

Currents Sweep to Sea

Supplemental
Instant



Combo-OK, Knockdown

①: Target takes no damage but checks against knockdown, with internal penalty equal to (attacker's Martial Arts).

If target is knocked down and attacker follows up with a clinch, attacker may add (Martial Arts) dice to his roll.

MoEP: Dragon-Blooded, p. 191

Trait: 3 / Essence: 1

Pounding Surf Style

Supplemental
Instant



Combo-OK, Stackable

①: On a successful hit, ignore one point of soak from target's armor. This effect stacks with previous hits using Pounding Surf Style.

May also spend (1w) to ignore an equal amount of Hardness for a single attack.

MoEP: Dragon-Blooded, p. 191

Trait: 3 / Essence: 1

Flow from the Rocks

Supplemental
Until next action



Combo-OK, Stackable

②: Supplement a clinch or grapple check. A successful attack gets the victim into a hold, and extra successes reduce the victim's soak from armor by 1B and 1L each. This lasts until the attacker's next action.

If the martial artist uses this Charm as his next action, the effects stack. Losing control of the clinch or not using this Charm ends the effect.

MoEP: Dragon-Blooded, p. 191

Trait: 3 / Essence: 2

Terrestrial Hero Form

Simple (Speed 5)
One scene



Form-type

⑤: Divide Martial Arts score between aiding grapples and soak.

Each point spent on soak gives +2B/+1L soak.

Each point spent on grapples adds one die to such rolls.

May reassign points with a misc. action (Speed 5, DV -1).

MoEP: Dragon-Blooded, p. 192

Trait: 4 / Essence: 3

Riptide Method

Extra Action
Instant



Combo-OK

① / target: Make grapple attacks against several targets. May hold, crush, or throw, as normal.

May continue to grapple several targets by invoking this Charm again. Without this charm, the martial artist must release all but one target.

May not grapple more targets than the artist has functional limbs.

MoEP: Dragon-Blooded, p. 192

Trait: 4 / Essence: 2

Drowning Embrace

Simple
Varies



Combo-OK

①, (1w): Initiate a clinch attack. Damage from this attack is normal.

Every action which the martial artist controls the grapple, the victim suffers one additional unsoakable level of bashing damage.

This charm has no effect on creatures that do not need to breathe.

MoEP: Dragon-Blooded, p. 192

Trait: 4 / Essence: 3

Trireme Strikes the Rocks

Supplemental
Instant



Combo-OK, Crippling

③: Supplement a clinch or grapple check. If this goes in the Exalt's favor, it does lethal damage instead of bashing. Add one die to this roll for each previous action in which the Exalt controlled the clinch, to a maximum of (Martial Arts).

If this attack causes the loss of even one health level, the victim is paralyzed from the waist down. Exalted recover from this when the inflicted damage heals; mortals do not.

MoEP: Dragon-Blooded, p. 193

Trait: 5 / Essence: 3