

Foot-Trapping Counter

Reflexive
Instant



Combo-OK

②: Target rolls (Dexterity + Athletics) against the Lunar's Dexterity. Failure indicates that the target cannot move away from the Lunar until his next action.

Foot-Trapping Counter does not work against Charms that allow a character to reflexively retreat.

MoEP: The Lunars, p. 194

Trait: 3 / Essence: 1

Rabid Beast Attitude

Reflexive
(Essence) actions



Combo-OK

①: Reduce the character's wound penalties by 1 for (Essence) actions.

MoEP: The Lunars, p. 194

Trait: 3 / Essence: 2

Thousand Claw Infliction

Reflexive
Instant



Combo-OK

①: Treat all the character's Rate values as infinite until his next action.

MoEP: The Lunars, p. 194

Trait: 3 / Essence: 2

Lunar Hero Form

Simple (Speed 5)
One scene



Form-type, Obvious

⑥: Reduce DV penalties from Onslaught by 1, and from Coordinated Attacks by 2.

Double dice bonus from stunts describing the fluid nature of the Lunar.

MoEP: The Lunars, p. 195

Trait: 4 / Essence: 2

Armor-Rending Claw Fist

Simple (Speed 5)
Instant



Combo-OK

④: Attack target's armor. Only soak from armor is applied, may reduce attack's dice to 0. Each level of damage inflicted reduces the armor's soak values by 1 (both bashing and lethal).

Mundane armors remain damaged until repaired, armor made from Magical Materials recovers full soak value at the end of the scene.

When armor soak drops to 0, this charm may target natural soak. Each level of damage reduces effective Stamina by 1 for purposes of soak only.

MoEP: The Lunars, p. 195

Trait: 4 / Essence: 2

Crouching Tiger Stance

Reflexive (Step 2)
Until next action



Combo-OK, Counterattack

④: All attacks against the Lunar lose two dice.

When the character successfully parries a close combat attack, he may launch a counterattack.

MoEP: The Lunars, p. 195

Trait: 4 / Essence: 2

Den Mother Method

Reflexive (Step 6)
Instant



Combo-OK, Counterattack

②: Dash to a friend's aid, and add half the Lunar's Dexterity to the targets DV against the incoming attack.

MoEP: The Lunars, p. 195

Trait: 4 / Essence: 2

Running Through the Herd

Reflexive (Step 2)
Instant



Combo-OK, Counterattack

④, ①w: Roll (Dexterity + Athletics) at difficulty (attacker's Perception). On success, redirect the attack to another valid target within (Dexterity) yards.

The Lunar must be aware of the incoming attack to redirect it.

MoEP: The Lunars, p. 196

Trait: 5 / Essence: 3

Terrible Wolverine Onslaught

Reflexive
Until released



Obvious

⑤, ①w, ①i: Triple move and dash range. Add one automatic success to Dexterity actions.

Each action, suffer ①i and must attempt three Martial Arts attacks OR one attack and one non-attack flurry.

Non-attack actions require a (Willpower) roll at difficulty (Valor) to avoid ending the Charm.

MoEP: The Lunars, p. 196

Trait: 5 / Essence: 4