

## Techniques

*Very summarized; refer to Kung Fu Techniques, page 37, for full descriptions*

**Accupoint Strike:** Attack paralyzes limb or renders mute/unmute.

**Arrow Cutting:** No Hard penalty for resisting ranged attacks.

**Battle Magic:** Cast 1 spell, ignore multi-action penalty but advance it normally.

**Blind Fighting:** No penalty fighting unarmed/melee in the dark, in fog, against unseen foes, etc.

**Counter Attack:** If resist (or are missed by) unarmed/melee attack, may attack attacker, multi-action applies.

**Danger Sense:** No hard penalty resisting hidden attacks. Re-roll failed LOG checks for surprise & when attacked from stealth.

**Deadly Attack:** +2 to dmg to unarmed or with style's weapon. Take multiple times for even more dmg!

**Defender:** Make physical resistance checks for anyone adjacent, even if they fail their resistance roll.

**Disarm:** Attack knocks item foe holds ½D spaces random direction. Critical success, you get what they had. Two handed weapons & iron wrist rings hard to disarm.

**Distant Strike:** Melee attacks have a range of 10 spaces. Take multiple times to strike very far away!

**Explosive Attack:** Attack does ½D dmg & knocks adjacent foes back 1 space per Warrior level. Resistance checks against this are hard. If rank of foe is half your Warrior level or less, they are knocked prone as well.

**Feint:** Declare one successful attack a feint. If foe fails resistance check you cause half normal dmg & if your next attack (this turn or next) against same foe hits, treat as critical success.

**Hidden Weapons:** Attacks from your small hidden weapons are hard to defend against or find when you're searched. Danger sense cancels resistance check penalty.

**Hold:** Inflicts unarmed attack dmg to held enemy each turn the hold is maintained. Foes may break free of hold by winning a contested Warrior skill check.

**Improved Landing:** Warrior skill check, take no dmg from being thrown/hurled or from falling 10 spaces per Warrior level.

**Instant Stand:** At any time get up from prone position, no check required & multi-action penalty unaffected.

**Iron Skin:** Warrior level 1: *very light* armor. Level 3: *light*. Level 5: *medium*. If wearing armor, treat DR one level higher than the best of iron skin or armor worn (max DR 1D+2).

**Keep at Bay:** Using long weapon, may attack out of turn if foe moves into adjacent space. If cause dmg, move foe one space away.

**Meditation:** Recover one bonus qi. Each hour of trance equals two hours sleep. Aware of surroundings.

**Mighty Blows:** +1D to dmg caused with two-handed weapons. Or normal dmg to two adjacent foes with one attack (defended against separately).

**Move-By:** If attack roll succeeds, MOV x2 & attack one target along path without stopping. If fail, MOV+2 & miss target. If move past multiple targets, may make attack against each with normal multi-action rules. Foes may not press the attack against someone using move-by.

**Multiple Attacks:** One extra melee or ranged weapon attack per turn. Ignore multi-action penalty but advance it normally.

**Multiple Defenses:** One extra physical resistance check per turn. Ignore multi-action penalty but advance it normally.

**One Against All:** No hard penalty when fighting outnumbered.

**Power Attack:** For each -10 to attack you accept, dmg +2.

**Power Defense:** No hard penalty when fighting armed foes when without a weapon.

**Qi Resistance:** +10 per Warrior level to resist spells.

**Reverse Hold:** Successful attack roll while held reverse the hold.

**Roll with the Impact:** Gain DR equal to Warrior level x2 when you move ½D spaces away from enemy. Enemy chooses direction. DR stacks with any other DR.

**Suspension:** Enter trance to appear dead for duration you choose. Successful Alchemist or Detective skill check detects suspension.

**Swiftness:** Always add Warrior level to MOV score. Use Warrior score for DEX when sprinting if it is higher.

**Take Down:** One attack causes normal dmg & knocks foe prone.

**Throw:** One attack hurls foe 1D spaces any direction you choose, causes normal dmg & renders foe prone.

**Two-Weapon Fighting:** +10 to melee score, +10 to physical resistance checks when fighting with two one-handed weapons.

**Unblockable Attack:** One attack may be declared unblockable per foe per encounter. Critical success needed to resist.

**Vivacity:** Use DEX (instead of STR) to calculate melee Warrior skill.

**Whirlwind Attack:** Make one attack roll per turn to hit all adjacent foes. One dmg roll is used for all foes.

## Kung Fu Damage

*Use while unarmed or if better*

Warrior Level	1	2	3	4	5	6
Kung Fu Damage	1D	1D+2	1D+4	2D	2D+2	2D+4

## General Qi Abilities

**Back for More** (1 qi): If you die, you may permanently lose 1 qi and come back next session with 10BP and a great story of how you survived.

**Dig Deep** (1 qi): If reduced to 10BP or less, regain 10BP and set current qi score to 2. At end of encounter, lose 20BP and current qi becomes 0.

**Draw Upon Qi** (1 qi+): Add +10 to any action roll for each qi spent.

**Final Parry** (1 qi): Your weapon or shield is destroyed but you automatically block your foe's blow, even if it was a critical success!

**Heroic Pose** (1 qi): Once per game session. Each player gives short description of pose. Current round ends immediately and one of the following goes into effect (chosen by player who declared Heroic Pose):

- **Team Spirit:** allies get +10 to all actions during new turn.
- **Enemy Intimidation:** all foes -10 to all actions during new turn.
- **Refocus:** allies +1 INIT during the new turn.

**Tempt Fate** (1 qi): Reroll a bad action roll you just made. You must use the results of your second roll.

**Other** (qi cost varies): Spend one or more qi to do something creative that you and your GM agree is similar in effect to the examples above.

## External Qi Abilities

**Chaff Before the Wind** (1 qi): For one turn, each successful melee or ranged attack you make will kill or knock out (player's choice) 1 minor NPC for every 5 points of damage as long as you would be able to move adjacent to them (melee) or they are within range and you have enough ammunition. They do not get DR for armor and they do not make resistance rolls.

**Qi Strike** (1 qi+): Add +5 damage per qi spent to a successful attack. Can use even after you roll damage.

**Shake it Off** (1 qi+): You immediately regain 5BP for each qi spent. This can only be done on your turn.

## Internal Qi Abilities

**Qi Healing** (1 qi): Use qi to heal wounds (5BP per qi, 10min/qi). May expel poison from self or another with WIL check (-20 for mild, -40 for moderate and -60 for strong poisons).

**Lightness** (special): Leap 5 spaces per Warrior level during move, plus regular MOV. At Warrior level 3 run on water but sink if end turn on water. Level 4 move along vertical walls and fight in trees and take half damage from falls or being thrown. Level 6 stand and fight on water. Costs no qi, but must have 1+ available, 2+ if wearing armor or carrying another.

**Transfer Qi** (1+): You may transfer 1 or more qi to another hero. This takes 10min/qi transferred.



## Aid

Range: Touch, Usage: 1/turn, Duration: Encounter, Resist: None, Effect: +10 per level to one ability of target. Level 3 Range: 10 spaces. Level 6 affect 4 targets or all 4 abilities on one target.

## Animate

Range: 5 spaces per level, Usage: Varies, Duration: 1 day per level, Resist: None, Effect: Animated creature of rank  $\leq$  own rank. Can create total number of creatures per day equal to sorcerer level. Become drained to make animation permanent.

## Blessing/Curse

Range: 5 spaces per level, Usage: 1/day per level, Duration: Encounter, Resist: WIL, Effect: For resistance checks: blessed targets interpret the dice rolled whichever way helps most, cursed targets interprets them whichever way hurts most.

## Charm

Range: 5 spaces per level, Usage: 1/turn, Duration: 1D turns per level, Resist: WIL+10/rank, Effect: Target (whose rank < twice sorcerer's level) becomes friendly, flees, confused, falls asleep, etc. Outside of combat duration is 2D hours. For each target after first, all targets receive +5 to resist.

## Commune

Range: 5 spaces per level, Usage: 1/hour, Duration: Concentrate, Resist: None, Effect: Talk with target (dead, alive, inanimate). Level 4 talk with plant and insect life (yes/no answers). Level 6 cast permanent at expense of being drained. If target is a sorcerer: telepathy even if leaves range (trap sorcerer in iron cage to break this).

## Conjure

Range: 1 space, Usage: 2/day per level, Duration: 1D turns per level, Resist: None, Effect: Conjures nonspecific (unless owned by caster) mundane item from unknowable place. Penalties for item's value (-10 per 100tl), weight (-10 per 100 pounds), or scarcity. Outside of combat Duration: 2D hours. Level 6 item stays permanently at the cost of being drained.

## Dispel

Range: Sight, Usage: Unlimited, Duration: Instant, Resist: Special, Effect: Cancel a spell effect. -10 times the skill level sorcerer who created it. Can interrupt & cancel a spell being cast if you have initiative and hold your action until an enemy sorcerer attempts a spell. A permanent effect can be dispelled at the cost of being drained.

## Divination

Range: Special, Usage: 1/hour, Duration: Concentrate, Resist: None, Effect: Send a sense (two at level 3, three at level 6) elsewhere at speed of 10 spaces per turn through all materials but lead.

## Dominion

Range: 5 spaces per level, Usage: 1/day per level, Duration: 1D turns per level, Resist: WIL+10/rank, Effect: Seize control of victim, who perceives but cannot act. Experience one of victim's memories per turn (no skill check), alter/delete one (skill check), or command victim to perform actions (may require skill check). Metal helmets give +10 to resist. Protection spell immunizes.

## Entangle

Range: 10 spaces per level, Usage: Unlimited, Duration: 1D turns per level, Resist: DEX, Effect: Affects area (select space, burst 2x level). Anyone in or entering the target area has half MOV if pass resistance check, or is immobilized for duration. Outside of combat duration is 2D hours. Level 6 duration can be permanent at the cost of being drained.

## Hinder

Range: 5 spaces per level, Usage: 1/turn, Duration: Encounter, Resist: WIL, Effect: -10 per level to one ability of target. Level 3 affect 2 targets. Level 6 affect 10 targets or paralyze one until dispelled.

## Illusion

Range: Sight, Usage: 1/turn, Duration: 1D turns per level, Resist: LOG, Effect: Fool one sense (two at level 3 and three at level 6). Viewers are affected as if illusion were real unless make resistance check. Outside combat Duration: 2D hours. Level 6 become drained to make duration permanent.

## Offensive Strike

Range: 10 spaces per level, Usage: Unlimited, Duration: Instant, Resist: DEX, Effect: Cause 1D damage (2D at level 3, 3D at level 5) to all in area (target space, burst 3), or to single target (+1D damage). Only enchanted armor's DR applies. Or charge weapon to cause the magical damage (plus weapon's damage) on next successful hit.

## Protection

Range: 10 spaces per level, Usage: 1/turn, Duration: Encounter, Resist: None, Effect: Target gets +10 per caster level to resistance checks against spells or physical attacks (caster's choice). Level 3 add DR5 to an armor (level 5 add DR10). Level 6 become drained to make one effect permanent.

## Purify

Range: 0, Usage: 1/day per level, Duration: Special, Resist: WIL+10/rank, Effect: Reveal & force corporeal spirits/demons in area (burst 5x level), +optional damage 2D per level. Level 3 prevent spirits/demons entering area 1D turns (outside combat 1D hours) per level. Level 6, be drained to purify building/region ejecting evil magic & spirits with rank < caster.

## Spirit Link

Range: 2 spaces per level, Usage: 1/day, Duration: 1 week per level, Resist: WIL, Effect: Links spirit to another. If one is suffering, the other knows it and the spirit link will guide them to each other. Level 3 linked pair shares qi (resistance check if unwilling). Level 4 share BP (resistance check if unwilling). Level 6 link may be permanent at the cost of being drained.

## Telekinesis

Range: 2 spaces per level, Usage: Unlimited, Duration: Concentrate, Resist: STR, Effect: Invisible arm & hand (2 spaces per level). Skill checks to deflect ranged attacks in place of resistance check. Arm STR determined by level. Can also erect invisible walls or domes with DR as table below.

Level	STR Score	Max Lift	Punch Damage	Wall/Dome
1	30	130 lbs	$\frac{1}{2}D$	—
2	50	220 lbs	$\frac{1}{2}D$	DR6
3	70	380 lbs	$\frac{1}{2}D+3$	DR10
4	90	670 lbs	$\frac{1}{2}D+7$	DR15
5	110	1,160 lbs	$\frac{1}{2}D+11$	DR20
6	130	2,030 lbs	$\frac{1}{2}D+15$	DR25

## Transform

Range: 5 spaces per level, Usage: 2/day per level, Duration: Varies, Resist: STR, Effect: Target becomes another creature of reasonable size and rank  $\leq$  target's rank. Outside of combat duration is 2D hours. Level 3 duration is 1 day. Or, reshape 50 lbs material for 2D hours (2D days at level 3, change actual material at level 5). Level 6 permanent at cost of being drained.

## Transport

Range: 5 spaces per level, Usage: 1/turn, Duration: Varies, Resist: DEX, Effect: Levitate 1 space/turn. Level 3 levitate full MOV for 1D hours. Level 4 fly 2x MOV for 2D hours. Level 5 blink anywhere in sight. Level 6 teleport anywhere caster is familiar. Level 6 make a permanent gateway linking two locations at cost of being drained.

### Difficulty Modifiers

Easy/Routine	No Roll
Normal	--
Challenging	-10
Hard	-20
Very hard	-30
Improbable	-40
Yeah, Right...	-60
Impossible	No Roll

### Travel Rates

Mode of Transport*	Plains/ Desert	Hills/ Desert	Forest/ Jungle	Marsh/ Mountains
Walking**/Sedan Chair	10	10	8	5
Mounted	20	15	10	5
Cart/Wagon	15	15	10	--
River	15 downstream, 5 upstream			
Ship	40 with trade-winds, 20 against			

\* All travel rates in leagues/day.

\*\* Lightness: +5 leagues each qi spent.

Swiftiness: +5 leagues.

### Breaking Things

Size	Examples	Body Points		
		Wood	Stone	Iron
Small	barrel, chest, chair	2	5	20
Medium	door, large crate, table	5	10	40
Large	wall, cart, row boat, shelter	20	20	80

### Major NPC stats

Rank	%	Skills	Damage	BP	Resistance	Techniques/ Spells
1	60	1	1D+1	50	55	1
2	70	1	1D+4	60	60	2
3	80	2	2D	70	60	2
4	90	2	2D+1	80	65	3
5	100	3	2D+4	90	65	3
6	110	3	2D+6	100	65	4
7	120	4	2D+8	120	70	5

### Common Mooks

- **Desperate Bandit** 45 (dagger 1D)
- **Basic Thug** 55 (unarmed ½D)
- **Tough Thug/Bandit** 60 (dao 2D+2, ½Dtl)
- **Town Guard** 55 (spear 2D R20, dao 2D+2, 1Dtl)
- **City Guard** 60 (spear 2D R20, dao 2D+2, leather armor DR ½D, 10tl)
- **Veteran Soldier** (Melee) 65 (spear 2D R20, dao 2D+2, leather armor DR ½D, shield, 10tl)
- **Imperial City Guard** 70 (spear 2D R20 or shortbow 2D+1 R60 or crossbow 2D+2 R80, dao 2D+2, full lamellar armor DR 1D, 1Dx10tl)

### Improvised Weapons

	Type	Hands	Range	Attributes	Damage
Small	M/R	1	10	—	1D
Medium	M/R	1	5	—	1D+3
Large	M/R	2	3	STR 65	2D

Breaks after 3 turns or if a critical success/failure is rolled.

### Poisons

	Strength	Resist	Type	Effect
Aunti Po's Unpleasant Revenge	Mild	STR-20	Consumed	Weakened 1 day
Blue Toad Venom	Strong	STR-40	Touched	3D dmg for 7 turns, stunned & weakened 5 days
Breath of the Orange Turtle	Moderate	STR-30	Inhaled (burst 1)	Unconscious for encounter
Brown Venom	Strong	STR-20	Consumed	2D dmg for 5 turns and weakened 3 days
Centipede Sting	Moderate	STR-20	Weapon	2D dmg for 4 turns
Eight Insects Poison	Moderate	STR-20	Weapon	2D dmg for 5 turns
Fourteen Poisonous Grasses and Insects	Strong	STR-40	Consumed	3D dmg for 7 turns
Green Lily Sleeping Powder	Mild	STR-20	Consumed	Unconscious for encounter
Green Smoke Venom	Mild	STR-20	Weapon	1D dmg for 2 turns, weakened 1 day
Handsome Chang's Motivator	Strong	STR-40 in 1 month	Consumed	Delayed onset, 3D dmg for 7 turns in 1 month. Special antidote delays effect for another month.
Minor Secret of the Dark Jungle	Strong	STR-40	Weapon	Fatigued 5 days, qi and natural healing blocked.
Monkey Scholar	Strong	STR-40	Consumed	Delusional 6 days
Nectar of the Black Speckled Lotus	Strong	STR-40	Weapon	3D dmg for 6 turns, weakened 5 days.
Rat Killer's Poison	Mild	STR-20	Consumed	1D dmg for 2 turns
Sweet Sting	Mild	STR-20	Weapon	Unconscious for Encounter
Staggering Drunkard	Mild	STR-20	Consumed	Deluded (drunk) 1 day.
White Lotus Kiss	Strong	STR-20	Weapon	3D dmg for 6 turns, weakened 5 days.
Yellow Marsh Dream	Moderate	STR-20	Inhaled (burst 1)	All within 1 space become deluded for encounter. Victims can't recall what happened during effect.

## Movement & Range

- **MOV:** Move up to MOV score, in spaces, as a free action.
- **Sprint:** Double MOV with DEX check. If fail, still move only 2 additional spaces. Max once per turn. Counts as an action.
- **Stealth:** Half normal MOV. Counts as an action since it must be combined with a Thief skill check.
- **Swim:** Half MOV rate.
- **Range:** Weapons ineffective beyond listed range.

## Conditions

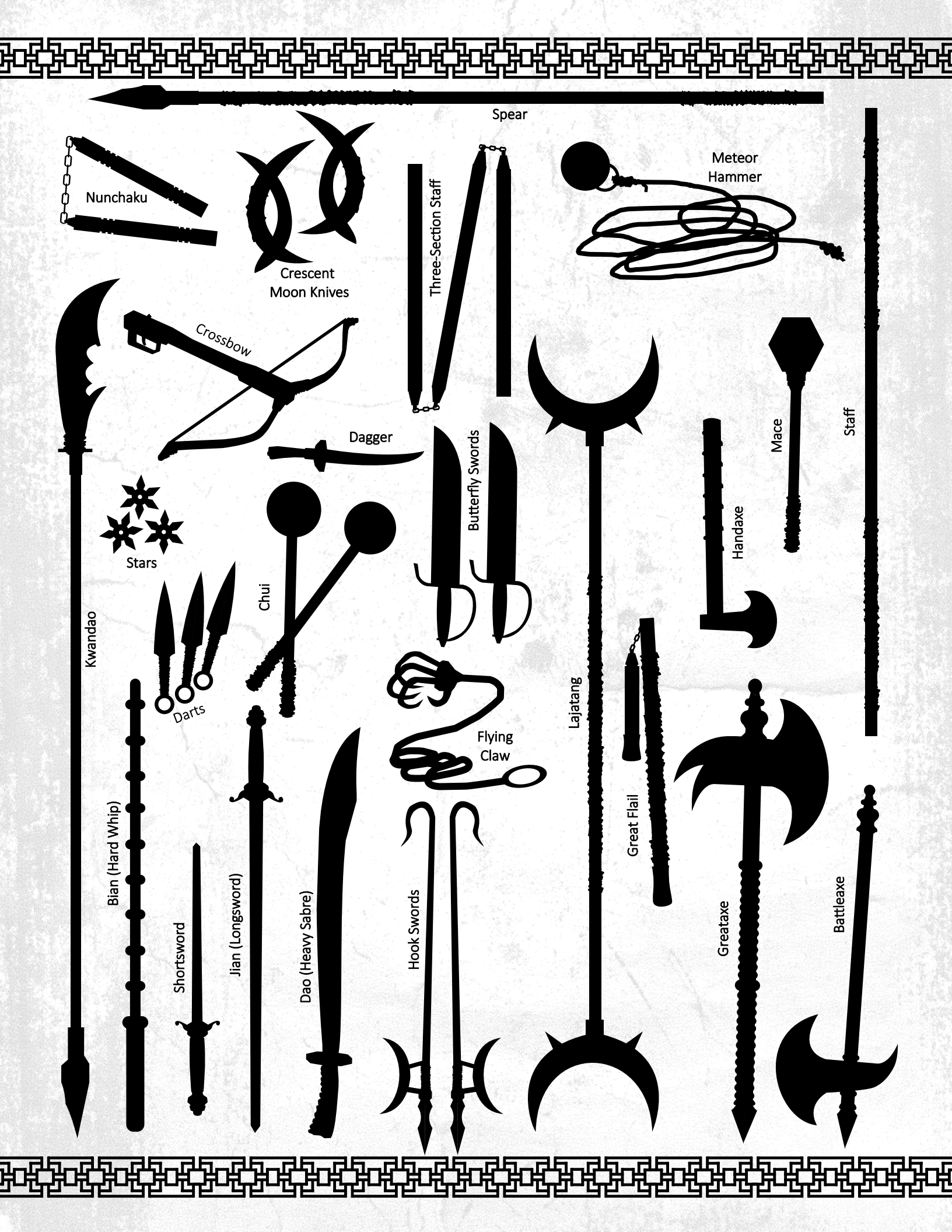
- **Bleeding:** 2BP at the end of each round until healed/treated.
- **Blinded:** Cannot see, -20 to physical resistance checks, cannot flank foes in melee, -40 to attack.
- **Dazed:** -10 to all actions.
- **Deluded:** The character perceives something that is not real.
- **Drained:** -10 to STR. Lasts until removed by spending 10CP.
- **Fatigued:** -20 to all actions.
- **Hostage:** All actions -40. May only act before hostage taker with contested DEX roll. This is an action for the hostage but not the hostage taker. Hostage taker may inflict 2x max dmg on hostage if they attack. Such attacks are +20.
- **Immobilized:** Cannot move but aware & can do other actions.
- **Paralyzed:** Immobilized, aware of surroundings, cannot take any actions except to resist effect causing this condition.
- **Petrified:** Turned to stone, has DR20, unaware of surroundings, cannot move or take actions.
- **Prone:** On ground, -20 to DEX-based resistance checks and to attacks with melee or thrown weapons.
- **Slowed:** Half normal MOV rate.
- **Stunned:** Only a single action each turn (no multi-actions).
- **Surprised:** Assumed to roll 1 for initiative, -10 to all actions, lasts 1 turn.
- **Unconscious:** Fall prone, unaware of surroundings, and cannot take actions for duration of the encounter.
- **Weakened:** Halve all damage rolls.

## Getting Hurt

- **Acid:** mild (1D), moderate (2D), or severe (3D). Damage is each turn of exposure. Turn after exposure, half damage.
- **Dehydration:** 3rd and subsequent days 1D damage and fatigued. Each day with ample water restores 5BP.
- **Environmental Exposure:** mild (1D/hour), moderate (1D/minute), or severe (1D/turn). Fatigued while exposed.
- **Falling:** 1D damage per 10' fallen or thrown.
- **Fire:** mild (1D), moderate (2D), or severe (3D). Damage is each turn of exposure. 50% chance flammable objects ignite, causing 1D each turn until put out.
- **Holding Breath:** for STR/2 turns, half if in combat. 1D per turn thereafter.
- **Starvation:** 1D and fatigued per day after 3rd week. Each day with ample food restores 5BP.

## Villain Descriptors

00-01	Really fat
02-03	Big black beard
04-05	Long wispy mustache
06-07	Tall hat
08-09	Dresses all in one color
10-11	Lots of hair pins
12-13	Annoying and constantly laughing
14-15	Big Muscles (Sleeveless shirts)
16-17	Missing some teeth
18-19	Missing an ear
20-21	Terrible scar
22-23	Burn mark on face
24-25	Screams while attacking
26-27	Swaggers
28-29	Threatens/bullies everyone
30-31	Has a yes man
32-33	Always eating something
34-35	Likes to burn things
36-37	Drunk
38-39	Slob, food stains on front of shirt
40-41	Talks in a slow dumb voice
42-43	Snickers
44-45	Constantly brushes a thin lock of hair out of eyes
46-47	Picks his nose
48-49	Dresses in very fine clothes
50-51	Brings a coffin for whomever he duels.
52-53	Pays for sumptuous feast for whomever he duels
54-55	Scrawny
56-57	Gives in at first blow
58-59	Wears red shoes
60-61	Carries a fancy umbrella
62-63	Has a really whiny voice
64-65	Is extremely polite
66-67	Loves riddles
68-69	Loves gambling
70-71	Missing a hand
72-73	Missing some fingers
74-75	Has tattoo on bald head
76-77	Bloodshot eyes
78-79	Can't help looking at self in mirror
80-81	Constantly complaining
82-83	Shouts all the time
84-85	Always fanned by a servant
86-87	Overly polite
88-89	Pits friends against friends
90-91	Belittles the opposite sex
92-93	Avoids the sun
94-95	Pretends to be all knowing
96-97	Flaunts wealth
98-99	Derisively names opponent's moves



Spear

Nunchaku

Crescent Moon Knives

Three-Section Staff

Meteor Hammer

Crossbow

Dagger

Butterfly Swords

Stars

Chui

Darts

Flying Claw

Lajatang

Great Flail

Greataxe

Battleaxe

Mace

Staff

Kwandao

Bian (Hard Whip)

Shortsword

Jian (Longsword)

Dao (Heavy Sabre)

Hook Swords