

Emerald Hammer

Rules: 2nd Edition
Concept: Traveling Friar
Motivation: Defend the Defenseless

Player: Quinn
Caste: Zenith

Essence

Personal Pool 16 (16) Total / ___ Available
Peripheral Pool 38 (38) Total / ___ Available

Attributes

Strength ●●●●●○○○
Dexterity ●●●●●○○○
Stamina ●●●●●○○○

Charisma ●●●●●○○○
Manipulation ●○○○○○○○
Appearance ●●○○○○○○○

Perception ●●●●●○○○
Intelligence ●●●●●○○○
Wits ●○○○○○○○

Virtues

Compassion ●●●●●○○○
Temperance ●○○○○○○○
Conviction ●●●●●○○○
Valor ●●●○○○○○

Virtue Flaw

□□□□□□□□□□

Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the precise time of day (1 mote)
- ◆

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dawn
□ Archery ○○○○○○○○
■ Martial Arts ●●●●●○○○
■ Melee ●●●○○○○○
■ Thrown ●○○○○○○○
□ War ○○○○○○○○

Zenith
■ Integrity ●●●○○○○○
■ Performance ○○○○○○○○
■ Presence ●●●○○○○○
■ Resistance ●●●●●○○○
■ Survival ●●●●●○○○

Twilight
■ Craft ●●●○○○○○
□ Investigation ○○○○○○○○
□ Lore ○○○○○○○○
□ Medicine ○○○○○○○○
□ Occult ○○○○○○○○

Night
+ ■ Athletics ●●●●●○○○
□ Awareness ●●●○○○○○
+ □ Dodge ○○○○○○○○
+ □ Larceny ○○○○○○○○
+ □ Stealth ○○○○○○○○

Eclipse
□ Bureaucracy ○○○○○○○○
□ Linguistics ○○○○○○○○
+ □ Ride ○○○○○○○○
□ Sail ○○○○○○○○
□ Socialize ○○○○○○○○

Crafts

Craft - Air ○○○○○○○○
Craft - Earth ●●●○○○○○
Craft - Fire ○○○○○○○○
Craft - Water ○○○○○○○○
Craft - Wood ○○○○○○○○
____ ○○○○○○○○
____ ○○○○○○○○
____ ○○○○○○○○
____ ○○○○○○○○

Specialties

____ ○○○○
____ ○○○○
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+: This ability is commonly affected by mobility penalty.

Willpower

●●●●●○○○
□□□□□□□□□□

Intimacies

Howl of the Sun, The Circle (3/5), Adamant Order (3/5)

Social Combat

Join Debate				4	Dodge MDV				6
Attack	Speed	Honesty Attack/MDV			Deception Attack/MDV			Rate	
Presence	4	7	4	4	2	2			
Performance	6	4	2	1	1	1			
Investigation	5	4	2	1	1	2			
Common Actions				Common DV Modifiers					
Action	Speed	DV		Source	Modifier				
Join Debate	5	None		Appearance	Difference				
Attack	Above	-2		Motivation	+/- 3				
Monologue	3	-2		Virtue	+/- 2				
Miscellaneous	5	-2		Intimacy	+/- 1				

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags				
Punch	5	+1	10	+0	5	B	+2	6	3		N
Kick	5	+0	9	+3	8	B	-2	4	2		N
Clinch	6	+0	9	+0	5	B	+0	5	1		C,N,P
Fighting Gauntlet - Clinch	6	-1	8	+3	8	B	+0	5	1		C,M,P
Fighting Gauntlet - Fine (Martial Arts)	5	+0	9	+5	10	B	+3	6	2		M
Iron Boot - Fine (Martial Arts)	5	+0	9	+7	12	B	-3	3	2		M

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	4	2	■	■
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Total	4	2	0	0
Close Combat	_____	Range	_____	_____

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	20	10
3	9	18	9
2	8	16	8
1	6	12	6
Subtract Mob. Pen. Twice for h. jump.	Incap.	□□□□□□□□	□□□□□□□□

Rules
◆ **Health:** Bashing damage heals 1 health level 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 resting. Aggravated damage heals at the same 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.
◆ **Marking Damage:**
☑ Bashing ☑ Lethal ☑ Aggravated

Combat

Join Battle	4	Dodge DV	4	Knockdown	9	9	Stunning	4	9
		-Mob. Pen		Threshold / Pool			Threshold / Pool		
Order of Attack Events	Knockdown				Common Actions				
1. Declare Attack	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 nonreflexive physical rolls.				Action	Speed	DV	Pen	
2. Declare Defence					Join Battle	Varies	None		
3. Attack Roll					Ready Weapon	5	-1		
4. Attack Reroll					Physical Attack	Varies	-1		
5. Subtract Penalties/Apply Defenses					Coordinate Attack	5	None		
6. Defence "Reroll"					Aim	3	-1		
7. Calculate Raw Damage					Guard	3	None		
8. Apply Hardness & Soak, Roll Damage					Move	0	None		
9. Counterattack					Dash	3	-2		
10. Apply Damage, Knockdown & Stunning					Miscellaneous	5	Varies		
Full combat rules on pages 140-158.					Jump	5	-1		
					Rise from Prone	5	-1		
					Inactive	5	Special		

Backgrounds	
Familiar	●●●●●●
Resources	●○○○○○
Backing	●●●●○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○

Possessions

Languages	
High Realm	

Experience	
93 total - 82 spent = 11 banked	

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

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