

Flash-Fire Technique

Supplemental
Instant



Combo-OK

①: The user adds his [Martial Arts] to his Join Battle action.

MoEP: Dragon Blooded, p. 205

Trait: 3 / Essence: 1

Flame-Flicker Stance

Reflexive
Until Next Action



Combo-OK, Obvious

①+: Until next action, each mote spent up to the user's Essence increases both his DVs by 1.

MoEP: Dragon Blooded, p. 205

Trait: 3 / Essence: 2

Searing Fist Attack

Supplemental
Instant



Combo-OK, Crippling, Stackable

③: After successfully inflicting damage, the user inflicts a -1 internal penalty to all actions for the rest of the scene. This effect is cumulative, and stacks with wound penalties.

MoEP: Dragon Blooded, p. 205

Trait: 3 / Essence: 2

Perfect Blazing Blow

Supplemental
Instant



Combo-OK, Obvious

③: The user's attack automatically hits targets with an effective DV of less than the user's Essence as if the attack had rolled just enough successes to hit.

MoEP: Dragon Blooded, p. 205

Trait: 4 / Essence: 2

Fire Dragon Form

Simple (Speed 4)
One Scene



Form-Type, Obvious

⑤: The user increases his Dodge DV by 1/2 her Martial Arts. Also, he inflicts lethal damage with his bashing attacks.

MoEP: Dragon Blooded, p. 205

Trait: 4 / Essence: 2

Fiery Hand Attack

Supplemental
Instant



Combo-OK, Obvious

④: The user sets a target on fire. The target must hit with an attack. This attack deals lethal damage. The target rolls [Stamina + Resistance] vs the user's Essence. If they fail, they are set aflame. Treat this as if the target is standing in a bonfire. If the target rolls a successful [Stamina + Resistance] difficulty 3, it changes the damage from lethal to bashing. This ignores armor. Despite appearances, these flames are magical.

MoEP: Dragon Blooded, p. 205

Trait: 5 / Essence: 3

Breath of the Fire Dragon

Simple
Instant



Combo-Basic, Obvious

①+: The user shoots flame from his mouth up to a number of yards equal to his Essence. He rolls [Perception + Martial Arts] and adds [Essence] in automatic successes. This inflicts a number of lethal damage equal to the number of motes spent on the Charm. He cannot spend more motes than his Martial Arts score. This cannot be parried.

①w: This attack can affect spirits as well as dematerialized objects.

MoEP: Dragon Blooded, p. 206

Trait: 5 / Essence: 3

Essence-Igniting Nerve Strike

Simple (Speed 5)
Instant



Combo-OK

⑤, ①w: On a successful strike, the attack does not inflict damage and instead the target suffers ① for every mote in her Personal Essence pool, up to a maximum of twice the user's permanent Essence. This ignores armor. Creatures with no Personal Essence pools are immune to this Charm.

MoEP: Dragon Blooded, p. 206

Trait: 5 / Essence: 3

Overwhelming Fire Majesty Stance

Simple
Varies



Combo-OK, Obvious

④: While this Charm is active, anyone trying to attack the user subtracts a number of dice equal to the user's Martial Arts from his dice pool. Anyone attacking an ally of the user within a number of yards equal to the user's [Essence] subtracts 1/2 the user's Martial Arts score. Amking an attack or Dash action ends this Charm, as does invoking any non-reflexive Charms or moving more than half his normal rate. Taking any levels of damage also ends the charm. Once it ends, the effects linger for another 3 ticks.

MoEP: Dragon Blooded, p. 206

Trait: 5 / Essence: 3

Smoldering Wound Attack

Supplemental
Varies



Combo-OK

④: When the user successfully damages his opponent, the victim suffers any post-soak damage on the following action again. Soak does not apply to the second instance of damage.

MoEP: Dragon Blooded, p. 207

Trait: 5 / Essence: 3

Consuming Might of the Fire Dragon

Simple
One Scene



Obvious

⑥: A fire aspect using this charm triples the effect of his anima banner. Anyone else gains the use of the Fire Aspect anima power at it's normal level. Anyone viewing the user is affected by Overwhelming Fire Majesty Stance, except that the effects last for the whole scene and the user can attack and/or use charms.

MoEP: Dragon Blooded, p. 207

Trait: 5 / Essence: 4