

Fists of Iron Technique

Reflexive
1 action



Combo-OK, Enhanced

①: Improve an unarmed Martial Arts attack's Accuracy by 1 and its Damage by 2. Additionally, damage is Lethal.

The character can parry Lethal hand-to-hand attacks without a stunt until his next action.

Enhancement: When Solar Hero Form is active, Fists of Iron Technique does not count as a Charm use.

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Trait: 2 / Essence: 1

Sledgehammer Fist Punch

Supplemental
Instant



Combo-OK, Obvious, Enhanced, Martial-ready

③: Improve an unarmed Martial Arts attack by doubling its pre-soak damage, but only against inanimate objects.

Enhancement: When used by a Solar, this Charm costs ① and also ignores the object's soak.

Martial-ready: Melee.

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Trait: 3 / Essence: 2

Dragon Coil Technique

Reflexive (Step 1)
Until next action



Combo-OK, Enhanced

③: Add (Essence) to attempts to inflict, maintain or control a clinch. Add (Essence) to clinch crush damage, which becomes Lethal.

This Charm cannot be in the same Combo as an Extra Action Charm.

Enhancement: The dice added by this Charm do not count towards dice caps.

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Trait: 3 / Essence: 2

Solar Hero Form

Simple
One scene



Combo-Basic, Enhanced, Form-type, Obvious

⑥: Assume Solar Hero Form for a scene. Allows you to parry ranged and lethal attacks with unarmed Martial Arts.

①: (While Solar Hero Form is activated): Count the successes of an unarmed Martial Arts attack twice for determining damage. This power must be activated on Step 7.

As with all forms, Solar Hero Form cannot be activated at the same time as another form Charm. You must end Solar Hero Form to assume another Martial Arts form.

Enhancement: Whilst active, add your Martial Arts rating to your natural bashing and lethal soak.

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Trait: 4 / Essence: 2

Heaven Thunder Hammer

Supplemental
Instant



Combo-OK, Enhanced

③: Improve an unarmed Martial Arts attack by sending the target backwards 1 yard per pre-soak damage point.

If the target strikes a hard object, they take one die of damage for each yard they are prevented from taking. Damage is lethal if they hit a dangerous object.

Cost is ②. Target is thrown 3 yards per point of pre-soak damage. At Essence 4+, you may add ① to the cost to move the target [Essence x5] yards towards an object prior to the other effects occurring. This works even on rooted targets, though these will not appear to move - the "struck" scenery will show craters as if struck. This Enhanced movement makes the Charm Obvious.

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Trait: 3 / Essence: 2

Crashing Wave Throw

Reflexive
Instant



Combo-OK, Enhanced

This Charm is used when the character ends a clinch by throwing his opponent.

③: Increase the distance a character can throw his opponent to (Martial Arts x 5) vertical yards or (Martial Arts x 10) horizontal yards.

If the target strikes a hard object, they take one die of damage for each yard they are prevented from taking. Damage is lethal if they hit a dangerous object.

Enhancement: Cost is now ②. The throw distance is now (Martial Arts x 7) vertical yards or (Martial Arts x 14) horizontal yards.

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Trait: 5 / Essence: 3

Ox-Stunning Blow

Simple
Instant



Combo-OK, Crippling, Enhanced

① / die: Spend up to (Strength x 2) motes. The character makes an unarmed Martial Arts attack, but its normal damage is replaced by a (Extra successes) + (Motes spent) roll. Each success on that roll inflicts stunning damage a -1 penalty to all of the target's dice pools and DVs for 3 actions.

Spend up to (Strength x 2) motes. Make an unarmed Martial Arts attack, but add motes spent to the damage roll. Each damage success inflicts a -1 penalty to all of the target's dice pools and DVs for 3 actions - a Crippling effect. Damage is also Stunning, which ignores natural and armor soak, but not soak from Charms.

Enhancement: Solars may spend as much Essence as they like.

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Trait: 4 / Essence: 2

Hammer on Iron Technique

Extra Action
Instant



Combo-OK, Enhanced

③^{1w}: Make (Essence + 1) unarmed Martial Arts attacks as a magical flurry against a single target, regardless of Rate, without multiple action penalties and with a DV penalty equal to the highest DV penalty for any one attack.

Enhancement: Increase number of attacks to (Essence + 3), which can be directed at multiple targets if desired.

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Trait: 4 / Essence: 2

Shockwave Technique

Supplemental
Instant



Combo-OK, Counterattack, Enhanced,

③: Make an unarmed Martial Arts attack unblockable.

If the attack hits, may make a second unarmed Martial Arts attack by throwing the first target at a second. This attack acts as if it was made with a weapon with -3 Accuracy, a range of (Martial Arts x 5) yards and +4B damage, and is also unblockable.

If the second attack misses, the first target is simply thrown (Martial Arts x 5) yards. If the target strikes a hard object, they take one die of damage for each yard they are prevented from taking. Damage is lethal if they hit a dangerous object.

Enhancement: Weapon has +2 Accuracy and inflicts +6B damage to all opponents in its path.

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Trait: 5 / Essence: 3