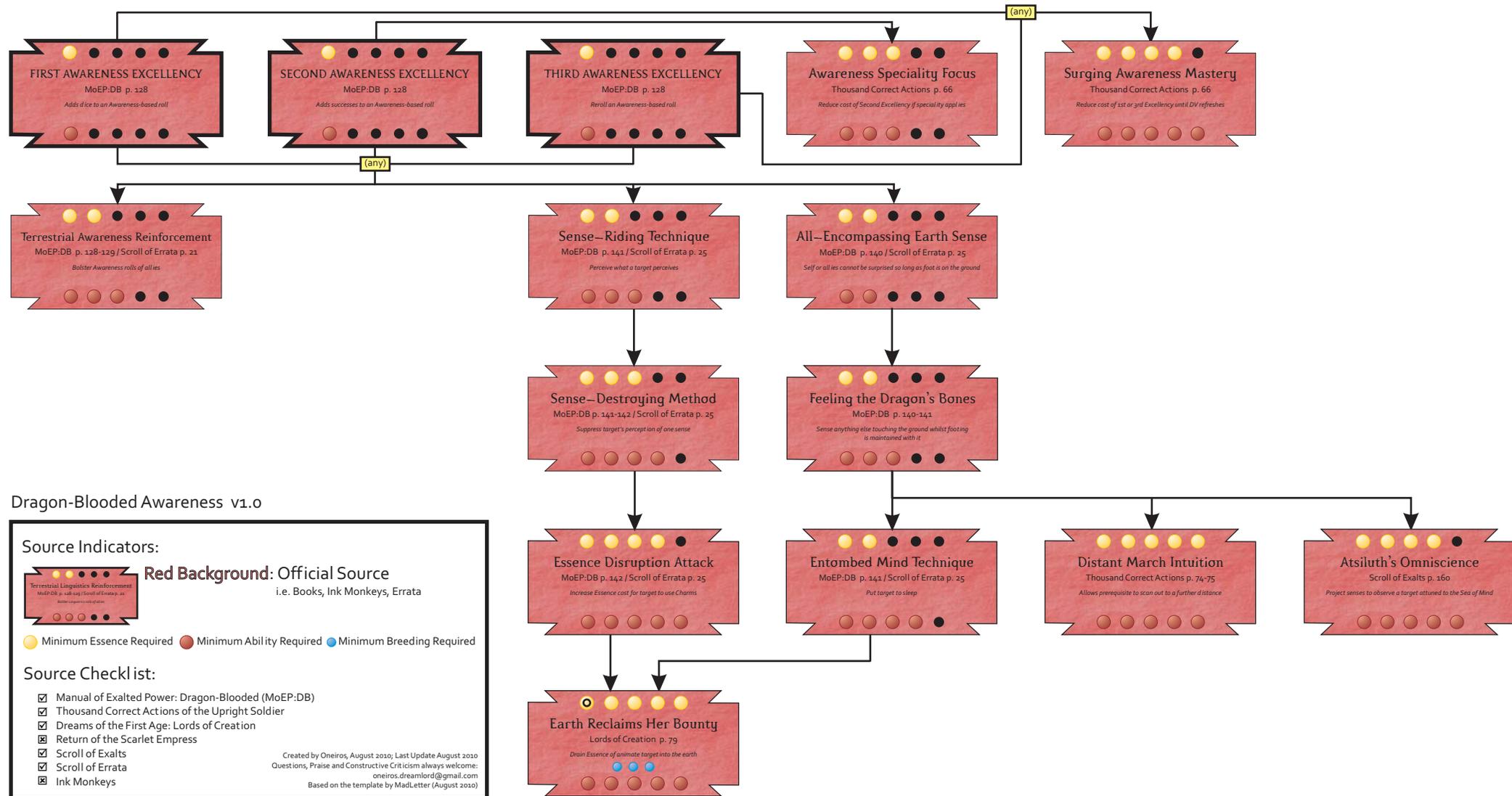


# Dragon-Blooded Awareness Charm Tree



**FIRST AWARENESS EXCELLENCY**  
 MoEP:DB p. 128  
*Adds d4 dice to an Awareness-based roll*

**SECOND AWARENESS EXCELLENCY**  
 MoEP:DB p. 128  
*Adds successes to an Awareness-based roll*

**THIRD AWARENESS EXCELLENCY**  
 MoEP:DB p. 128  
*Reroll an Awareness-based roll*

**Awareness Speciality Focus**  
 Thousand Correct Actions p. 66  
*Reduce cost of Second Excellency if speciality applies*

**Surging Awareness Mastery**  
 Thousand Correct Actions p. 66  
*Reduce cost of 1st or 3rd Excellency until DV refreshes*

**Terrestrial Awareness Reinforcement**  
 MoEP:DB p. 128-129 / Scroll of Errata p. 21  
*Booster Awareness rolls of allies*

**Sense-Riding Technique**  
 MoEP:DB p. 141 / Scroll of Errata p. 25  
*Perceive what a target perceives*

**All-Encompassing Earth Sense**  
 MoEP:DB p. 140 / Scroll of Errata p. 25  
*Self or all lies cannot be surprised so long as foot is on the ground*

**Sense-Destroying Method**  
 MoEP:DB p. 142-142 / Scroll of Errata p. 25  
*Suppress target's perception of one sense*

**Feeling the Dragon's Bones**  
 MoEP:DB p. 140-141  
*Sense anything else touching the ground whilst footing is maintained with it*

**Essence Disruption Attack**  
 MoEP:DB p. 142 / Scroll of Errata p. 25  
*Increase Essence cost for target to use Charms*

**Entombed Mind Technique**  
 MoEP:DB p. 141 / Scroll of Errata p. 25  
*Put target to sleep*

**Distant March Intuition**  
 Thousand Correct Actions p. 74-75  
*Allows prerequisite to scan out to a further distance*

**Atsiluth's Omniscience**  
 Scroll of Exalts p. 160  
*Project senses to observe a target attuned to the Sea of Mind*

**Earth Reclaims Her Bounty**  
 Lords of Creation p. 79  
*Drain Essence of animate target into the earth*