

### Air Dragon's Sight

#### Simple

One scene



Combo-Basic

③: So long as the martial artist is surrounded by air, ignore all vision penalties. The martial artist does not suffer unexpected attacks unless surrounded by multiple opponents.

Outside of combat, this Charm adds up to (Essence) dice to any Awareness roll as long as the focus is within (Essence x 10) yards.

MoEP: Dragon-Blooded, p. 198

Trait: 2 / Essence: 1

### Wind Dragon Speed

#### Reflexive (Step 1)

Instant



Combo-OK

②: Reduce the Speed of a single Martial Arts attack by one, to a minimum of 3.

MoEP: Dragon-Blooded, p. 198

Trait: 2 / Essence: 2

### Breath-Seizing Technique

#### Simple

(Martial Arts) actions



Crippling, Combo-OK

④: Make a Martial Arts attack that deals no damage. Instead of damage, roll [Strength + Martial Arts + Essence] vs. target's Stamina. Each net success imposes a -1 internal penalty on the target. If penalties double the target's Stamina, that target is rendered unconscious.

Opponents that have no need to breathe are not affected by this Charm.

MoEP: Dragon-Blooded, p. 198

Trait: 3 / Essence: 1

### Shrouding the Body and Mind

#### Simple (Speed 5)

(Martial Arts) actions



Combo-Basic, Obvious

④: Become invisible. Opponents trying to hit the martial artist suffer a +2 external penalty, and the martial artist adds two dice to rolls to re-establish surprise.

Storyteller may give bonuses to those trying to find the martial artist based on when they last saw him.

MoEP: Dragon-Blooded, p. 198

Trait: 3 / Essence: 2

### Air Dragon Form

#### Simple (Speed 5)

One scene



Form-type

⑤: Add (Martial Arts) dice to ranged attack (subject to normal cap). Add (Martial Arts)/2 to Dodge DV.

MoEP: Dragon-Blooded, p. 198

Trait: 4 / Essence: 2

### Tornado Offense Technique

#### Extra Action

Instant



Combo-OK, Obvious

③/attack: Magical flurry. Make an additional ranged or Martial Arts attack, to a maximum of (Martial Arts) attacks. DV penalty is one-half the DV penalty for all attacks.

MoEP: Dragon-Blooded, p. 198

Trait: 4 / Essence: 2

### Avenging Wind Strike

#### Supplemental

Instant



Combo-OK, Knockback, Obvious

③: For every point of raw damage beyond the target's Stamina, target suffers three yards knockback. Check for knockdown as normal.

When attacking with a thrown weapon, this Charm also adds (Essence) to range.

MoEP: Dragon-Blooded, p. 199

Trait: 5 / Essence: 3

### Wrathful Winds Maneuver

#### Simple

Instant



Combo-Basic, Obvious

④: Roll [Strength + Martial Arts] as an unparryable area attack (90-degree forward arc, (Essence x 10) feet).

It deals no damage but all targets roll [(Dexterity or Stamina) + (Athletics or Resistance)] diff. attack roll successes. Failure indicates knockdown, and a successful [Wits + Resistance] (difficulty 1) roll to avoid being inactive for one action. Victims who suffer both effects are deafened for (Martial Arts) actions (-2 internal penalty to hearing).

④, 1w: This attack may be focused to a single target. It becomes undodgeable and does (Strength + Essence) levels of lethal damage, bypassing armor. Add any levels of damage inflicted to the difficulty to avoid knockdown.

MoEP: Dragon-Blooded, p. 199

Trait: 5 / Essence: 3

### Cloud Treading Method

#### Reflexive

(Martial Arts) actions



Combo-OK, Obvious

③: Double movement rate and leaping distance. In addition, the most flimsy surfaces can support the martial artist, as long as he keeps moving. May continue to run on such impossible surfaces by re-invoking this Charm as soon as it ends.

MoEP: Dragon-Blooded, p. 200

Trait: 5 / Essence: 3

## Thunderclap Kata

**Simple**  
Instant



AIR

### Combo-Basic

⑤: All characters within (Essence x 10) yards are inactive for one action. Such characters make a (Stamina + Resistance) roll vs. the martial artist's Essence. Failure inflicts (Strength + Martial Arts) bashing damage that ignores armor, and the victim is deafened for (martial artist's Essence) actions, suffering a -2 internal penalty.

The martial artist is immune, and may render select persons immune for ① per person.

Spirits double the martial artist's Essence for this Charm's effects, and cannot be made immune.

MoEP: Dragon-Blooded, p. 800

Trait: 5 / Essence: 3

## Lightning Strike Style

**Simple (Speed 4)**  
(Martial Arts) actions



AIR

### Combo-OK, Obvious

④, ⑪: For the Charm's duration, Martial Arts attacks reach to (Essence x 10) feet. Such attacks do (Strength + Essence) lethal damage. If in range for a normal attack, these add to the attack's Accuracy and Damage as normal.

For an additional ①, may use a chakram with this Charm. Add weapon Accuracy and Damage to the attack, and add (Essence) to the weapon's Range. This may increase or decrease the effective Range of this Charm.

MoEP: Dragon-Blooded, p. 201

Trait: 5 / Essence: 3

## Hurricane Combat Method

**Reflexive**  
(Martial Arts) actions



AIR

### Combo-OK, Obvious

⑩, (①w + ①b)/action: Triple movement, double jumping distance. Add (Martial Arts)/2 to Dodge DV. Reduce the Speed of Martial Arts attacks by half.

Each action, the martial artist may make up to (Essence) extra martial arts or ranged attacks. Each uses full dice pool, and does not bar non-attack actions or unrelated flurries. May use Charms or Combos that affect these extra attacks, subject to normal limitations on Charms per action.

Motes and Willpower are paid up front as normal, but the martial artist does not suffer the associated damage until the Charm ends. At that time, he suffers ①b unsoakable for each action during the charm.

MoEP: Dragon-Blooded, p. 201

Trait: 5 / Essence: 4