# Signature

Palm of Metal

**Required for:** Five Elements Destruction • **Characteristics:** Melee, Metal, Five Elements, Unarmed

Channel the metal element to land devastating palm strikes. You gain +1d10 on your

unarmed attack. On a success, you do Muscle + 3d10 damage, and inflict 1 extra Wound

against enemies whose signature style is related to wood.

# Counter

Blast of Earth

You toss out a handful of sand to temporarily blind your enemies. Roll Athletics against

the attack roll. On a success, the opponent misses and is temporarily blinded by sand for

one round; they must take a −1d10 penalty on their next attack roll.

# Resources

Wardrobe, 300 coins (want to buy a chicken sickle tho)

# Eccentricity

Hunchback

# Occupation

Farmer

# Defences

**Evade** 7

**Hardiness** 8

**Wits** 5

# Martial Arts

**External** 4

**Internal** 0

**Lightness** 0

# Specialist

**Medicine** **and** **Alchemy** 1

**Mediation** 1

**Survival** 3

**Talent** 0

**Trade** 1

# Unorthodox

**Drinking** 3

**Gambling** 0

**Magical** **Arts** 0

**Disguise** 3

# Mental

**Command** 3

**Detect** 2

**Empathy** 0

**Persuade** 0

**Reasoning** 1

Physical

**Athletics** 3

**Endurance** 1

**Muscle** 2

**Ride** 0

**Speed** 0

# Knowledge

**Institutions** 0

**Jianghu** 3

**Peoples and Places** 2

**Religion** 1

**Scholarly Arts** 0