

Hamon Mastery: The Pulse of Life

Hamon users channel life force through breath, rhythm, and internal resonance. These Ripple techniques blend martial art, elemental flow, and metaphysical vitality. At the start of the game, choose 3 abilities. Each A-rank in Coin stats unlocks two more abilities (from custom, playbook, or standard ability list). Some abilities require a certain amount of A's before being allocated.

You may mix and match across Hamon playbooks. S-rank Coin stats may unlock exceptional upgrades at GM discretion. They're not classes or restrictions. They're example builds: launch pads for your imagination.

Foundations of Hamon

Core techniques known to all Ripple users. Every Hamon practitioner begins with access to these.

Ripple Breathing

+1d to resist poison, fatigue, or fear. Once per score, push yourself with no stress cost.

Overdrive

Spend 1 stress to charge a strike. +1 effect and +1 harm vs bizarre, undead, or inorganic targets.

Ripple Infusion

Spend 1 stress to imbue an object with Ripple energy for the scene. Gains +1 effect vs bizarre enemies.

Scarlet Overdrive

Ignite a weapon or limb. +1 harm and inflicts fire-based secondary effects. Foes must resist or catch fire.

Ripple Detector

+1 effect to Study or Survey when using liquid, mist, or blood as a conduit.

Zoom Punch

Make a melee strike at +1 zone distance. +1d when attacking from unexpected angles or cover.

Forced Ripple Breathing

Once per score, stabilize a dying ally or let them make a Hamon action even while unconscious.

Ripple Cutter

Spit or project fluid charged with Ripple. Ranged, armor-piercing. On a 6, start a 4-tick "Slice" clock.



Traditionalist (Zeppeli Style)

Disciplined, orthodox Ripple practitioners grounded in martial precision and radiant focus.

With 1 A:

Sendō Overdrive

Strike bizarre targets through walls or barriers. On a 6, begin a “Contact Clock” (4 ticks) to bypass cover.

Metal Silver Overdrive

Ripple conducts through metallic weapons. +1 effect when using chains, blades, or wire tools.

Ripple Hypnosis

Once per score, with skin contact, suggest a command or surface a forgotten memory. Target resists with Resolve.

With 2 A:**Sunlight Yellow Overdrive**

Spend 1 stress to unleash a radiant barrage. +1 harm and +1 effect vs undead or constructs.

Ripple Chain

Imbue rope or chain. Functions as melee weapon or restraint tool. Gain +1d when entangling.

Age Resistance

Once per session, ignore 1 fatigue, aging, or time-based consequence.

Life Magnetism Overdrive

Spend 1 stress to shape plant matter into a glider, cloak, or shield. +1 effect on movement or defense.

Scarlet Shield

Expend Hamon armor. Enemies who touch it take Level 1 Harm unless they resist.

Stand on Water

Gain stable footing over liquid, mist, or unstable surfaces for 1 scene. +1 position in terrain-based action.

With 3 A:**Tornado Overdrive**

Perform a high-speed rotational dive. +1 harm and break through cover or brittle surfaces.

Overdrive Barrage

Deliver rapid ripple strikes. +1d when clearing minions or crowd control actions.

Ripple Sentinel

Always aware of undead or bizarre presence within Close range. Doesn't require an action.

Wall Pulse

Run across vertical surfaces. +1d on movement rolls when climbing or jumping.

Healing Touch

Once per score, heal 1 Harm from an ally. On a crit, also remove a minor status.

Dispel Harmonics

Once per score, cancel one magical, bizarre, or spiritual effect in your zone.

Aura Lock

Spend 1 stress to suppress ability activation within Near range. Targets resist with Resolve.

Guided Overdrive

Ripple arcs between two targets. Second target takes splash harm or is disoriented (-1d next action).

Hamon Blade

Ripple weapons ignore 1 armor or resistance.

With 4 A:

Deep Pass Overdrive

Sacrifice all remaining stress to fully heal an ally. This cannot be resisted or interrupted.

Solar Infusion

Spend 2 stress to supercharge an object or weapon. +2 effect on the next action.

Scarlet Wreath

Spend Hamon armor to gain 2 extra armor for 1 scene. Glows visibly.

Solar Rejection

Reflect radiant or flame-based attacks. Redirect toward source with +1 effect.

Pulse Detonation

Channel stored Ripple into an AoE knockdown. Fill a 4-tick “Crowd Disruption” clock.

Final Flame

When at 0 HP, take one final action with +2 effect. You fall unconscious immediately after.

Heavenly Discipline

Ignore all fatigue penalties. Your breathing is flawless.

Solar Gate

Once per campaign, completely disintegrate a construct or undead. Target must fail a resistance roll.

Sacred Overdrive

Once per score, make one Hamon strike that bypasses all resistances and defenses.

Radiant Defiance

If you fail a resistance roll, deal Level 1 Harm to the source of the consequence.

Hamon Messiah

Once per score, allow an ally to channel their Hamon through your body or weapons.

Pulse Domination

When you land a successful Hamon strike, the target’s next special ability is disabled for 1 round.

Adaptive Flow (Joseph/Caesar Style)

Improvisational masters of misdirection, gadgets, and battlefield manipulation using Ripple-charged tools.

With 1 A:

Bubble Launcher

Spend 1 stress to fire Hamon-charged bubbles. Level 1 Harm, Near range, with knockback.
On a 6, knock enemies into unstable footing or cover.

Ripple Hair Attack

Harden hair or fabric to deflect projectiles. Once per scene, reduce incoming Harm by 1 level and roll +1d to resist.

Scarf Sensor

Your scarf vibrates with ambient changes. +1d to resist surprise, ambush, or sudden environmental effects.

With 2 A:

Bubble Cutter

Spinning bubbles with razor edges. Ignores 1 armor. +1 effect on "Slice" or disarm clocks.

Bubble Barrier

Create one large bubble barrier. Absorbs 1 attack (up to Level 2 Harm). Begins a 4-tick "Containment" clock if attacked.

Bubble Lenses

Stationary bubble magnifies or reflects light. Create a flash to blind or a pinpoint beam for Level 1 Harm.

On a crit, targets resist with reduced effect.

Ripple Reflection

Once per score, reflect an energy, beam, or elemental attack. Must have pre-positioned bubble or liquid.

Roll Finesse to aim the reflection.

Sound-Reactive Ripple

+1d to attacks synchronized to rhythm, speech, or music. Once per scene, you may cause a "Beat Drop" (3-tick distraction clock).

Aerial Float

Use scarf or bubble glider to slow falls or drift over unstable terrain. +1 position on movement rolls midair.

With 3 A:

Bubble Cutter Gliding

Launch homing slicer bubbles (Level 2 Harm, Near range). Track one zone away.
Costs 1 stress.

Chain Ambush

Use Ripple-infused scarf to grapple or disarm from hiding. +1d to stealth-based attacks or reactions.

Elastic Rebound

Once per scene, bounce off terrain or enemies to reposition. Gain +1 effect or +1d next action.

Echo Feint

Leave behind a reflective bubble afterimage. Next attack against you has -1d or targets the illusion.

Elemental Shift

+1 effect when fighting in a terrain dominated by a specific element (fog, water, fire, ice).
Ripple adapts to the environment.

Trapwork

Create a tripwire or cage trap using Ripple-infused tools. Fill a 4-tick "Ensnare" clock on setup.

Bubble Tracker

Tag a target with a glowing bubble. You always know their location within 2 zones.

Smoke Spiral

Spin a small object into a smoke cloud. Obscures a zone. Starts a 3-tick "Choke or Cover" clock.

Ripple Magnet

Once per scene, call a small Ripple-infused object to your hand from line of sight.

With 4 A:**Bubble Laser Grid**

Set up a refracted beam field. Targets caught unaware take Level 3 Harm. +1d on setup rolls.

Hamon Mirage

Use bubble refraction to hide your location or identity for 1 round. Attacks against you have -1d.
On a crit, gain +1 effect on your next misdirected action.

Overclocked Pop

Spend 1 stress to burst multiple bubbles simultaneously. Affects up to 1d6 targets in Close range.
Level 2 Harm, AoE.

Vacuum Cage

Trap a foe inside a sealed bubble. Begins a 4-tick "Suffocation" clock.
Target may resist with Prowess.

Reflection Pulse

Bounce an attack or ability through three or more bubble surfaces. +1 effect or redirect the trajectory.
Requires pre-positioned surfaces.

Tactile Map

Use bubbles to physically map a space or reveal unseen terrain. +1 effect on navigation, escape, or hidden object rolls.

Hamon Kite

Fly or coast across 1 zone of open space or falling terrain. +1 position on chase or fall rolls.

Optic Burst

Focus sunlight into a directed beam. Level 2 Harm, ignores mundane cover.
Costs 1 stress in low-light conditions.

Trick Bubble

Delay a stored attack or effect by 1 round. Explodes for Level 1 Harm or disorient on delayed trigger.

Ripple Prism

Trap targets in a refracted illusion. They must resist or lose next action due to sensory confusion.

Conduction Cascade

Ripple bounces between 3 tagged surfaces or targets. Each takes minor damage or suffers a -1d next roll.

Synesthetic Ripple

Ripple generates strange sensations (colors with taste, time linked to smell). Confuses or debuffs for 1 round.

Roll Sway or Command to escalate.



Cyber-Hamonist (*Requires Cyborg Heritage*)

A fusion of flesh, machine, and the Ripple. Breathless, relentless, efficient.

With 1 A:

Pulse Core

You do not breathe—generate Ripple internally. +1 effect in gas, underwater, or vacuum environments.

Auto-Filter

Immune to airborne toxins, diseases, or choking hazards. Always succeed at resisting chemical or suffocation effects.

Shockline

Ripple discharges as electricity. +1 harm against mechanical targets and armored enemies.

On a crit, start a 4-tick “System Disruption” clock.

With 2 A:

Neural Sync

Spend 1 stress to seize control or short out a nearby machine (Close range).

Roll Tinker or Command to determine precision.

Static Field

When struck in melee, you may expend Hamon armor to deal Level 1 Harm to the attacker.

Magnetic Grapple

Attract or repel metal objects or cybernetic foes within Near range. +1d to mobility or disarming actions.

Cybernetic Conduction

Ripple transmits through any conductive material. You may target enemies through circuitry, pipelines, or speaker systems.

Pulse Feedback

After taking Harm, gain +1 effect on your next physical action.

Once per scene.

Emergency Coil

Deploy internal coils to gain 1 temporary armor for the scene.

Costs 1 stress if used reactively.

With 3 A:

Overclocked Ripple

Spend 1 stress to double the effect level of your next Hamon ability.
On a crit, apply a 4-tick “Residual Heat” or “Feedback Burn” clock.

EMP Burst

Once per score, disable all tech within Close range. Starts a 5-tick “Blackout” clock.
You are immune to this effect.

Spin-Ripple Bridge

You may interface with a Spin-infused device or Stand projection using your internal circuitry.
Treat as Consort or Tinker.

Charged Leap

Use magnetic propulsion to leap one zone or crash through obstacles.
+1 effect on mobility or entry actions.

Chain Pulse

Ripple arcs through 2-3 conductive targets. Each must resist or suffer -1d or Level 1 Harm.

Synthetic Aura

Generate a false supernatural aura. +1d to pass as undead, bizarre, or magical.
Once per scene.

Circuit Burn

Disable an enemy’s gear or weapon for one round.
Costs 1 stress if target is high-tech or Relic-class.

Reactive Musculature

Once per scene, reroll a failed Prowess roll.
On a crit, gain +1 effect.

Pulse Mirror

Record a minor visual/sound signal. Replay it once per score as a distraction or forgery.

With 4 A:

Breathless Overdrive

Your Ripple ignores environmental limits. For one scene, all your Hamon abilities gain +1 effect and cannot be suppressed.

Electric Soul

Transfer Ripple energy into a Stand or ally at Near range. They gain +1d on their next action.
Costs 1 stress.

Livewire Halo

Enemies in Close range take Level 1 Harm at the start of their turn unless they resist.
Once per score.

Thermal Control

Superheat or supercool any surface. +1 effect when breaching, disabling, or damaging tech.

Ionized Dome

Project a field that blocks ranged attacks for 1 round.
Costs 2 stress.

Phantom Pulse

Activate a device or hit a target through walls using ambient Ripple.
Roll Tinker or Finesse.

Wave Recorder

Store one ability or Stand signature you've witnessed. Replay it once, narratively or tactically.

Dark Drive

Spend 1 stress to let an ally reroll their next failed roll.

Ripple Reactor

Explode with AoE Level 2 Harm to all enemies in Close range. Costs 3 stress.
Cannot be used again until downtime.

Power Sink

Interrupt a magical or tech ability mid-use. Target must resist or lose the effect entirely.

Pulse Chainstorm

Strike up to 5 tech-tagged enemies with Level 1 Harm.
Costs 2 stress.

Synthetic Savior

Spend 3 stress to immediately stabilize a dying ally. Clears 1 Level 3 Harm.
Can only be used once per mission.



Dark Resonance (*Requires Vampire Heritage*)

Inverted, chilling, and parasitic. The Ripple repurposed for undeath.

With 1 A:**Blood Freeze**

Touch attack slows blood flow. Target takes -1d to physical actions next round.
On a crit, start a 4-tick "Crystallization" clock.

Breathless Shell

You no longer breathe. Immune to smoke, gas, drowning, or vacuum.
Also gain +1 effect in cold environments.

Shadow Pulse

Emit an aura that snuffs light and distorts senses. +1d to Stealth and Prowl in dim or dark areas.

With 2 A:**Frozen Grip**

Spend 1 stress to freeze a limb. Target must resist with Prowess or lose use of the limb for 1 round.

Black Vein Overdrive

Parasitic strike deals Level 1 Harm and begins a 4-tick "Corruption" clock on a 6.

Crystallize Aura

Spend Hamon armor to encase yourself in frost. Gain 1 additional armor for one scene.

Chillwave

Once per score, emit a cold burst. All enemies in Close range must resist or take -1d to their next action.

Aura Extinguish

Temporarily suppress all auras (Stands, Spin, Hamon) in Close range for 1 round.
Costs 2 stress.

Bone Lock

Freeze enemy joints. If unresisted, they are Immobilized for one round.
On a crit, escalate to Level 2 Harm.

With 3 A:**Dark Mirror**

Once per score, reflect a light or energy-based attack.
Roll Finesse or Resolve.

Grave Pulse

Touch a corpse or undead to reanimate it briefly. Acts for 1 action, then crumbles.

Frost Magnetism

Pull blood-bearing targets toward you. Works in Near range.
Costs 1 stress.

Frostbite Lash

Your unarmed attacks deal +1 Harm and start a 2-tick "Frozen Wound" clock.
Once per scene.

Ebon Mist

Melt into vapor for 1 scene. Travel through vents, bars, or cracks. Cannot attack in this form.

Cracking Silence

Mute all sound in Close range for 1 round.
+1d to stealth or escape actions.

Soul Leech

When you kill a foe with Dark Resonance, regain 2 stress.
Once per score.

Frozen Veil

Gain a temporary frost armor that absorbs 1 Harm. Breaks after use.

Shadow Chain

Bind two targets together. They share stress or Harm for 1 round unless resisted.

With 4 A:**Absolute Zero Overdrive**

Spend 3 stress to freeze all enemies in Close range. Creates a 6-tick "Escape the Ice" clock.
Cannot be used again until next downtime.

Curse Pulse

Nullify all healing or regeneration effects on one target for 1 round. Requires melee range.

Tombstorm

Unleash a cold black fog. AoE Level 2 Harm and obscures vision for entire scene.
Costs 2 stress.

Deathless Core

Survive at Level 4 Harm for one round. You may act normally. Costs 2 stress.

Void Echo

Erase one short-term memory from a target. They forget a scene or fact of your choice.
Resist with Resolve.

Frost Frame

Encapsulate a Stand or projection in ice. Target loses their next turn unless they resist.

Blood Lock

Marked enemy loses 1 Harm or 1 action. You choose which when triggered.
Once per score.

Cryo Echo

Repeat your last freezing strike automatically at the start of next round.
Costs 1 stress.

Winter Monologue

While monologuing, enemies in Close range must resist or lose their initiative slot.

Frozen Standstill

Enemies must spend stress to move or act. Lasts 1 round.
Once per mission.

Black Ripple Ascension

Become undead for one scene. Immune to radiant/light-based effects.

Frozen Fate

When you would take fatal Harm, encase in ice instead. Avoid all damage once per score.



Bio-Harmonics (*Requires Chimera or Deep One Heritage*)

Ripple as a living waveform. Life, instinct, and elemental resonance.

With 1 A:**Vital Bloom**

Touch a plant to trigger massive, unnatural growth. Creates cover, distraction, or difficult terrain.

Beast Pulse

Spend 1 stress to issue a command to a nearby animal. +1d to Consort or Command with beasts.

Resonant Scent

Track a single living target by scent across 1-2 zones.
+1 effect when used in wilderness or organic terrain.

With 2 A:

Floral Barrier

Spend Hamon armor to grow a plant shield that absorbs up to 2 Harm.
Breaks on use.

Ripple Pollination

Mark enemies or zones with scented pollen. Tracked for 1 scene. +1d to find or ambush tagged targets.

Amphibious Overdrive

+1 effect on rolls made in aquatic, swamp, or humid environments.

Root Snare

Create an entangling trap. On a hit, starts a 4-tick "Escape the Vines" clock.

Natural Camouflage

Blend into organic terrain. +1d to Prowl.
On a crit, become undetectable by supernatural senses.

Thermal Resonance

Detect heat, heartbeat, or intent in Close range. +1 effect to Survey or Read actions.

With 3 A:**Photosynthetic Boost**

In direct sunlight, spend 1 stress to clear 1 stress and gain +1 effect.

Beast Sync

Link senses with a creature. Share hearing, sight, or scent for 1 scene.

Ripple Burrow

Travel underground or through plants up to 1 zone. Requires soft terrain.

Feral Infusion

Your muscles surge. +1d to Skirmish or Wreck. Costs 1 stress.

Toxin Pulse

Next attack delivers a paralytic. Starts a 4-tick "Poisoned" clock unless resisted.

Echo Howl

Release a primal scream. Nearby animals either rally or flee—GM decides.

Floral Smokescreen

Emit pollen, petals, or spores. Obscures a zone for 1 round.

Chameleon Skin

Become invisible in natural terrain. Breaks when moving or taking damage.

Echo Sap

Touch a tree or coral. Replay ambient sound or emotion from earlier that day.

With 4 A:**Symbiotic Revival**

Spend 2 stress to stabilize and revive a dying ally. They return with 1 Harm.

Photosynthetic Armor

In sunlight, recover 1 stress or gain 1 armor at the end of each round.

Tremor Sense

Feel all movement in a zone through terrain.
+1d to detect stealth or vibration-based triggers.

Mycelial Whisper

Speak silently to allies via roots, spores, or currents.
Once per scene.

Animal Swarm

Summon dozens of small creatures. Targets must resist or be distracted/disarmed.

Seed Pulse

Plant a Ripple-charged seed. Explodes in vines next round. Level 2 Harm AoE.

Pulse Graft

Temporarily merge a natural trait into an object or ally. +1 effect next use.

Rewild

Take over a massive plant or animal for 1 scene. Acts as a Tier 2+ minion.

Natural Archive

Ask one question about the past from terrain.
GM must answer truthfully.

Adaptive Bloom

Your Ripple takes on elemental traits (ice, acid, flame) for one scene.

Nature's Cloak

Ally becomes undetectable by bizarre/machine senses for 1 round.
Costs 1 stress.

Harmonic Overrun

Spend 3 stress to animate all natural terrain in a scene as allies. Lasts 1 round.