Emerald Hammer Essence 0000 Rules: 2nd Edition Player: Quinn Concept: Traveling Friar Caste: Zenith Personal Pool 16 (16) Total / ___ Available Motivation: Defend the Defenseless Peripheral Pool 38 (38) Total / ___ Available Attributes Virtues Anima Compassion Temperance •••• 00 • Cause Caste Mark to glow brightly (1 mote) Strength $\bullet \bullet \bullet \circ$ •0000 ◆ Cause anima to glow bright enough to read by (1 mote) Dexterity • Know the precise time of day (1 mote) Stamina Conviction Valor • 0 0 0 **••••**0 00 $\bullet \bullet \bullet \circ \circ$ Charisma ●0000 00 Manipulation Motes Banner Flare Stealth Appearance ●●000 00 1-3 Caste Mark glitters Normal Virtue Flaw 4-7 Caste Mark burns Perception +2 8-10 Coruscant Aura Impossible •••• 00 Intelligence 11-15 Brilliant Bonfire Impossible ●0000000 Wits 16+ Totemic Aura Impossible Abilities Willpower Social Combat ☐ Archery 0000000 \bullet 0 0 0 Dodge MDV 6 Join Debate 4 Martial Arts Speed Honesty Attack/MDV Deception Attack/MDV Attack Rate **•••**00 00 Melee Presence 4 7 4 4 2 2 Thrown **0000000** Intimacies Performance 6 4 2 1 1 1 0000000 ПWar Investigation 5 4 2 1 || 1 l 2 Howl of the Sun, The Circle (3/5), Adamant Order (3/5) **•••**00 00 Integrity Common DV Modifiers Source Modifier Common Actions Action Speed DV 00000 00 Performance Join Debate 5 Above Appearance Motivation Difference Presence ●●●○○ ○○ Monologue Miscellaneous Virtue Intimacy Resistance ••••• 00 Survival Arsenal Craft **•••**00 00 Speed Accuracy Damage Defence Range Tags Name Rate 0000000 ☐ Investigation Twilight Punch 5 +1 10 +0 5 B +2 6 Ν 0000000 Lore Kick 5 +0 9 +3 8 B -2 4 2 Ν ☐ Medicine 00000 00 Clinch 6 9 5 B +0 5 1 C,N,P+0 +0 ☐ Occult 00000 00 -1 5 Fighting Gauntlet - Clinch 6 8 +3 8 B +0 1 C,M,P2 Fighting Gauntlet - Fine (Martial Arts) 5 +0 9 +5 10 B +3 6 М + Athletics ••••• 00 Iron Boot - Fine (Martial Arts) 5 +0 9 +7 12 В -3 3 2 М ●●●○○ ○○ Awareness + Dodge 0000000 0000000 + Larceny Panoply + Stealth 0000000 Mob.Pen. Fatigue Soak (B/L/A) Name Hardness (B/L) 0000000 Bureaucracy Natural Soak 4 2 Linguistics 0000000 + Ride 00000 00 0000000 ☐ Sail 4 0 0 Total 0 0 ☐ Socialize 00000 00 Close Combat Range Crafts Craft - Air 00000 00 Movement & Health ●●●○○ ○○ Craft - Earth Move Dash Jump (H/V) Health Levels Rules • Health: Bashing damage heals 1 health level Craft - Fire 0000000 4 10 20 10 -0 per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not 0000000 Craft - Water 3 9 18 9 -1 00000 00 resting. Aggravated damage heals at the same Craft - Wood rate as lethal but cannot be healed magically. Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action. 00000 00 2 8 16 8 -2 00000 00 Marking Damage: 0000000 12 6 -4 Dying ☑ Bashing ☒ Lethal ☒ Aggravated 0000000 Subtract Mob. Pen. Twice for h. jump. Incap Combat Specialties 000 Dodge DV 4 -Mob.Pen Knockdown 9 9 9 Threshold / Pool Join Battle 4 Stunning 4 9 000 000 Order of Attack Events Common Actions NTIOCRODWIT Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all DV Per 000 Varies Declare Attack Declare Attack Declare Delence Attack Roll Attack Roll Subtract Penalties/Apply Defenses Defence 'Reroll' Calculate Raw Damage Apply Hardness & Soak, Roll Damage Counterattack Apply Damage, Knockdown & Stunning Join Battle None Ready Weapon Physical Attack Coordinate Attack 000 5 Varies 000 nonreflexive physical rolls. None Aim Guard Stunning Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make a reflexive Stun roll (damage - Stamina) or be stunned until their attacker next None None 000 Dash Miscellaneous Jump Rise from Prone Inactive 000 -2 Varies 000 acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls. Full combat rules on pages 140-158. + : This ability is commonly affected by mobility penalty.

Back	grounds
Familiar	••••
Resources	●0000
Backing	●●●○○
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	Pos	sessi	ons		
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	Languages
High Realm	
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Experience

93 total - 82 spent = 11 banked

Combos

Crushing Victory: Iron Skin Concentration, Heaven Thunder Hammer, Second Martial Arts Excellency, Fists of Iron Technique, Adamant Skin Technique

						Ge	ener	ic C	harı	ns															
	Archery	Martial Arts	Melee	Thrown	War	Integrity	Performance	Presence	Resistance	Survival	Craft	Investigation	Lore	Medicine	Occult	Athletics	Awareness	Dodge	Larceny	Stealth	Bureaucracy	Linguistics	Ride	Sail	Socialize
First (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Second (Ability) Excellency	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Third (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Infinite (Ability) Mastery	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(Ability) Essence Flow	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Divine Transcendence of (Ability)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Supreme Perfection of (Ability)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Charms										
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source					
Generic Charms										
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183					
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184					
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185					
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185					
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187					
Divine Transcendence of (Ability)	-	Permanent	Permanent	Reduces prereq Ability & Essence ratings by 1.	S:Err					
Supreme Perfection of (Ability)	-	Permanent	Permanent	Reduced Excellency cost with Essence Flow.	S:Err					
Athletics										
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223					
Increasing Strength Exercise	3 m per point	Simple	One scene	Combo-OK, Dawn, Obvious, Stackable	Ex2, 225					
Integrity										
Integrity-Protecting Prana	5 m, 1 wp	Reflexive (2)	One day	Combo-OK	Ex2, 199					
Resistance										
Durability of Oak Meditation	3 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206					
Iron Skin Concentration	2 m	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207					
Iron Kettle Body	4 m, 1 wp	Simple	One scene	Dawn	Ex2, 207					
Spirit Strengthens The Skin	1 m per pre-soak damage die removed	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207					
Adamant Skin Technique	4 m	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207					
(Celestial) Solar Hero Style										
Fists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242					
Heaven Thunder Hammer	3 m	Supplemental	Instant	Combo-OK, Enhanced	Ex2, 242					
Solar Hero Form	6 m	Simple	One scene	Obvious, Enhanced, Form	Ex2, 242					
Sledgehammer Fist Punch	3 m	Reflexive	Instant	Obvious, Combo-OK, Enhanced, Martial-ready: Melee	Ex2, 242					
Dragon Coil Technique	3 m	Reflexive (1)	Until next action	Combo-OK, Enhanced	Ex2, 242					
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