, Elemental, Obvious

(4), (1w): This charm may be activated in response to an incoming attack for which Dodge DV would be applicable. The attack is automatically negated. This charm will not function against Water aspected elemental attacks and will not function whilst the exalt is in any way wet.

Fire aspected Dragon-blooded may not learn other Unassailable Body of Element Defense charms until they have learned this one.

MoEP: Dragon-Blooded, p. 154

Trait: 5 / Essence: 4

Unassailable Body of Water Defense

Unassailable Body of Air Defense

Reflexive (Step 5)

Instant



Combo-OK, Elemental, Obvious

(4), (1w): This charm may be activated in response to an incoming attack for which Dodge DV would be applicable. The attack is automatically negated. This charm will not function against Earth aspected elemental attacks and weapons with the Overwhelming tag.

Air aspected Dragon-blooded may not learn other Unassailable Body of Element Defense charms until they have learned this one.

MoEP: Dragon-Blooded, p. 154

Trait: 5 / Essence: 4

Unassailable Body of Wood Defense

Reflexive (Step 5)

Instant



Combo-OK, Elemental, Obvious

(4), (1w): This charm may be activated in response to an incoming attack for which Dodge DV would be applicable. The attack is automatically negated. This charm will not function against Fire aspected elemental attacks and weapons which employ fire.

Wood aspected Dragon-blooded may not learn other Unassailable Body of Element Defense charms until they have learned this one.

MoEP: Dragon-Blooded, p. 154

Trait: 5 / Essence: 4

Virtuous Negation Defense

Reflexive (Step 5)

Instant



Combo-OK

(2): Activate in response to an attack targeting another character within normal leaping distance of the exalt. Roll Dexterity + Dodge + Essence. If the roll gains any successes then the attack is redirected to target the exalt and no DV is applied. If the attack gains more successes than the attack roll then the attack automatically misses.

MoEP: Dragon-Blooded, p. 153

Trait: 4 / Essence: 2

First Integrity Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1



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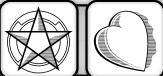
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Second Integrity Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Chaos-Warding Prana

Simple

One scene



(5), (1w): The exalt's person and equipment are protected from all Shaping effects except for those originating from Celestial Exalted.

(5), (1w): Target a person the exalt can touch whilst this charm is active. The protection extends to them also.

MoEP: Dragon-Blooded, p. 145

Trait: 3 / Essence: 3

Third Integrity Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Defense-From-Anathema Method

Simple

One scene



Combo-OK

(8), (1w): Add Essence to all DVs and MDVs against any attack made by an Anathema.

Not available to Eclipses or Moonshadows.

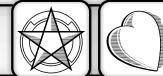
MoEP: Dragon-Blooded, p. 146

Trait: 5 / Essence: 4

Terrestrial Integrity Reinforcement

Simple

One Scene



Combo-OK, Touch

(1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Inviolate Dragon Spirit

Simple

Instant



(10), (1w), (1b): This charm automatically parries any social attack unless it is unnatural and originates from a source with a higher Essence than the exalt's. Furthermore this charm may be activated to destroy any existing Compulsion effect upon the exalt who uses it unless the Compulsion is both unnatural and originates from a character with a higher Essence.

MoEP: Dragon-Blooded, p. 145

Trait: 3 / Essence: 2

Oath of the Ten-Thousand Dragons

Permanent

Permanent



(0): Each purchase of this charm applies to a particular group to which the exalt has loyalty. Against any social attack which would be opposed by this loyalty the exalt may add his Integrity to his MDV. This bonus only applies once against each attack regardless of how many times the Exalt has purchased this charm.

MoEP: Dragon-Blooded, p. 144

Trait: 2 / Essence: 2

Ten-Thousand Dragons Fight as One

Reflexive

One scene



Combo-OK, Social

(4): Target a dragon-blood in the immediate vicinity. Gain an intimacy of loyalty to that terrestrial for the duration of the charm. The number of intimacies which may be formed this way is equal to the exalt's Conviction.

MoEP: Dragon-Blooded, p. 144

Trait: 3 / Essence: 2



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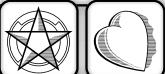
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Unflagging Vengeance Meditation

Simple
Special



Social

(5, 1w): Target a specific Vendetta which the Exalt holds and speaks aloud, and up to Essence allies who share the vendetta and spend 1w. The charm affects the user and all targeted allies.

This vendetta becomes an intimacy, which adds Essence to their MDV against all effects which would deter them. Abandoning the Vendetta becomes an unacceptable order. They need no food, sleep nor rest while pursuing the vendetta. They take no fatigue penalties and soak Lethal and Bashing damage with (Stamina+Integrity).

Every (Essence) days they take 1b, unspeakable. This cannot be healed whilst the charm is active and only at half the normal speed afterwards.

Ending the Charm prematurely causes (Essence of all participants) unspeakable Bashing damage.

MoEP: Dragon-Blooded, p. 144

Trait: 4 / Essence: 4

First Investigation Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be combined or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Unsleeping Earth Meditation

Simple
One day



Combo-OK

①: The exalt need not sleep and takes no fatigue penalties for not sleeping.

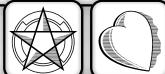
If this charm is used for more than Integrity + Essence days sequentially the exalt loses 1w per day of further use. This willpower cannot be regained by any means until the exalt has slept for 24 hours uninterrupted.

MoEP: Dragon-Blooded, p. 144

Trait: 2 / Essence: 2

Untiring Earth Meditation

Simple
One day



Combo-OK

(5, 1w): The exalt suffers no fatigue penalties for any reason and Wound Penalties up to his Essence.

This charm ends instantly if the exalt's feet have been off the ground for six ticks.

MoEP: Dragon-Blooded, p. 144

Trait: 3 / Essence: 2

Terrestrial Investigation Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Bloodhound's Nose Technique

Simple (Dramatic Action)
One scene



Combo-OK

⑥, 1w: This charm is a ten minute dramatic action investigating the scene of a crime or other event. Roll Intelligence + Investigation to find evidence, which may be augmented by other charms.

With one success the exalt is led in the general direction of the person who left the evidence. With 3 or more successes the exalt receives a glimpse of the suspect at the scene of the event. This charm automatically fails against supernatural attempts to conceal one's identity unless the Exalt has a higher essence than the perpetrator.

MoEP: Dragon-Blooded, p. 165

Trait: 4 / Essence: 2

Clear Water Prana

Simple
Instant



(5, 1w): Activate to fill the area with essence which glows when it encounters any item within the exalt's Essence in yards which has been intentionally hidden. This charm fails against Celestial levels charms and sorcery. Against other hiding effects the appropriate roll is (Perception + Essence).

MoEP: Dragon-Blooded, p. 165

Trait: 5 / Essence: 3



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Falsehood Unearthing Attitude

Simple
One scene



⑤, 1w: Target a single individual with Essence lower than the Exalt's. Whilst the charm is active the exalt knows if the target directly lies. The target may conceal falsehoods by spending 1w, but only if she knows she is being tested supernaturally.

MoEP: Dragon-Blooded, p. 165

Trait: 3 / Essence: 2

Scent-of-Crime Method

Simple
One scene



②: Roll Manipulation + Investigation. On any successes the exalt knows which character present is currently suffering the most guilt, for any reason.

MoEP: Dragon-Blooded, p. 164

Trait: 3 / Essence: 1

Homeward Trail Discovery Method

Simple
Instant



④, 1w: Instantly identify the target's most emotionally important home, if she has one.

MoEP: Dragon-Blooded, p. 166

Trait: 4 / Essence: 3

Revelation of Associates Hunch

Simple
Instant



④, 1w: Target a character. Roll (Perception + Investigation), each success grants the name and a description of two of the target's closest associates.

MoEP: Dragon-Blooded, p. 166

Trait: 4 / Essence: 2

Second Larceny Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Larceny Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Larceny Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2



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Ears of the Snowy Owl

Simple
One minute



Combo-OK

①: This Charm allows a Terrestrial to eavesdrop on conversations through walls and other obstructions, though this Charm does not eliminate the difficulties of distance.

MoEP: Dragon-Blooded, p. 167

Trait: 4 / Essence: 2

Naked Thief Style

Supplemental
One task



Combo-OK

②: This Charm allows a Terrestrial to produce any necessary tools for picking locks, cutting through bars or jimmying doors from pure Essence. The charm has to be used again if a new tool is needed.

MoEP: Dragon-Blooded, p. 167

Trait: 4 / Essence: 2

Flood of Victory Prana

Simple
One scene



⑤, ⑥: This Charm ensures a Terrestrial's victory in a game of chance. If more than one character is making use of this Charm, the one with the most Essence wins, if both have the same Essence they both roll (Wits + Larceny) to determine the winner, though anyone without the advantage of this Charm will still lose.

MoEP: Dragon-Blooded, p. 168

Trait: 5 / Essence: 3

Observer Awareness Method

Reflexive
Instant



Combo-OK

①: 1 Success on a (Perception + Larceny) indicates to a Terrestrial whether she is being watched, additional successes will pinpoint their locations.

This is a reflexive charm that can be used freely without the need for a combo. It can be used on any tick.

Precise Ink Technique

Simple
One task



Combo-OK

③: This Charm allows a Terrestrial to copy the writing method and style of a target. He must currently have a sample or recall having seen it with a (Perception + Larceny) roll Difficulty 1. The Terrestrial can write a maximum number of pages equal to his essence per charm use.

If charms or similar magic are used to analyze the truth of the document the difficulty to discover the truth is increased by the Terrestrials essence.

MoEP: Dragon-Blooded, p. 168

Trait: 3 / Essence: 2

Trackless Walk Style

Simple
One scene



Combo-OK

②: Under the auspices of this Charm a Terrestrial will leave behind no physical evidence of her presence at a location, unless deliberately left behind.

This charm does not prevent supernatural tracking attempts, but it does negate the effect of Bloodhound's Nose Technique (MoEP: Dragon-Blooded page 165).

MoEP: Dragon-Blooded, p. 167

Trait: 3 / Essence: 2

Imposter's Voice Technique

Simple
One scene



Combo-OK

②: This Charm allows a Terrestrial to mimic any sound he hears. He rolls (Perception + Larceny) difficulty is determined by the nature of the sound. Difficulty 1 for persons, 2 or 3 for unusual animals, very difficult sounds like a 3 headed god who speaks only in music is 5.

This charm will not duplicate any supernatural effect associated with the sound.

MoEP: Dragon-Blooded, p. 168

Trait: 3 / Essence: 2

Perfect Gambling Prana

Simple
Instant



Combo-OK

④: This Charm allows a Terrestrial to pre-determine the outcome of a single random event in a game, such as a roll of the dice or draw of the cards. This Charm is illegal in both the Realm and Lookshy. The Terrestrial must be the one throwing the dice or drawing the card to gain these advantages. Each new roll or draw you want to influence demands another use of this charm.

MoEP: Dragon-Blooded, p. 168

Trait: 3 / Essence: 2

Waters of Honesty Method

Simple
One scene



Combo-OK

④, ⑤: This Charm indicates to a Terrestrial if someone is cheating in a game or other competition she is observing, and how the cheating is being accomplished.

The Terrestrial can only observe 1 game at a time with this charm.

MoEP: Dragon-Blooded, p. 168

Trait: 2 / Essence: 1



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Window-in-the-Door Technique

Simple
Three ticks



②: This Charm allows a Terrestrial to let a one foot area in front of her eyes to become transparent. The maximum thickness that can be penetrated with this charm is 3 inches of stone, 6 inches of wood or weaker materials and only 1inch for iron. Magical materials can not be penetrated with this charm.

MoEP: Dragon-Blooded, p. 168

Trait: 5 / Essence: 2

Third Linguistics Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

First Linguistics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Linguistics Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Craft Icon

Simple
Instant



Combo-OK

②: Write or carve a pictogram into any surface. Roll Manipulation + Linguistics with a difficulty of 2. Each excess success gives 1 minute worth of detailed instructions to anyone who examines the pictogram for a minute. The symbol is 2 square inches in size per excess success.

MoEP: Dragon-Blooded, p. 130

Trait: 3 / Essence: 3

Language-Learning Ritual

Simple (Dramatic Action)
One week



⑤, ⑯: The exalt becomes completely fluent in one language to which she was listening whilst activating this charm. The dramatic action is one hour of meditation.

MoEP: Dragon-Blooded, p. 129

Trait: 2 / Essence: 1

Poisoned Tongue Technique

Simple
Concentration



Combo-OK, Social

②, ⑯: Target a conversation within Essence x 100 feet which the exalt can hear. Roll Manipulation + Linguistics on one success minor details of the conversation may be altered, with three successes major details, and with five or more any aspect.

Those in the targeted conversation may roll Wits + Perception with diff. of the exalt's Essence on success the fact that the conversation is being altered becomes apparent.

MoEP: Dragon-Blooded, p. 130

Trait: 3 / Essence: 3



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Speech Without Words

Simple
One scene



Combo-Basic

(2) + (1) / ally: This Charm allows the Terrestrial to communicate via gestures with a maximum number of allies equal to her Wits + Linguistics.

MoEP: Dragon-Blooded, p. 131

Trait: 3 / Essence: 3

Voices on the Wind

Simple
One minute



Combo-OK

(3): Target a particular named person. For the duration the exalt can hear clearly any conversation involving that person originating within Essence x 100 feet and can pinpoint the speaker's location. Each additional (1) spent when the charm is activated increases the range by a factor of 10.

MoEP: Dragon-Blooded, p. 131

Trait: 4 / Essence: 3

Thousand Tongues Meditation

Simple
One scene



Combo-OK, Social

(4): Target no more than Essence speakers. For the duration the Exalt may communicate verbally with all of them regardless of language used.

MoEP: Dragon-Blooded, p. 130

Trait: 3 / Essence: 2

Wind-Carried Words Technique

Simple
Instant



Combo-OK

(1): Transmit a message no longer than 25 words immediately to one target within Essence x 100 feet who's position is known to within Essence x 5 miles. Each additional (1) spent when the charm is activated increases the range by a factor of 10, but the precision is unaffected.

MoEP: Dragon-Blooded, p. 131

Trait: 3 / Essence: 2

Voice of Mastery

Simple
One scene



Combo-OK, Social

(5): Select one target. For the duration add Essence to all rolls related to speech aimed at that target and Essence/2 to all parry MDVs against attacks from the target. Each additional (1) spent when the charm is activated doubles the number of targets.

MoEP: Dragon-Blooded, p. 131

Trait: 4 / Essence: 3

First Lore Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Lore Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Lore Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1



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Terrestrial Lore Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Elemental Bolt Attack

Simple
Instant



Combo-OK, Cooperative, Elemental, Obvious

① / 2L: Fire a bolt of energy with (Dexterity + (Athletics or Archery)). Accuracy is (Essence). Range is (Essence of all participants x20) yards. Maximum (Stamina) motes may be spent by each participant. When cooperating, only the leader rolls, adding +1 dice per participant.

This charm also has an elemental effect depending on the Terrestrial. Air subtracts 2 dice from her next action. Earth requires the target to roll (Dexterity + Athletics) difficulty 4 or fall. Fire adds +4L fire damage. Water adds 3 ticks before the target next acts. Wood requires the target to roll (Stamina + Resistance) difficulty (Essence) or suffer a -1 penalty for a scene.

Every participant adds his elemental effect.

MoEP: Dragon-Blooded, p. 133

Trait: 2 / Essence: 2

Elemental Burst Technique

Simple
Instant



Combo-OK, Cooperative, Elemental, Obvious

① / 1L: Fire a bolt of energy with (Dexterity + (Athletics or Archery)). Accuracy is (Essence). Range is (Essence of all participants x20) yards. Area of Effect is (Essence of all participants) yards. Maximum (Stamina) motes may be spent by each participant. When cooperating, only the leader rolls, adding +1 dice per participant.

This charm also has an elemental effect depending on the Terrestrial. Air subtracts 2 dice from her next action. Earth requires the target to roll (Dexterity + Athletics) difficulty 4 or fall. Fire adds +4L fire damage. Water adds 3 ticks before the target next acts. Wood requires the target to roll (Stamina + Resistance) difficulty (Essence) or suffer a -1 penalty for a scene.

Every participant adds his elemental effect.

MoEP: Dragon-Blooded, p. 134

Trait: 3 / Essence: 2

Elemental Concentration Trance

Simple
One Day



⑤, ⑯: This Charm allows a Terrestrial who has all the necessary research material handy. To absorb a week's worth of study in a single day. If this charm is used for more than Lore days the Terrestrial without interruption, the user suffers 1 unsinkable level of Lethal damage for each extra day. This damage can't be healed while under the effects of this charm.

MoEP: Dragon-Blooded, p. 132

Trait: 2 / Essence: 1

Elemental Empowerment Meditation

Simple
Instant



Elemental

⑯: This Charm allows a Terrestrial to regain Essence through physical contact with an expression of their aspected element. They regain (Lore) Motes for every ⑯ spent

If more Willpower is spent then the Terrestrial's essence then for each extra ⑯ the Terrestrial suffers 1 unsinkable level of Bashing damage.

The Terrestrial must be able to physically touch the element to which he is aligned.

MoEP: Dragon-Blooded, p. 133

Trait: 4 / Essence: 3

Elemental Succor Method

Simple
Instant



Combo-Basic, Elemental

⑤, ⑯ / Lethal Health level: This Charm heals 1 Lethal Health Level per ⑤, ⑯ spend.

② / Bashing Health Level: This Charm heals 1 Bashing Health Level per ② spend.

This charm does not heal aggravated nor can it restore lost limbs or heal other such mutilations. The Dragon-Blooded needs to fully immerse himself in his element to gain the benefits from this Charm.

MoEP: Dragon-Blooded, p. 133

Trait: 5 / Essence: 3

Eternal Mind Meditation

Simple
Simple



Combo-OK

②, ⑯: This Charm allows an Exalt to recall events he has experienced or things he has read or heard. Roll (Intelligence + Lore) Difficulty is determined by how far back the memories are. Difficulty 1 for events like a hurried conversation a few years back or difficulty 5 for remembering early childhood events with perfect clarity.

MoEP: Dragon-Blooded, p. 132

Trait: 3 / Essence: 3

First Martial Arts Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be combined or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Martial Arts Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be combined or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1



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Third Martial Arts Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Blade-Deflecting Palm

Reflexive (Step 5)

Instant



Combo-OK, Obvious

②: A Terrestrial can with this charm freely use his Parry DV to parry any Martial Arts or Melee attack with his bare hands, even those that inflict Lethal damage.

This is a reflexive charm that can be used without the need for a combo. It can be activated on any tick on which the Exalt is subject to an attack.

Dragon-claw Earth Strike

Supplemental

Instant



Combo-OK, Elemental, Obvious

①: On a successful barehanded attack the Terrestrial roots the target to his spot, preventing him from moving and inflicting a -2 penalty on his Dodge DV and any actions he takes until the Terrestrial's next action.

A Terrestrial can learn multiple versions of this charm but he needs to learn the one associated with his element first. The Charm is always considered a Water aspected Charm for purposes of determining the one-mote surcharge for out-of-aspect Charms applies.

MoEP: Dragon-Blooded, p. 169

Trait: 4 / Essence: 2

Terrestrial Martial Arts Reinforcement

Simple

One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Become the Hammer

Supplemental

Instant



Combo-OK, Obvious

①: A punch or kick delivered with this charm inflicts Lethal damage and counts as a Lethal weapon for the purpose of determining whether the target can parry.

MoEP: Dragon-Blooded, p. 169

Trait: 3 / Essence: 2

Disarming Strike Prana

Simple

Instant



Combo-OK

③, ⑯: This charm negates the normal -2 internal penalty for disarming an opponent. The Charm does not allow the Terrestrial to break or take the weapon, but he can choose in which direction the weapon will land, which will be (5+1 per additional success) yards away from its wielder.

Dragon-claw Fire Strike

Supplemental

Instant



Combo-OK, Elemental, Obvious

①: On a successful barehanded attack the Terrestrial sets the target ablaze for a single action, inflicting four levels of lethal damage in addition to the Terrestrial's normal damage.

A Terrestrial can learn multiple versions of this charm but he needs to learn the one associated with his element first. The Charm is always considered a Water aspected Charm for purposes of determining the one-mote surcharge for out-of-aspect Charms applies.

MoEP: Dragon-Blooded, p. 169

Trait: 4 / Essence: 2

Dragon-claw Air Strike

Supplemental

Instant



Combo-OK, Elemental, Obvious

①: On a successful barehanded attack the Terrestrial directs a mighty burst of wind at the target, forcing the target to roll (Dexterity + Athletics), difficulty 4, to keep from falling.

A Terrestrial can learn multiple versions of this charm but he needs to learn the one associated with his element first. The Charm is always considered a Water aspected Charm for purposes of determining the one-mote surcharge for out-of-aspect Charms applies.

Dragon-claw Water Strike

Supplemental

Instant



Combo-OK, Elemental, Obvious

①: On a successful barehanded attack the Terrestrial fills the target's lungs with seawater, adding three ticks before his next action due to violent coughing.

A Terrestrial can learn multiple versions of this charm but he needs to learn the one associated with his element first.

MoEP: Dragon-Blooded, p. 169

Trait: 4 / Essence: 2



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Dragon-claw Wood Strike

Supplemental
Instant



Combo-OK, Elemental, Obvious

①: On a successful barehanded attack the Terrestrial poisons the target's blood, causing him to suffer a -1 internal penalty on all actions for the scene if he fails a reflexive (Stamina + Resistance) roll.

A Terrestrial can learn multiple versions of this charm but he needs to learn the one associated with his element first. The Charm is always considered a Water aspected Charm for purposes of determining the one-mote surcharge for out-of-aspect Charms applies.

MoEP: Dragon-Blooded, p. 169

Trait: 4 / Essence: 2

Walker-Among-Irises Perception

Simple
One scene



Combo-Basic

④: This Charm lets the Terrestrial see immaterial spirits as god-shaped silhouettes filled with an endless field of irises. Use of this charm renders the physical world more difficult to perceive because of irises constantly growing at the edge of the Terrestrials vision. The Terrestrial suffers a -2 internal penalty to all actions intended to affect any corporeal target, even a materialized spirit.

MoEP: Dragon-Blooded, p. 195

Trait: 3 / Essence: 2

Tiger-and-Bear Unity

Supplemental
Instant



Combo-OK, Enlightening

④, ⑯: Attacks supplemented by this Charm gain a number of automatic successes equal to no more than the attacker's Martial Arts score. She chooses the exact number of successes to apply, minimum zero, after step six of combat resolution.

MoEP: Dragon-Blooded, p. 195

Trait: 4 / Essence: 3

Pasiap's Humility

Reflexive
One scene



Combo-OK

④: This Charm lets the Terrestrial see immaterial spirits. Use of this charm renders the physical world more difficult to perceive. The Terrestrial suffers a -2 internal penalty to all actions intended to affect any corporeal target, even a materialized spirit.

A Terrestrial can end the charm early, to do this he needs to refocus his attention on the real world as an unrolled miscellaneous action.

MoEP: Dragon-Blooded, p. 194

Trait: 3 / Essence: 2

Moment of Daana'd

Simple
One scene



Combo-Basic, Enlightening

③, ⑯: With this Charm active the Terrestrial can interact physically with dematerialized spirits.

A Terrestrial must still use Pasiap's humility if they wish to see their target. Additionally, using Moment of Daana'd eliminates the -2 internal penalty from using Pasiap's humility.

MoEP: Dragon-Blooded, p. 194

Trait: 3 / Essence: 3

Iris-bulb Discourse

Reflexive
One scene



Combo-OK, Enlightening, Obvious

⑤, ⑯: When in use this Charm creates large, foot wide irises blossom wherever the Terrestrial steps. This Charm allows a Terrestrial to strike and harm a dematerialized spirit, also when this charm is in use the Terrestrial increases her MDV by her difference between her Essence and any present god or elemental with less Essence. When the Terrestrial is confronted by a god or elemental with greater Essence, that entity gains a similar benefit.

A Terrestrial using this Charm does not suffer the -2 internal penalty from using Walker-Among-Irises Perception. Also the Terrestrial does not see any dematerialized spirits he needs other Charms for this.

MoEP: Dragon-Blooded, p. 195

Trait: 3 / Essence: 3

Tiger-And-Bear Awareness

Reflexive (step2)
One scene



Combo-OK

⑥: For the duration of the Charm the Terrestrial is automatically aware of all beings within a number of yards equal to his Essence unless an entity is expending Essence to conceal itself.

A Terrestrial can activate this Charm when subject to a surprise attack in order to automatically notice the assault.

This Charm does not grant the ability to see immaterial spirits or dematerialized elementals in the vicinity.

MoEP: Dragon-Blooded, p. 195

Trait: 3 / Essence: 3

First Medicine Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be combined or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Medicine Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be combined or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1



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Third Medicine Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Dread Infection Strike

Supplemental

Instant



Combo-OK

②: This charm increases the difficulty to resist infection from a lethal wound inflicted by the user of this charm by 2. The motes must be spent before the attack roll and the attack must inflict at least 1 lethal damage.

This charm is explicitly allowed to be used in combos with charms of other abilities.

Jade Crucible Method

Simple

Instant



Combo-OK

①, ⑪: The Terrestrial chooses how many Lethal health levels he sacrifices before rolling (Essence + Medicine). Each success gives ① peripheral mote back to the Terrestrial for each ⑪ sacrificed.

Wound penalties suffered because of health levels sacrificed start counting from the end of the charm.

This charm can give you more motes than your peripheral pool allows but all excess motes are lost at the end of the scene.

MoEP: Dragon-Blooded, p. 176

Trait: 5 / Essence: 4

Terrestrial Medicine Reinforcement

Simple

One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Grievous Wound Alteration Energy

Simple

Instant



Combo-OK, Touch

③, ⑪ / aggravated health level: This Charm converts Aggravated damage to Lethal.

Madness-Analyzing Stare

Simple

Instant



③: The Terrestrial rolls (Perception + Medicine) at a difficulty of 2. If success the Terrestrial detects the existence of any external influence that cloud the targets mind and the nature of any derangements. With 4+ successes the Terrestrial traces the external magical influence back to its source or instantly understand the root cause of any derangement (adding 2 dice to cure the patient of its mental illness).

This charm can not be used on oneself.

This charm can identify the virtue flaw of a patient in limit break but it can neither diagnose nor aid in the curing of the Great Curse.

MoEP: Dragon-Blooded, p. 176

Trait: 3 / Essence: 2

Disease-Banishing Technique

Supplemental

Instant



Combo-OK, Touch

④, ⑪: The Terrestrial must first diagnose successfully what disease ails the patient. He then touches the patient and cures any mundane disease. Terrestrials with an Essence score equal to the magical treatment difficulty may cure magical diseases as well.

This charm can't be used to cure the Great Contagion.

MoEP: Dragon-Blooded, p. 175

Trait: 4 / Essence: 2

Infection-Banishing Prana

Simple

Instant



Touch

①: This Charm cures a target of any existing infections with a touch and prevents infection from any wounds the target had during the use of this charm.

Most Beneficent Seed of the Five

Simple

One scene



Combo-OK

⑧, ⑪: This Charm allows a Terrestrial to temporarily change her elemental aspect. This changes her anima power, and she doesn't need to pay the mote surcharge for out of aspect charms of that element but she has to pay them now for her own old element. All charms that have an effect depending on elemental aspect you have and can not be used out of aspect change power to the new aspect. This charm may be ended on any tick as a reflexive action.

This charm may be used in combos with charms of other abilities.

MoEP: Dragon-Blooded, p. 176

Trait: 5 / Essence: 5



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Purity of Mind Method

Simple
Instant



Combo-OK, Touch

(5, 1w): After using Madness-Analyzing Stare to determine the problem. Multiple times if the target suffers from many mental maladies. This Charm can be used to banish any normally acquired derangement, end the effects of unnatural mental influence except servitude effects. This charm can counteract mental influence caused by sorcery but only if the spell's effect was instant.

If this charm is used to remove unnatural mental influence of a celestial exalt the mote cost is (10).

MoEP: Dragon-Blooded, p. 176

Trait: 4 / Essence: 3

First Melee Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single Melee roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than (Melee + Specialty) dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Verdant Curtain of Serenity

Reflexive
One scene



Combo-OK

(5, 1w): This Charm increases the difficulty of any supernatural effects that seek to sway emotions, control the mind or induce madness by the Terrestrials essence.

This charm has no effect on the Great Curse.

This is a reflexive charm that can be used freely without the need for a combo. It can be activated on any tick.

MoEP: Dragon-Blooded, p. 176

Trait: 5 / Essence: 3

Wound-Closing Touch

Simple
Instant



Combo-OK, Touch

(2) / 1l healed, (1w): This Charm turns Lethal wounds into Bashing at the cost of (2) per converted Lethal health level. This charm also stops any bleeding.

This charm can be used on oneself.

MoEP: Dragon-Blooded, p. 175

Trait: 4 / Essence: 3

Terrestrial Melee Reinforcement

Simple
One Scene



Combo-OK, Touch

(1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to (Essence) allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm user.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Blinding Spark Distraction

Reflexive
Instant



Combo-OK

(2): After successfully applying your Parry DV to an attack with a metal weapon, or after spending an action to strike a metal or stone object, cause your nearest opponent to make a (Wits + Dodge) roll, suffering a 2 die internal penalty if successful and a 2 success external penalty if failed.

These penalties are from blindness and do not stack with any other penalty from impaired vision.

MoEP: Dragon-Blooded, p. 155

Trait: 3 / Essence: 2

Dragon-Graced Weapon

Supplemental
Instant



Combo-OK, Elemental

(1): On a successful attack, cause an effect that depends on your Aspect.

Air: Apply a two die internal penalty to your target's next action. Earth: Your target must make a (Dexterity + Athletics) roll, difficulty 4, or suffer knockdown. Fire: Add 4L in fire damage to the damage of your attack. Water: Delay your target's next action by three ticks. Wood: Your target must make a (Stamina + Resistance) roll or suffer a 1 die internal penalty (from poison) for the rest of the scene.

MoEP: Dragon-Blooded, p. 155

Trait: 2 / Essence: 2



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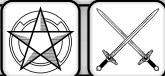
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Ghost-Fire Blade

Supplemental
One Action



Combo-OK, Holy, Obvious

- (2): Every attack made during this action gains the ability to harm dematerialized targets.
(4): As above, plus every attack made during this action deals aggravated damage to creatures of darkness.

MoEP: Dragon-Blooded, p. 156

Trait: 3 / Essence: 2

Ringing Anvil Onslaught

Extra
Instant



Combo-OK

- (6): Roll (Melee): each success grants an extra melee attack action; all attacks made during the action this charm is used must be against the same target.

This is a magical flurry, and you make these attacks regardless of your weapon's Rate, without multiple action penalties, and with a DV penalty equal to only the highest penalty for one attack.

MoEP: Dragon-Blooded, p. 156

Trait: 5 / Essence: 3

Portentous Comet Deflecting Mode

Reflexive (Step 5)
Instant



Combo-OK, Obvious

- (3), (1w): Roll (Dexterity + Melee); if successful, apply a perfect parry to an attack that is not a spell or enhanced by a charm. Mundane weapons break when used to block an attack of 25L or more raw damage.

MoEP: Dragon-Blooded, p. 156

Trait: 5 / Essence: 3

Threshing Floor Technique

Simple
One Action



Combo-OK

- (2) + (1) / ally: The selected allies may ignore normal limitations (including terrain, circumstances) for purposes of determining how many of them may simultaneously attack the target of this charm.

MoEP: Dragon-Blooded, p. 156

Trait: 5 / Essence: 2

Refining the Inner Blade

Simple (Speed 3, DV -1)
One Scene



Combo-OK, Elemental, Holy, Obvious

- (3), (1w): Create a melee weapon out of Essence that lasts for the duration of the scene. The weapon is identical to a normal weapon of its type, except that it deals aggravated damage against creatures of darkness, and has one of the following (depending on your Aspect) special effects upon a successful attack:

Air: Apply a two die internal penalty to your target's next action. Earth: Your target must make a (Dexterity + Athletics) roll, difficulty 4, or suffer knockdown. Fire: Add 4L in fire damage to the damage of your attack. Water: Delay your target's next action by three ticks. Wood: Your target must make a (Stamina + Resistance) roll or suffer a 1 die internal penalty (from poison) for the rest of the scene.

MoEP: Dragon-Blooded, p. 156

Trait: 4 / Essence: 3

First Occult Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

- (1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Occult Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

- (2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Occult Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

- (4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Occult Reinforcement

Simple
One Scene



Combo-OK, Touch

- (1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through Charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2



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Fivefold Resonance Sense

Simple
One scene



②: Sense the presence of jade within (Essence x200 yards). If the jade is the same aspect as the Dragon-Blooded then no roll is required otherwise the roll is (Perception + Occult) difficulty 3.

If the Dragon-Blooded has Occult 3+ and Essence 2+ he may also detect other magical materials at difficulty 3 within (Essence X 50 yards).

This Charm cannot sense attuned magical materials or magical materials protected by celestial and solar spells and Charms. If it is protected by terrestrial spells or Charms then the difficulty is the amount of successes rolled to conceal or essence of the concealer.

MoEP: Dragon-Blooded, p. 135

Trait: 2 / Essence: 2

Spirit-Chaining Strike

Supplemental
Five Minutes



Combo-OK

③, (tw): After having successfully attacked a spirit the Dragon-Blooded rolls (Intelligence + Occult) with a difficulty of the target spirit's Essence. Every success over the difficulty imposes a 1 die penalty on all actions of the spirit for 5 minutes. If the extra successes exceed the spirits Essence then the spirit is immobilized and unable to act for the remainder of the scene.

Subsequent uses of this Charm are cumulative even when used by other Dragon-Blooded.

This Charm is permitted to be used in a combo with Charms of other abilities.

Spirit-Shredding Attack

Supplemental
Instant



Combo-OK

④: When the Dragon-Blooded successfully attacks a spirit he may activate this Charm. He then rolls (Willpower + Essence) with a difficulty equal to the spirit's Essence. Every extra success drains Dragon-Blooded (Essence) motes from the spirit.

If the spirit dies from an attack supported by this Charm the spirit is irrevocably gone.

MoEP: Dragon-Blooded, p. 134

Trait: 5 / Essence: 3

Harmonious Wind-Luring Song

Simple
One hour



⑤: This Charm summons a helpful wind. It can add half the Dragon-Blooded Essence versus archery attacks or it can add or subtract half the Dragon-Blooded essence from the speed of a sailing ship.

Summoning the wind takes 5 minutes. The Dragon-Blooded must spend a miscellaneous action (5 ticks) to change the wind direction.

MoEP: Dragon-Blooded, p. 134

Trait: 2 / Essence: 1

Spirit-Detecting Mirror Technique

Simple
One Scene



②: This Charm allows a Terrestrial to see dematerialized spirits in reflective surfaces and can also hear all spirits he can see.

Terrestrial Circle Sorcery

Permanent
Instant



①: This Charm allows a character to perform Terrestrial Circle Sorcery actions (see p. 252 of the Second Edition Core), and to cast Terrestrial Circle Spells.

MoEP: Dragon-Blooded, p. 134

Trait: 3 / Essence: 3

Seeing the Maker's Hand

Simple
Instant



④: The Dragon-Blooded handles an artifact as if he were attempting to attune to it. Then he rolls (Perception + Occult) with a difficulty equal to the artifact rating. If successful he gets a rough idea of its power level (artifact rating).

More successes on the roll give greater insight in the artifacts capabilities. Large, powerful or exceptionally complex items might require several uses of this Charm.

This Charm doesn't work on attuned artifacts.

Spirit-Grounding Shout

Simple
Instant



Combo-OK

⑤: Roll an opposed Essence roll with the target spirit. If the Dragon-Blooded wins the spirit is forced to materialize for the Dragon-Blooded's (Essence) in minutes.

The cost to materialize is paid for by the spirit if possible. All remaining motes are spent by the Dragon-Blooded. If both don't have enough motes then the Charm fails.

This Charm can't affect spirits with a higher Essence than that of the Dragon-Blooded.

First Performance Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be combined or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

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Second Performance Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Talented Improvisation

Simple

One scene



Combo-OK

① This Charm allows a Dragon-Blood to instantly, though temporarily, grasp the technique and use of a musical instrument. He can also effortlessly understand forms of musical notation alien to him for the duration of the charm.

MoEP: Dragon-Blooded, p. 176

Trait: 2 / Essence: 1

Third Performance Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Performance Reinforcement

Simple

One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Dance of Flashing Swords

Reflexive

One scene



Combo-OK, Illusion

②, ① + ① / extra: The Terrestrial can cause others to perceive a combat as if it were not serious, like drunken stumbling or performance art. This Charm can only be used on the Exalt and one heroic opponent. Additional extra opponents cost ① each.

If there are multiple heroic enemies, then the Charm fails. The Charm does not affect characters with an Essence higher than that of the Terrestrial, or with a Dodge MDV higher than his (Performance + Essence).

MoEP: Dragon-Blooded, p. 177

Trait: 4 / Essence: 2

Blossom Hides Thorns

Reflexive (Step 3)

Instant



Combo-OK, Illusion

③: While performing, the Terrestrial may launch a concealed attack as part of his performance. The target can attempt a reflexive (Wits + Awareness) roll with a difficulty of (Essence). If the roll fails, the target is surprised for this attack.

If the attack misses, then the target might not notice it was being attacked in the first place if not a single success was rolled on the attempt to resist surprise. If the attack kills the target, bystanders might not notice until after the performance.

MoEP: Dragon-Blooded, p. 177

Trait: 4 / Essence: 3

New Voice Technique

Simple

One scene



Combo-OK

②: This Charm allows a Terrestrial to mimic any sound he hears. He rolls (Perception + Performance) difficulty is determined by the nature of the sound. Difficulty 1 for persons, 2 or 3 for unusual animals, very difficult sounds like a 3 headed god who speaks only in music is 5.

This charm will not duplicate any supernatural effect associated with the sound.

MoEP: Dragon-Blooded, p. 178

Trait: 3 / Essence: 2

Hidden Petal Aria Method

Reflexive (Step 3)

Special



Combo-OK

② / target: This Charm allows a Terrestrial to conceal messages within a performance that only the targets can understand. The messages transmitted may be of any length, unrelated to the performance. The targets hear them in a slow monotonous voice. This Charm also does not allow for replies from the targets and it can not be used to communicate highly specialized or technical knowledge.

MoEP: Dragon-Blooded, p. 178

Trait: 3 / Essence: 2

Soul-Stirring Performance Method

Simple

One scene



Combo-OK, Compulsion, Emotion

⑤, ①: This Charm allows a Terrestrial to compel her audience to think or do something, though audience members will not violate their core principles, and the Dragon-Blood has no real control over the audience after setting the task or thought upon them.

Only heroic mortals can resist, if their MDV exceeds the successes the Terrestrial rolls on a (Manipulation + Performance) roll. Exalted and spirits are completely immune to the effects.

To determine the influence, the Exalt rolls (Charisma + Performance). A single success is enough for a small crowd, three successes influence hundreds and five influence thousands. The character can limit the influence only to select parts of his audience, if he wishes.

MoEP: Dragon-Blooded, p. 178

Trait: 4 / Essence: 2



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Protective Performance

Simple
(Essence) hours



Combo-OK, Compulsion

⑧: This Charm protects a Terrestrial's audience from other mental influences throughout the performance and for a short time afterward. While the performance lasts, the difficulty of all mind affecting effects is increased by (Essence). Additionally, a secondary effect protects the Terrestrial. Turning the audience members against the Exalt with unnatural mental influence has its difficulty increased by 2 for (Essence) hours after the end of the performance.

MoEP: Dragon-Blooded, p. 179

Trait: 5 / Essence: 3

Vibrating Strings Defense

Reflexive (Step 5)
One scene



Combo-OK, Obvious

⑤: This Charm allows a Terrestrial to use his music to parry blows aimed at him. Instead of calculating his Parry DV normally, he can use Dexterity + Performance + Specialties. This also means that Performance Excellencies can be used to improve the Parry DV as normal.

MoEP: Dragon-Blooded, p. 179

Trait: 4 / Essence: 3

Invisible Street Performer Technique

Simple
Until performance ends



Combo-OK, Illusion

③: As long as the Dragon-Blood plays a musical instrument, this Charm conceals the Exalt from those around her. She is not invisible, but simply an unimportant presence and perhaps some pleasant background noise. Anyone who might observe the Dragon-Blood rolls (Wits + Awareness) with a difficulty of Terrestrial's (Performance + Specialty). Even if successful, the Dragon-Blooded might still not draw attention to himself if he fits into the surroundings.

This Charm only works with instruments that are not particularly loud.

MoEP: Dragon-Blooded, p. 179

Trait: 3 / Essence: 2

Three-String Sword Prana

Simple
Instant



Combo-OK, Cooperative, Obvious

① / 2L: This Charm allows a Terrestrial (or more than one) to make an attack using the force of their musical performance. Roll (Wits + Performance) to attack. The weapon has Accuracy: (Essence), Range: (Essence x20) yards and a damage based on the motes spent. No more than (Performance) motes can be spent.

Multiple Dragon-Blooded cooperating can pool their Essence to determine maximum Range and Accuracy uses the highest Essence + 2 / additional participant. Also each performer can spend motes up to his Performance limit to add to the damage pool.

MoEP: Dragon-Blooded, p. 179

Trait: 5 / Essence: 4

Tireless String-Plucking Meditation

Simple
One day



Combo-Basic

⑤: This Charm lengthens and hardens an Exalt's fingernails, making them quite useful as picks for stringed instruments. The character can play as long as she wishes without pain, exhaustion or even hunger, as long as she keeps paying the daily essence cost.

⑤ + ① / attack: Additionally, the Terrestrial can use his hardened fingernails to attack. By further strengthening her nails with Essence she may inflict Lethal damage with her bare hands.

MoEP: Dragon-Blooded, p. 179

Trait: 4 / Essence: 3

Second Presence Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Presence Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Presence Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2



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Aura of Invulnerability

Simple
One scene



(3): This Charm gives a Terrestrial a bonus of +1 to bashing and lethal soak. The Terrestrial also gains three temporary -0 Health Levels. These Health Levels are lost first and can't be healed.

At the end of the scene, the extra Health Levels fade automatically, even if they have not been used up. No one can benefit from this charm more than once per scene.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 2

Moth to the Candle

Simple
One action



Compulsion

(4), (tw): The Terrestrial targets 1 individual within 10 yards and rolls (Manipulation + Presence) versus the target's Dodge MDV. If successful, the target can't take any action other than to approach the Terrestrial and attack him. The target can't be compelled to approach through obviously suicidal means, but she is willing to cross dangerous hazards such as fires or raging rivers.

Target must have a lower Essence than the Terrestrial. No Parry MDV is allowed against this charm.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 2

Auspicious First Meeting Attitude

Reflexive
One scene



Combo-OK, Emotion, Social

(2): This Charm gives a Terrestrial two extra dice to roll on every Bureaucracy, Presence or Socialize roll the first time you meet someone. The second time you meet someone it is only one extra dice.

The Storyteller will warn the Terrestrial if an intended action or statement may effect the target's MDV (positively or negatively). If the Terrestrial deliberately antagonizes the subject in any way, the effect ends.

This is a reflexive charm that can be used freely without the need for a combo. It cannot be used in physical combat, but can be invoked during any long tick of social combat.

MoEP: Dragon-Blooded, p. 158

Trait: 2 / Essence: 2

Passion Transmuting Nuance

Simple
One scene



Emotion, Social

(3): The Terrestrial can transmute lust, rage or terror into one of the other two. She can do this after a conversation lasting at least 10 Essence long ticks.

The Terrestrial rolls (Manipulation + Presence) difficulty targets Essence minus 1 for every point of Essence above the target the Terrestrial has. If successful the Terrestrial gains 2 dice on all subsequent social attack rolls to play off the target's new emotional state. Target's Temperance is reduced to 1 for the duration of the scene.

MoEP: Dragon-Blooded, p. 159

Trait: 2 / Essence: 2

Glowing Coal Radiance

Simple
One action



Compulsion, Obvious

(2): Anyone attempting to look or to make a melee attack against the Terrestrial must score at least 1 success on a reflexive Willpower check. Even if that roll is successful, any attack made on the Terrestrial suffers a dice penalty equal to the Terrestrial's Presence. This effect lasts until the Terrestrial's next action.

This charm only affects individuals within a number of yards equal to the Terrestrial's Essence. This charm does not affect ranged attacks.

MoEP: Dragon-Blooded, p. 156

Trait: 3 / Essence: 1

Terrifying Air Dragon Roar

Simple
Instant



Elemental, Obvious

(4): The Terrestrial yells and focuses the Terrestrial's Essence on a man-sized target, within a number of feet equal to the Terrestrial's (Essence x20).

This charm shatters glass and deafens living creatures for the remainder of the scene. This charm is always considered a Fire-aspected charm for purposes of determining whether the one-mote surcharge for out-of-aspect charms applies.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 3

Terrifying Earth Dragon Roar

Simple
Instant



Elemental, Obvious

(4): The Terrestrial yells and focuses the Terrestrial's Essence on a man-sized target, within a number of feet equal to the Terrestrial's (Essence x20).

This charm can blast a man sized hole in a stone wall or explode the ground beneath the target's feet, inflicting 4 levels of bashing damage which can be soaked. This charm is always considered a Fire-aspected charm for purposes of determining whether the one-mote surcharge for out-of-aspect charms applies.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 3

Terrifying Fire Dragon Roar

Simple
Instant



Elemental, Obvious

(4): The Terrestrial yells and focuses the Terrestrial's Essence on a man-sized target, within a number of feet equal to the Terrestrial's (Essence x20).

This charm ignites flammable objects, and while the yell cannot damage flesh directly, if the target's clothing catches fire, she suffers two levels of lethal damage every action until she puts out the flames. This charm is always considered a Fire-aspected charm for purposes of determining whether the one-mote surcharge for out-of-aspect charms applies.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 3

Terrifying Water Dragon Roar

Simple
Instant



Elemental, Obvious

(4): The Terrestrial yells and focuses the Terrestrial's Essence on a man-sized target, within a number of feet equal to the Terrestrial's (Essence x20).

This charm drenches the target with enough water to douse a campfire, and if the target is living she must roll (Strength + Athletics) at difficulty 4 to keep from being knocked prone. This charm is always considered a Fire-aspected charm for purposes of determining whether the one-mote surcharge for out-of-aspect charms applies.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 3



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Terrifying Wood Dragon Roar

Simple
Instant



Elemental, Obvious

④: The Terrestrial yells and focuses the Terrestrial's Essence on a man-sized target, within a umber of feet equal to the Terrestrial's (Essence x20).

This charm can shatter a wooden door completely or, if used against a living target, splinter any wooden bows, arrows or other weapons the target carries. This charm is always considered a Fire-aspected charm for purposes of determining whether the one-mote surcharge for out-of-aspect charms applies.

MoEP: Dragon-Blooded, p. 157

Trait: 4 / Essence: 3

First Resistance Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Resistance Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through Charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Unbearable Taunt Technique

Simple
[Ess] actions or long ticks



Compulsion

② This Charm enhances a taunt directed at a target, roll (Manipulation + Presence) versus the targets MDV, adding her Essence in automatic successes. If in combat only use the targets Dodge MDV. If successful the target suffers -1 penalty to DDV and PDV when fighting anyone other than the Terrestrial.

Outside combat in social situations the roll is against Parry MDV. If successful the targets suffers a grave embarrassment from a cutting remark and suffers a -2 penalty to social rolls for the remainder of the charm. Duration is ticks during combat and long ticks during social combat.

MoEP: Dragon-Blooded, p. 156

Trait: 2 / Essence: 1

Warlord's Convocation

Simple
One scene or instant



Compulsion

⑧, ⑯: The Terrestrial rolls (Manipulation + Presence) versus MDV. If successful the target develops a loyalty towards the Terrestrial for a period of 1 week per net success, during which the target is at -1 to her MDV to resist social attacks from the Terrestrial.

If the Terrestrial asks only trivial or minor tasks and makes a show of valuing the target the duration is 1 month per net success. If the roll had 5 net successes the target becomes a new henchmen as the background.

This charm can be used against only mortals and other Terrestrial Exalted. It automatically fails against Celestial Exalted and spirits.

MoEP: Dragon-Blooded, p. 158

Trait: 5 / Essence: 3

Second Resistance Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Resistance Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Air Protection Form

Simple
One Scene



Combo-OK, Elemental, Obvious, Stackable

③: Gain (Essence) lethal and bashing soak versus archery, thrown, blue jade weapons and air based attacks.

The soak bonus doesn't apply to attacks enhanced by Charms or sorcery of celestial level or higher. When an exalt uses the soak bonus from the type associated with his element the mote cost is ②.

Additionally, add (Essence) to all (Stamina + Resistance) pools resist extremely low temperatures.

MoEP: Dragon-Blooded, p. 147

Trait: 3 / Essence: 2

Earth Protection Form

Simple
One Scene



Combo-OK, Elemental, Obvious, Stackable

③: Gain (Essence) lethal and bashing soak versus melee and martial arts attacks using metal weapons and white jade weapons. This also applies to other earth based attacks.

The soak bonus doesn't apply to attacks enhanced by Charms or sorcery of celestial level or higher. When an exalt uses the soak bonus from the type associated with his element the mote cost is ②.

Additionally, add (Essence) to all (Stamina + Resistance) pools resist asphyxiation from being buried alive.

MoEP: Dragon-Blooded, p. 147

Trait: 3 / Essence: 2



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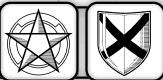
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Fire Protection Form

Simple
One Scene



Combo-OK, Elemental, Obvious, Stackable

③: Gain (Essence) lethal and bashing soak versus firewands, red jade weapons and other fire based attacks.

The soak bonus doesn't apply to attacks enhanced by Charms or sorcery of celestial level or higher. When an exalt uses the soak bonus from the type associated with his element the mote cost is ②.

Additionally, add (Essence) to all (Stamina + Resistance) pools to resist extremes of heat.

MoEP: Dragon-Blooded, p. 147

Trait: 3 / Essence: 2

Impervious Skin of Stone Meditation

Simple
One scene



Combo-OK

① / 2B, 2L soak: Add 2 lethal and 2 bashing soak per ① spent. The Dragon-Blooded can not add more soak than his Essence.

The soak granted by this Charm doesn't apply to damage inflicted by sorcery or attacks enhanced by Charms.

Strength of Stone Technique

Simple
One Scene



Combo-OK, Touch

② / person : Add 1 dot to Strength and Stamina. For every ② the Terrestrial may grant this bonus to others with a maximum of Essence other people.

MoEP: Dragon-Blooded, p. 146

Trait: 2 / Essence: 1

Water Protection Form

Simple
One Scene



Combo-OK, Elemental, Obvious, Stackable

③: Gain (Essence) lethal and bashing soak versus black jade weapons and water based attacks. This also applies to attacks when fully immersed in water. Add essence to (stamina + resistance) pool to hold your breath.

The soak bonus doesn't apply to attacks enhanced by Charms or sorcery of celestial level or higher. When an exalt uses the soak bonus from the type associated with his element the mote cost is ②.

Additionally, add (Essence) to all (Stamina + Resistance) pools to hold your breath.

MoEP: Dragon-Blooded, p. 147

Trait: 3 / Essence: 2

Mountain Toppling Method

Supplemental
One action



Combo-OK

④: The Terrestrials Strength is counted as 5 higher for the purpose of lifting or handling stone or earthen objects.

Jade alloyed weapons are considered to be stone.

This Charm is permitted to be used in combos with Charms of other abilities.

Unbreathing Earth Meditation

Reflexive
One Scene



Combo-OK

②: This Charm removes the Terrestrial's ability to and need to breath. Since she can not breathe, she can not speak or perform other actions that require action of the lungs.

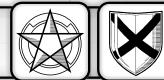
For every ② extra the benefits of this Charm may apply to another willing person.

MoEP: Dragon-Blooded, p. 148

Trait: 4 / Essence: 3

Wood Protection Form

Simple
One Scene



Combo-OK, Elemental, Obvious, Stackable

③: Gain (Essence) lethal and bashing soak versus melee and martial arts attacks that use wooden or green jade weapons. This also applies to natural attacks and other wood based attacks.

The soak bonus doesn't apply to attacks enhanced by Charms or sorcery of celestial level or higher. When an exalt uses the soak bonus from the type associated with his element the mote cost is ②.

Additionally, add (Essence) to all (Stamina + Resistance) pools to resist poison or disease.

MoEP: Dragon-Blooded, p. 147

Trait: 3 / Essence: 2

Ox-Body Technique

Permanent
Permanent



Stackable

①: A Terrestrial may purchase this Charm up to a number of times equal to her Resistance. Each time she learns this Charm, she gains one additional -1 and one additional -2 Health Levels.

MoEP: Dragon-Blooded, p. 146

Trait: 1 / Essence: 1

Uneating Earth Meditation

Simple
One day



Combo-OK

②: While this Charm is active the Terrestrial doesn't need food or water and suffers no ill effects from hunger and thirst.

If you activate this Charm for more than (Essence + Resistance) days, the Terrestrial suffers 1 unsoakable level of bashing damage which cannot be healed while under the effect of this Charm.

MoEP: Dragon-Blooded, p. 148

Trait: 3 / Essence: 2

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Unfeeling Earth Meditation

Reflexive
One Scene



Combo-OK

(5), (1w): This Charm allows a Terrestrial to ignore all wound penalties for a scene.

This is a reflexive Charm that can be used freely without the need for a combo. It can be activated on any tick.

MoEP: Dragon-Blooded, p. 148

Trait: 5 / Essence: 4

First Ride Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Ride Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Ride Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by ½ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Ride Reinforcement

Simple

One Scene



Combo-OK, Touch

(1) / 2 dice + (1) / subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Charge of One Hundred Generals

Supplemental

One charge



Combo-OK, War

(1) / rider, (1w): Target up to Essence x 5 riders. Supplements Join Battle, the exalt's Join Battle Roll is applied to all targeted individuals. Any defender who takes damage from any of the affected characters during the first action of combat must make a Ride or Athletics roll to keep from being knocked down.

(5) / magnitude, (1w): Target a cavalry unit of magnitude no higher than 2 which is undergoing a charge. Increase Drill, Might, and Morale by 1 each. If the unit causes another unit to take a rout check increase the difficulty by 1.

MoEP: Dragon-Blooded, p. 181

Trait: 3 / Essence: 2

Dance of the Jade Bridle

Supplemental
Special



Combo-OK, Compulsion

(10), (1w): Supplements an attempt to break a creature as a mount. Roll Charisma + Ride opposed by the target's Stamina + Willpower. The target becomes a usable mount for the exalt, who takes no penalties for riding it. The target also becomes a valid target for Elemental Halo's Mercy and Five-Dragon Horseman Prana, but the cost of these charms is increased by (5).

MoEP: Dragon-Blooded, p. 182

Trait: 5 / Essence: 3

Ebony Spur Technique

Supplemental
Instant



Combo-OK

(1) / 2 damage dice: Supplements an attack made whilst mounted. Make a reflexive Dexterity + Ride roll, difficulty 1. On a success the exalt may add his ride ability to his damage pool.

MoEP: Dragon-Blooded, p. 181

Trait: 3 / Essence: 2

Elemental Halo's Mercy

Simple
One scene



(3): This Charm protects a mount from the Terrestrial's volatile elemental anima flux.

MoEP: Dragon-Blooded, p. 182

Trait: 3 / Essence: 3



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Five-Dragon Horseman Prana

Simple
One scene



Elemental, Obvious

(10, 1w): Target a single mount, the target gains a power based upon the exalt's aspect. Air grants immunity to cold and multiplies jumping distance by the rider's Essence. Earth grants a bonus to bashing and lethal soak equal to the rider's Essence and the ability to soak lethal with full Stamina. Fire multiplies movement rate by the rider's Essence with flaming hoof prints. Water grants complete freedom of movement in or on water. Wood allows to move through wooded areas without penalties, also making tracks untraceable by mundane means.

(6, 1w): As above but targeting a Familiar.

MoEP: Dragon-Blooded, p. 182

Trait: 4 / Essence: 3

Irresistible Penetrating Charge

Supplemental
Essence long ticks



Combo-OK, War

(3) / magnitude, (1w): Target a single unit of cavalry. This charm supplements Join War allowing the exalt to add his Ride + Essence to the pool. In addition for the duration one third of the exalt's Ride + Essence is added to the unit's close-combat rating. The first action the unit takes must be a charge.

MoEP: Dragon-Blooded, p. 181

Trait: 4 / Essence: 3

Great Heart Companion

Reflexive
One scene



Combo-OK

(4): Target a mount. For the duration the mount has perfect morale and acts as if it is perfectly trained. The exalt never suffers any penalty for attempting actions whilst mounted and nothing short of the death of the mount can force the rider from the saddle. The charm ends immediately if the exalt leaves the saddle for any reason.

MoEP: Dragon-Blooded, p. 181

Trait: 2 / Essence: 2

Heaven-Graced Riding Technique

Reflexive
Instant



Combo-OK

(3): Add the exalt's Ride to her mount's movement rate and jumping distance. The exalt gains a +2 bonus on all Ride pools and +1 Ride for the purpose of capping other abilities.

MoEP: Dragon-Blooded, p. 180

Trait: 2 / Essence: 1

Third Sail Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

First Sail Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Sail Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Sail Reinforcement

Simple
One Scene



Combo-OK, Touch

(1) / 2 dice + (1) per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Deck-Striding Technique

Reflexive
One scene



Combo-OK, (Obvious), Touch

(3): While this charm is in effect, the Terrestrial can make any normal movements on a ship without the risk of falling. This charm negates any environmental movement penalties. This charm can be used on others for the same cost. This charm can only be used aboard a ship of some sort.

This charm can be used freely without the need for a Combo. The Terrestrial can use it on himself on any tick. To use it on someone else he needs to touch the target and during his action.

(6): If the Terrestrial has Sail 5 the Charm works as above but he can do impossible feats of movement on a ship like walking alongside the ship's hull or standing up side down on the mast.

MoEP: Dragon-Blooded, p. 171

Trait: 3 / Essence: 2



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Fine Passage Negotiating Style

Reflexive

One scene



Combo-OK

③: This Charm allows a Terrestrial to intuitively detect all static submerged hazards to her vessel within five miles, effectively adding 3 dice to any sail roll to avoid these hazards. This charm does not protect the ship from harm. This charm does not detect hazards such as a ship of pirates or an approaching behemoth.

This charm can be used freely without the need for a Combo. During combat, it can be activated on a tick upon which the Terrestrial acts but not on any intervening ticks that come between them. In Mass combat, it can be used on any long tick.

MoEP: Dragon-Blooded, p. 170

Trait: 4 / Essence: 2

Storm-Outrunning Technique

Simple

One scene



③: As long as the vessel is not totally becalmed, this Charm allows a Dragon-Blood to double a ship's speed over water. This charm does not allow a ship to move without any currents or wind.

MoEP: Dragon-Blooded, p. 170

Trait: 3 / Essence: 2

Hurricane-Predicting Glance

Simple

Instant



①:

This Charm allows a Terrestrial to predict the patterns of mundane weather for the day. This Charm must be used while on water. This charm will not help the Terrestrial predict supernatural changes to the weather made after her prediction.

MoEP: Dragon-Blooded, p. 170

Trait: 2 / Essence: 1

Sturdy Bulkhead Concentration

Simple

One scene



Combo-OK

③: While a Terrestrial uses this charm on board a ship the ships hull gains 3 additional Health Levels and 2 additional soak. This charm lasts for a scene or until the Terrestrial leaves the ship.

MoEP: Dragon-Blooded, p. 170

Trait: 4 / Essence: 3

Seven Seas Wind-Luring Shanty

Simple

One hour



⑤: This Charm, which may only be invoked at sea, calls a wind that protects the Terrestrial from Archery attacks by adding half his Essence to his DV. It can also be used to increase or decrease a sailing ships speed by adding or subtracting half his Essence to the ships speed. Summoning the Air spirit takes 5 minutes. If the Terrestrial wants to change the winds direction he has to take a miscellaneous action (5 sticks).

MoEP: Dragon-Blooded, p. 170

Trait: 2 / Essence: 1

First Socialize Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Second Socialize Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Socialize Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Socialize Reinforcement

Simple

One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2



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Brother-Against-Brother Insinuation

Simple
One scene



Compulsion, Social

(4, 1w): The Terrestrial rolls (Manipulation + Socialize) to use an off-hand comment to turn friend against friend. Add Essence automatic successes to the roll. The target can only use Dodge MDV. 1 success: the target gains feelings of resentment. 3+ successes: Effect likely moves the target to violence.

After a scene the targets normal feelings reassert themselves. Unless the target gets the Terrestrial's Manipulation successes on a (Intelligence + Socialize) check he doesn't remember the Terrestrial.

This charm automatically fails when used against a being with higher essence than the Terrestrial or when trying to turn a Terrestrial against a member of her sworn brotherhood.

MoEP: Dragon-Blooded, p. 160

Trait: 3 / Essence: 2

Smoothing-over-the-Past Technique

Reflexive
One scene



Combo-OK, Compulsion, Social

(3, 1w): This Charm causes a target to forget a single past wrong for a scene. He can use this charm multiple times to let the target forget multiple past wrongs, including the use of this Charm. The Terrestrial rolls (Manipulation + Socialize) adding Essence automatic successes. Only the targets Dodge MDV may be used, if successful the target forgets the event. Once the scene is over the target's memories return. This charm automatically fails if used against a target with higher Essence than the User of this charm.

This Charm can be used freely without the need for a Combo on any long tick during social combat.

Wary Yellow Dog Attitude

Reflexive
Instant



Combo-OK

(1): During an unexpected combat situation the Terrestrial can add 3 dice to her join battle roll and gains a +1DV bonus for the first three actions of combat.

This is a reflexive charm which can be used freely without the need for a Combo. It can be activated on any tick.

MoEP: Dragon-Blooded, p. 160

Trait: 3 / Essence: 2

Friend-to-All-Nations Attitude

Simple
One scene



Combo-OK, Social

(2): If the Terrestrial can speak the local language, she can ignore any penalties caused by being a foreigner. If the Terrestrial doesn't speak the local language she can reduce any penalties caused by being a foreigner by her Essence.

MoEP: Dragon-Blooded, p. 160

Trait: 3 / Essence: 2

Sweeten-the-Tap Method

Simple
One scene



Emotion

(2): This Charm improves the quality and strength of nearby alcohol. If the affected alcohol is drunk the difficulty of any Socialize rolls made against the drinkers decreases by one for the scene.

If any of the drinkers botches a Socialize roll, the result will almost certainly be some degree of personal embarrassment, from a drunken brawl to an ill-advised seduction attempt.

First Stealth Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

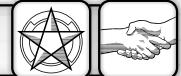
Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Jade Defense

Simple
One scene



Social

(5): When this charm is activated the Terrestrial can add half his Socialize rating to the difficulty of any Charisma, Manipulation and Socialize rolls made by others attempting to manipulate him.

Also the Terrestrial's Essence is considered 1 higher for the purpose of comparing his Essence to other beings using Charms that do not affect individuals with a higher Essence than the one using the charm.

MoEP: Dragon-Blooded, p. 159

Trait: 3 / Essence: 2

Warm-Faced Seduction Style

Supplemental
Instant



Combo-OK, Emotion, Social (seduction only)

(1): This Charm greatly enhances the seductiveness of a Terrestrial. During a seduction attempt the Terrestrial can increase her Socialize by 5 or double its normal rating whichever is less.

Targets whose sexual orientation would not normally permit them to feel attraction to the Terrestrial gain a +2 bonus to MDV.

MoEP: Dragon-Blooded, p. 160

Trait: 3 / Essence: 2

Second Stealth Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1



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Third Stealth Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Soundless Action Prana

Simple
Varies



Combo-Basic

① / minute: The charm removes any sound the character makes. The charm only removes sounds directly connected to the character's person, and not objects he throws or affects from a distance. Since the character cannot make a sound, he also cannot speak.

MoEP: Dragon-Blooded, p. 136

Trait: 3 / Essence: 3

Terrestrial Stealth Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Feeling-the-Air Technique

Simple
One scene



Combo-OK

③: The character feels the air, moving freely in darkness and halving blind-fight penalties. The character cannot read or perceive color through this charm.

MoEP: Dragon-Blooded, p. 136

Trait: 2 / Essence: 2

Trackless Passage Style

Simple
Instant



Combo-Basic

② / target: Invoking this charm removes any signs of the targets' passing for a distance of 1 mile. All non-supernatural attempts to track the target's automatically fail. The character can extend the benefits of this Charm to a maximum of Essence targets, himself included.

MoEP: Dragon-Blooded, p. 137

Trait: 3 / Essence: 2

Wind-Walking Technique

Simple
Until broken



Combo-OK

②: The character gains perfect balance and can move across any horizontal surface. If the character stops moving, the Charm ends.

MoEP: Dragon-Blooded, p. 137

Trait: 3 / Essence: 3

Dragon Shroud Technique

Simple
One scene



Combo-Basic

③, ①w: The character is only visible as a blur. Every ③ spent on this Charm adds 1 automatic success to his Stealth rolls.

MoEP: Dragon-Blooded, p. 137

Trait: 5 / Essence: 4



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First Survival Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

① / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial Survival Reinforcement

Simple

One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Second Survival Excellency

Reflexive (Step 1 or 2)

Instant



Combo-OK

② / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Third Survival Excellency

Reflexive (Step 4 or 6)

Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Fire Shelter Creation Technique

Simple

One day



Elemental, Obvious

⑤: This Charm creates a shelter. It is primarily used in the desert and causes sand to form into jagged silicate slabs that form a sheltered outcropping. The shelter is remarkably cool and free of sand. The shelter forms over 30 minutes and lasts for a day or until the Terrestrial releases commitment whatever is longer. The shelter can protect the Exalt and up to 6 human sized companions. The exalt can increase the capacity by paying ① / person but by no more than (Essence).

A Terrestrial can learn multiple versions but must learn the one associated with his element first. It is always considered a wood aspected Charm for out-of-aspect mote surcharges.

MoEP: Dragon-Blooded, p. 184

Trait: 5 / Essence: 3

Water Shelter Creation Technique

Simple

One day



Elemental, Obvious

⑤: This Charm creates a shelter. It is primarily used on the ocean or large bodies of water. It causes seaweed and sunken debris and other material to the surface and cling together, forming a life raft. The shelter forms over 30 minutes and lasts for a day or until the Terrestrial releases commitment, whichever is longer. The shelter can protect the Exalt and up to 6 human sized companions. The exalt can increase the capacity by paying ① / person but by no more than (Essence).

A Terrestrial can learn multiple versions but must learn the one associated with his element first. It is always considered a wood aspected Charm for out-of-aspect mote surcharges.

MoEP: Dragon-Blooded, p. 184

Trait: 5 / Essence: 3

Wood Shelter Creation Technique

Simple

One day



Elemental, Obvious

⑤: This Charm creates a shelter. It can be used in a forest, causing saplings to sprout to form a crude but camouflaged hut. Observers must get more successes on a (Perception + Survival) roll than the exalt's Essence. The hut is also warded against intrusion by mundane animals. The shelter forms over 30 minutes and lasts for a day or until the Terrestrial releases commitment, whichever is longer. The shelter can protect the Exalt and up to 6 human sized companions. The exalt can increase the capacity by paying ① / person but by no more than (Essence).

A Terrestrial can learn multiple versions but must learn the one associated with his element first. It is always considered a wood aspected Charm for out-of-aspect mote surcharges.

MoEP: Dragon-Blooded, p. 184

Trait: 5 / Essence: 3



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Extension of the Air Dragon's Bless.

Reflexive
One day



Elemental

⑩ + ② / ally: This Charm negates all external environmental penalties to Survival rolls if caused by extremes of cold. This Charm also allows the Terrestrial to find food and water even on a frozen tundra, and protects against natural environmental conditions, though not direct environmental damage.

All Essence spent on this Charm is committed for the Charm's duration. A Terrestrial can learn more than one version of this Charm but needs to learn the one associated with his element first. It is always considered a Wood charm for determining out-of-aspect mote surcharge.

MoEP: Dragon-Blooded, p. 185

Trait: 5 / Essence: 4

Extension of the Earth Dragon's Bless.

Reflexive
One day



Elemental

⑩ + ② / ally: This Charm negates all external environmental penalties to Survival rolls if caused by for example Choking dust clouds, she will not trigger a rockslide or if caught in an avalanche or otherwise buried alive, she survives on a limited air supply. This Charm also allows the Terrestrial protection against natural environmental conditions, though not direct environmental damage.

All Essence spent on this Charm is committed for the Charm's duration. A Terrestrial can learn more than one version of this Charm but needs to learn the one associated with his element first. It is always considered a Wood charm for determining out-of-aspect mote surcharge.

MoEP: Dragon-Blooded, p. 185

Trait: 5 / Essence: 4

Extension of the Fire Dragon's Bless.

Reflexive
One day



Elemental

⑩ + ② / ally: This Charm negates all external environmental penalties to Survival rolls if caused by extremes of heat. This Charm also allows the Terrestrial to find food and water even in a desert, and protects against natural environmental conditions, though not direct environmental damage.

All Essence spent on this Charm is committed for the Charm's duration. A Terrestrial can learn more than one version of this Charm but needs to learn the one associated with his element first. It is always considered a Wood charm for determining out-of-aspect mote surcharge.

MoEP: Dragon-Blooded, p. 185

Trait: 5 / Essence: 4

Extension of the Water Dragon's Bless.

Reflexive
One day



Elemental

⑩ + ② / ally: This Charm negates all external environmental penalties to Survival rolls if caused by for example sunstroke while adrift at sea, or ignore the effect of the heaviest rains. This Charm also allows the Terrestrial to find food easily on the water and she can drink seawater as if it were fresh water, and protects against natural environmental conditions, though not direct environmental damage.

All Essence spent on this Charm is committed for the Charm's duration. A Terrestrial can learn more than one version of this Charm but needs to learn the one associated with his element first. It is always considered a Wood charm for determining out-of-aspect mote surcharge.

MoEP: Dragon-Blooded, p. 185

Trait: 5 / Essence: 4

Extension of the Wood Dragon's Bless.

Reflexive
One day



Elemental

⑩ + ② / ally: This Charm negates all external environmental penalties to Survival rolls if caused by for example easy movement through overgrown forest, ignore natural poisons whose toxicity does not exceed the Terrestrials Essence. This Charm also allows the Terrestrial to find food and water easily in the most poisonous jungle, and protects against natural environmental conditions, though not direct environmental damage.

All Essence spent on this Charm is committed for the Charm's duration. A Terrestrial can learn more than one version of this Charm but needs to learn the one associated with his element first. It is always considered a Wood charm for determining out-of-aspect mote surcharge.

MoEP: Dragon-Blooded, p. 185

Trait: 5 / Essence: 4

Hostile Environment Prep. Method

Simple
One day



③ + ① / companion: For one day, the Terrestrial and his companions get three automatic successes on survival rolls to resist adverse environmental conditions.

The Terrestrial can protect a maximum number of allies equal to his Essence.

MoEP: Dragon-Blooded, p. 183

Trait: 3 / Essence: 2

Nature's Healing Bounty

Reflexive
Instant



Combo-OK

① / 2 dice: If a Terrestrial uses plants and herbs to fulfill his medicinal needs he can improve his medicine dice pool by 2 dice per mote spent. The Terrestrial can't get more dice than his survival ability plus any applicable specialty.

This charm can stack with the First Medicine Excellency and is an exception to the normal limits on adding dice.

MoEP: Dragon-Blooded, p. 185

Trait: 3 / Essence: 2

Quarry Revelation Technique

Simple
One day



Combo-OK

②: A Terrestrial can track any quarry whose trail is less than a week old. The tracker needs only a single success on a (Perception + Survival) roll to successfully track any target not protected by supernatural stealth or evasion.

Supernatural effects that hide a quarry's tracks are canceled by this charm, allowing the Terrestrial to find his prey with a follow up normal Survival roll.

MoEP: Dragon-Blooded, p. 182

Trait: 3 / Essence: 2

Ration-Enhancing Method

Simple
One hunt



Combo-OK

① + ① / additional hunter: During a single hunt in which the Terrestrial must participate, the hunters find twice as much food as the results on any survival roll would otherwise indicate.

MoEP: Dragon-Blooded, p. 183

Trait: 3 / Essence: 2



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Tireless Caravan Prana

Simple
One journey



Combo-OK, Cooperative

(5, 1w): As long as the Charm is maintained, all who travel with the exalt gain her (Essence -2) as automatic successes on all fatigue rolls. All travel times decrease by 5% per point of Essence.

This charm can at most affect (Essence x10) people (and their mounts). If multiple Terrestrials activate this charm together, each can affect a number of people equal to (Essence x10) and the Essence of all exalts is combined for the calculation of the automatic successes. Travel times are reduced by 5% per Essence of the highest Essence Terrestrial and with another 2% per point of Essence of the other Terrestrials. Essence spent on this charm is committed for the duration.

MoEP: Dragon-Blooded, p. 183

Trait: 4 / Essence: 2

Second Throw Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(2) / success: Add one success per two motes to a single roll. If defending, add +1 DV per 2 motes spent. Each added success counts as two added dice.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Deadly Blades of the Five Dragons

Simple
Instant



Combo-OK, Elemental, Obvious

(3) / weapon: The Terrestrial summons up to (Essence) throwing weapons with a base damage and accuracy bonus of (Essence) and a range of (Essence x10). A summoned weapon can be thrown reflexively with the full (Dexterity + Thrown) dice pool. Multiple weapons need to be thrown as part of a flurry.

All weapons have an elemental effect based on the Exalt's aspect. Air: -2 internal penalty to the target's next action. Earth: Target rolls (Dexterity + Athletics) difficulty 4 or falls prone. Fire: +4L fire damage. Water: add 3 ticks to the target until his next action. Wood: target rolls (Stamina + Resistance) difficulty Terrestrial's Essence or suffers -1 internal penalty (poison) for a scene, multiple uses of this poison are cumulative.

MoEP: Dragon-Blooded, p. 139

Trait: 5 / Essence: 3

Trail-Concealing Measurement

Simple
One day



(3): This Charm conceals a Terrestrial's tracks, making it impossible to follow her by mundane means. If the tracker is using supernatural means, the two effects cancel each other out, and normal tracking rules apply.

MoEP: Dragon-Blooded, p. 182

Trait: 3 / Essence: 2

First Throw Excellency

Reflexive (Step 1 or 2)
Instant



Combo-OK

(1) / 2 dice: Add two dice per mote to a single roll. If defending, roll and add +1 DV per success.

No Charm or combination of Charms may add more than [Ability + Specialty] dice to a single roll.

Can be comboed or used with Second Excellency. Is incompatible with Third Excellency

Third Throw Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

(4): Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

Elemental Armor Technique

Simple
One scene



Elemental, Obvious

(1) / soak: Increase the Exalt's soak by 1B/IL. No more than (Thrown) motes may be spent. This soak is compatible with armor.

This charm has elemental effects based on the aspect of the Exalt. Air: +(Essence/2) to soak against ranged. Earth: +(Essence/2) to DV against ranged. Fire: +(Essence/2) to DV against melee. Water: +(Essence/2) to soak against melee. Wood: Affect anyone within (Essence) yards with the Anima poison.

(2) / soak, 1w: The terrestrial can grant the above benefits to a target. The target can not be of different aspect than the user and only one application of this Charm can be active at a time.

MoEP: Dragon-Blooded, p. 139

Trait: 5 / Essence: 3

Invisibly Hidden Chakram Method

Simple
Instant



Combo-OK

(10) / weapon, 1w: The Terrestrial can hide a number of thrown weapons elsewhere equal to twice his Essence. The cost of this charm is paid for each stored weapon. He can summon them at any time and instantly attack without penalty.

MoEP: Dragon-Blooded, p. 138

Trait: 4 / Essence: 3



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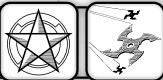
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Loyal Weapon

Supplemental
Instant



Combo-OK

①: When a Terrestrial throws a weapon and uses this charm the weapon, whether it hit or not, returns on the next action ready to be thrown again. Anyone in the path of the returning weapon can attempt to pluck it out of the air, but doing so requires a successful (Dexterity + Athletics) roll, followed by an immediate reflexive opposed (Strength + Athletics) roll against the weapons owner.

MoEP: Dragon-Blooded, p. 138

Trait: 3 / Essence: 2

Whirlwind Shield Form

Simple
One scene



Combo-OK

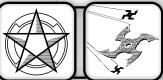
③ + ① / ally: While this charm is in effect, the (Essence) is subtracted from any ranged attack dice pool rolled against the Charm user or his protected allies, as long as they remain within (Essence) yards. The Essence spent on this charm is committed for the duration of this charm.

MoEP: Dragon-Blooded, p. 139

Trait: 3 / Essence: 2

Persistent Hornet Attack

Simple
(Essence) actions



Combo-OK

③: A weapon thrown with this charm continues to make attacks. The weapon makes (Essence) extra attacks, each at the normal speed. Roll the Exalt's (Perception + Thrown) as usual. The weapon does not change targets. Attempting to strike the weapon out of the air requires an attack against a (Essence) DV. Success cancels this Charm..

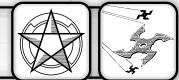
If used in a combo then the Terrestrial must pay the Essence cost for the other charms each time the weapon uses them, and the additional charm must be used on each attack made. The Loyal Weapon charm is an exception and must be paid only once, the weapons will return after having made Essence attacks.

MoEP: Dragon-Blooded, p. 138

Trait: 3 / Essence: 2

Vengeful Gust Counterattack

Reflexive
Instant



Combo-OK, Counterattack

②: If the Terrestrial is the target of a ranged attack he can opt to roll (Dexterity + Thrown) instead of using his DV. Each success on this roll subtracts a success from the attacker's successes and if the defense successes exceed the attacker's the projectile returns to the attacker as an attack roll with a number of attack dice equal to the net successes.

④: He can use the Charm as above to protect an ally within Essence yards.

MoEP: Dragon-Blooded, p. 139

Trait: 4 / Essence: 2

Third War Excellency

Reflexive (Step 4 or 6)
Instant



Combo-OK

④: Reroll a single roll, and take the new result if it is better than the old one. If defending, increase the relevant DV by $\frac{1}{2}$ Ability, rounded up.

This Charm may not affect any roll that has been enhanced with the First or Second Excellency.

MoEP: Dragon-Blooded, p. 128

Trait: 1 / Essence: 1

Terrestrial War Reinforcement

Simple
One Scene



Combo-OK, Touch

① / 2 dice + ① per subject: Increase the ratings in the Charm Ability for up to [Essence] allies. This counts as dice bonuses through charms similar to the First Excellency.

This Charm may not add more dice than the character already has in the Ability and the Ability may not be raised beyond the rating of the Charm User.

MoEP: Dragon-Blooded, p. 128

Trait: 3 / Essence: 2

Enfolded in the Dragon's Wings

Reflexive
One day



Combo-OK, Elemental, Touch

① / ally: Any damage an affected ally suffers from the Dragon-Blooded's anima is reduced by (Essence). The charm can only affect mortal troops under the command of the Terrestrial.

MoEP: Dragon-Blooded, p. 148

Trait: 1 / Essence: 2



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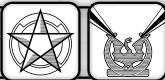
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Tireless Footfalls Cadence

Simple
Varies



Combo-OK, Cooperative

(2) / fang: Units affected by this charm gain a number of automatic successes on fatigue rolls equal to the (Essence - 2) but a minimum of 1. The affected units' Move is doubled. A number of fangs equal to (Essence + 2) can be affected. Activated Cooperatively, each Dragon-Blooded can affect (Essence + 2) fangs. Each unit gains a number of automatic successes on fatigue rolls equal to (sum of Essence - 2). The maximum participants equal (highest Essence). The duration of the charm equals the lowest of the group's (Stamina + Resistance).

MoEP: Dragon-Blooded, p. 148

Trait: 3 / Essence: 2

Armor-Hardening Concentration

Simple
One scene



Combo-OK

(2) / target: The Exalt hardens the armor of any target within (Essence x3) yards. The amount of soak added is based on the armor's composition:
Non-Magical Armor adds +1L/+2B.
Magical Armor adds +2L/+2B.
Jade Armor adds +2L/+3B.
White Jade Armor adds +3L/+3B.

MoEP: Dragon-Blooded, p. 149

Trait: 2 / Essence: 2

Phantom-Warrior Horde

Reflexive (Step 3)
Instant



Combo-Basic, Elemental, Obvious, War

(2): Enemies within (Essence x10) yards must make a Valor check, or suffer a -1 internal penalty to all dice pools through their next action.

(2): In Mass Combat, an opposing unit must make an immediate Rout check at -1 internal penalty.

MoEP: Dragon-Blooded, p. 149

Trait: 2 / Essence: 2

Blazing Courageous Swordsmen Insp.

Simple
One scene



(1) / target: This charm can affect up to (Essence + War) allied soldiers. Each target receives an extra Bruised (-0) health level.

MoEP: Dragon-Blooded, p. 149

Trait: 3 / Essence: 2

Ramparts of Obedient Earth

Reflexive
Instant



Combo-OK, Obvious

(2) / cubic yard: The charm can affect earth, shaping it into a barrier, forming a sinkhole, or shaping tunnels. It can affect pebbles, sand, dirt and even mud, but not rock of any density.

Earth compressed by this charm has soak of 5L/8B and Hardness 4. It takes 20 Health Levels to damage and 30 to destroy.

When the earth is compressed under the feet of an opposing force, all those affected must succeed on Dexterity + Athletics to avoid knockdown.

MoEP: Dragon-Blooded, p. 150

Trait: 4 / Essence: 3

Dragon-Seared Battlefield

Simple
One scene



Cooperative, Elemental, Obvious, War

(3): An area (Essence x50) yards wide and centered on any outdoor area the Dragon-Blood can see inflicts an environmental penalty equal to (War).

Activated cooperatively, the area is (sum of Essence x100), the penalty is (highest War + 1/each further Exalt). Up to (highest War) Terrestrials may cooperate.

Dragon-Blooded of the same aspect as any of the users of the Charm or with an Anima at the 8+ motes level are immune as are allies sheltered by any one of the participants with Enfolded in the Dragon's Wings.

MoEP: Dragon-Blooded, p. 150

Trait: 4 / Essence: 4

Dragon Vortex Attack

Simple
One scene



Cooperative, Elemental, Obvious, War

(15+, 1w): An area (Essence x50) yards wide and centered on any outdoor area the Dragon-Blood can see inflicts an environmental penalty equal to (War) and inflicts (Essence)L unblockable, unparryable health levels of damage.

Activated cooperatively, the area is (sum of Essence x100), the penalty is (highest War + 1/each further Exalt) and the damage is (highest Essence + 1/each further Exalt). Up to (highest War) Terrestrials may cooperate.

Dragon-Blooded of the same aspect as any of the users of the Charm or with an Anima at the 8+ motes level are immune as are allies sheltered by any one of the participants with Enfolded in the Dragon's Wings.

MoEP: Dragon-Blooded, p. 151

Trait: 5 / Essence: 5



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