

Force of the Mountain

Supplemental
Instant



Combo-OK

②: The user adds an amount of damage equal to his Essence on a single Melee or Martial Arts attack. This Charm must be used with the Earth Dragon Style signature weapons.

MoEP: Dragon Blooded, p. 201

Trait: 3 / Essence: 1

Unmoving Mountain Stance

Reflexive (Step 10)
[Martial Arts] minutes



Combo-OK

③: This Charm allows the user to remain perfectly still for the duration. It adds a number of automatic successes equal to her Essence to any attempt to resist being moved or knocked down. It also adds these successes to any opposed check to maintain a grapple. As long as the user has an appropriate hiding place, he adds a like number of successes to his Stealth attempts.

MoEP: Dragon Blooded, p. 201

Trait: 3 / Essence: 1

Stone Dragon's Skin

Reflexive (Step 7)
Until Next Action



Combo-OK

②: The user adds his Martial Arts to his natural lethal and bashing soak until his next action. This Charm also allows him to parry weapons with his bare hands.

MoEP: Dragon Blooded, p. 201

Trait: 4 / Essence: 3

Earth Dragon Form

Simple
One Scene



Form-Type, Obvious

④: The user adds his Martial Arts to his bashing, lethal and aggravated soak. This soak cannot be circumvented by any charm. The user also gains an equal amount of Hardness.

MoEP: Dragon Blooded, p. 202

Trait: 4 / Essence: 2

Shattering Fist Strike

Simple
[Martial Arts] Actions



Combo-OK

③: For the duration, double the amount of damage the user inflicts upon objects. This effect stacks with other Charms that increase damage done to objects.

MoEP: Dragon Blooded, p. 202

Trait: 4 / Essence: 2

Weapon-Breaking Defense Technique

Reflexive (Step 2)
Instant



Combo-OK

①, ①w: When the user parries a normal weapon, he rolls a reflexive [Strength + Martial Arts]. 1 success means that he breaks the weapon. Also the bearer of the weapon rolls a reflexive [Wits + Relevant Ability] opposing the user's roll or be disarmed. This effect takes place even if the initial roll failed.
③, ①w: Same as above, except the user can target an exceptional, fine or perfect weapon and the difficulty becomes 3.
⑤, ①w: Same as above, except the user can target weapons forged of the 5 Magical Materials, and the difficulty becomes 5.

MoEP: Dragon Blooded, p. 203

Trait: 4 / Essence: 3

Earthshaker Attack

Simple
Instant



Combo-Basic, Obvious

⑤: Everyone within [user's Essence x 10] feet must make a [Dexterity + Resistance] roll at a difficulty of the user's Essence to avoid knockdown. Anyone who fails takes bashing damage equal to the user's Martial Arts, soaked as normal.

MoEP: Dragon Blooded, p. 203

Trait: 5 / Essence: 3

Hungry Earth Strike

Simple
Instant



Combo-OK, Obvious

⑤: The user rolls [Strength + Martial Arts] against the target's DDV. Each success adds adds 1 to the difficulty of all the target's physical actions. The target must succeed at a [Strength + Athletics] roll at a difficulty equal the original roll's successes to take move or dash actions. If the user's net successes are more than the target's Strength, the difficulty of the [Strength + Athletics] roll doubles and the target can take no other actions than to free himself. For each extra ①, the user can target one additional person, though not more than double his Essence.

MoEP: Dragon Blooded, p. 203

Trait: 5 / Essence: 3

Stillness of Stone

Supplemental
Special



Combo-OK, Crippling, Stackable, Touch

③: If the user successfully damages a target with a barehanded attack, she renders him paralyzed. This lasts for a number of inactive actions equal to the damage inflicted. If the attack kills the target, the body turns to stone.

MoEP: Dragon Blooded, p. 203

Trait: 5 / Essence: 3

Avalance Method

Supplemental
Special



EARTH

Combo-OK, Crippling

⑤: On a successful attack, the user reflexively rolls [Strength + MA] versus the target's [Stamina + Athletics]. On a success or tie, the target suffers an additional -1 internal penalty to all physical actions equal to the number of net successes. If the number of successes are greater than the target's Stamina, the target becomes immobile for as long as the user has physical contact with the target.

This charm lasts for as long as the user commits the motes and the target is within line of sight to the user. Earth-Aspected Dragon Blooded cannot be targeted with this charm.

MoEP: Dragon Blooded, p. 203

Trait: 5 / Essence: 3

Ghost-Grouning Blow

Supplemental
Special



EARTH

Combo-OK, Obvious, Touch

⑤, ①w: On a successful, unarmed attack against an immaterial target, the user rolls [Wits + MA + extra successes on the attack] against the target's Willpower. If the user succeeds, the attack inflicts no damage but instead forces the target into material form. The target must remain material for 1 hour per [Essence] the user possesses. Creatures with permanent Essence higher than the user's are immune to this Charm.

MoEP: Dragon Blooded, p. 204

Trait: 5 / Essence: 3

Perfection of Earth Body

Simple (-2 DV)
One Scene



EARTH

Obvious

⑩, ①w: This Charm doubles the user's Strength and Stamina, and causes her hand-to-hand attacks to inflict Lethal damage. She adds her Essence to the Accuracy, Damage and Defense of her unarmed attacks. She soaks lethal with her entire Stamina and adds her Essence to her bashing and lethal soak and her hardness. Finally, she ignores all wound penalties and crippling effects for the duration of the Charm. This is incompatible with armor.

MoEP: Dragon Blooded, p. 204

Trait: 5 / Essence: 5