

Flowing Water Defense

Reflexive
(Essence) actions



Combo-OK

①: While in effect, this Charm subtracts one die from the martial artist's attack pool and three dice from the attack pool of anyone who attacks the martial artist.

MoEP: Dragon-Blooded, p. 207

Trait: 2 / Essence: 1

Rippling Water Strike

Supplemental
Instant



Combo-OK, Obvious

②: If the supplemented attack does levels of damage, everyone but the martial artists within 10 feet of the target suffers the same number of dice in bashing damage that ignores armor.

At Essence 4 or above the martial artist may spend up to (Essence) motes to cause this Charm to ignore that many targets (such as friends).

MoEP: Dragon-Blooded, p. 207

Trait: 3 / Essence: 2

Drowning-in-Blood Technique

Simple (Speed 4)
Instant



Combo-OK, Stackable

④: After a successful attack, roll (Strength + Martial Arts) opposed by the target's (Stamina + Resistance). If the martial artist wins the target loses 1 Stamina for a number of actions equal to the extra successes.

This effect can be stacked; targets reduced to 0 Stamina are dead.

MoEP: Dragon-Blooded, p. 207

Trait: 3 / Essence: 2

Shrugging Water Dragon Escape

Simple
Instant



Combo-Basic

③: Mundane bonds and restraints are eliminated. Supernatural restraints are nullified for (Martial Arts x 3) ticks.

MoEP: Dragon-Blooded, p. 207

Trait: 3 / Essence: 2

Water Dragon Form

Simple (Speed 5)
One scene



Form-type

⑤: Add (Martial Arts) dice to bashing and lethal soak; soak lethal damage with full Stamina. When attacked, may buy 2 points of soak for 1 additional mana in Step 7, which apply to only one attack.

Add (Essence) to (Martial Arts) for the scene. Incompatible with armor of mobility penalty -2 or greater.

MoEP: Dragon-Blooded, p. 208

Trait: 4 / Essence: 3

Flow Reversal Strike

Simple (Speed 5)
Instant



Combo-OK, Crippling, Touch

④: A successful unarmed Martial Arts attack forces the target to roll (Stamina + Resistance) with difficulty of the pre-DV-reduction successes on the attack roll. If the target fails they take 1L unsoakable.

Regardless of success or failure the target loses 2 dice from all pools for (Martial Arts of martial artist) actions. Mortals who fail the roll die instantly; most spirits, automatons, and undead are immune.

MoEP: Dragon-Blooded, p. 208

Trait: 5 / Essence: 3

Crashing Wave Style

Extra Action
Instant



Combo-OK

④: On a successful Martial Arts attack, make a second attack with -1 die pool. If successful, make a third at -2 and a fourth at -4. Each subsequent attack doubles the penalty.

The Charm ends when one of the attacks misses, dice pool hits zero, or (Martial Arts) attacks have been made.

MoEP: Dragon-Blooded, p. 209

Trait: 5 / Essence: 3

Theft-of-Essence Method

Supplemental
Instant



Combo-OK

④, ①w: After a successful attack, roll (Essence + Martial Arts) and steal 3 motes per success from the target. This Essence counts as Personal and must be used on Water Dragon Style charms. It fades at a rate of 1 per minute.

MoEP: Dragon-Blooded, p. 209

Trait: 5 / Essence: 3

Ghost-Restraining Whirlpool Stance

Simple
Until abandoned



Combo-Basic, Stackable

⑤, ①w: Roll (Charisma + Martial Arts). All spirits within (Essence x 10) yards must roll their Essence. Any who fail suffer a stacking -1 external penalty for each extra success.

Each extra success also reduces the speed of the spirit's Move and Dash by 1 yard per success unless the spirit moves towards the martial artist.

If the external penalty is greater than the spirit's Essence it also becomes inactive for the duration of the Charm unless its Essence is greater than the martial artist's.

To sustain this Charm the martial artist must take -2 external penalty to all actions, which lasts 3 ticks beyond the end of this Charm.

MoEP: Dragon-Blooded, p. 200

Trait: 5 / Essence: 3

Bottomless Depths Defense

Reflexive (Step 7)

Instant



WATER

Combo-OK

⑤, 1a: Ignore all damage from any source for one tick, but suffer one aggravated health level of damage.

MoEP: Dragon-Blooded, p. 209

Trait: 5 / Essence: 3

Essence-Dousing Wave Attack

Supplemental

3 ticks/success



WATER

Combo-OK

⑥, 1w: On a successful damage-inflicting attack, roll (Essence + Martial Arts) with a difficulty of target's (Essence / 2). For three ticks per success, any Charms or spells affecting the target stop operating.

If the number of successes exceeds the Essence of the caster, a Charm or spell is dispelled.

MoEP: Dragon-Blooded, p. 209

Trait: 5 / Essence: 4

Tsunami Force Shout

Simple

Instant



WATER

Combo-Basic, Obvious

⑩, 1w, 1b: Shout attack radiates in a 45-degree arc extending (Essence) yards and inflicting ((Essence + Martial Arts) x 2) levels of aggravated damage.

Anyone within the area of effect must make a reflexive Essence roll. Success converts the damage to lethal. Three or more successes converts it to bashing.

MoEP: Dragon-Blooded, p. 210

Trait: 5 / Essence: 4