FantasyCraft

MARTIAL CHAMPIONS

FLASHY VIDEO GAME WARRIOR MECHANICS FOR FANTASY CRAFT CAMPAIGNS OF ALL TYPES

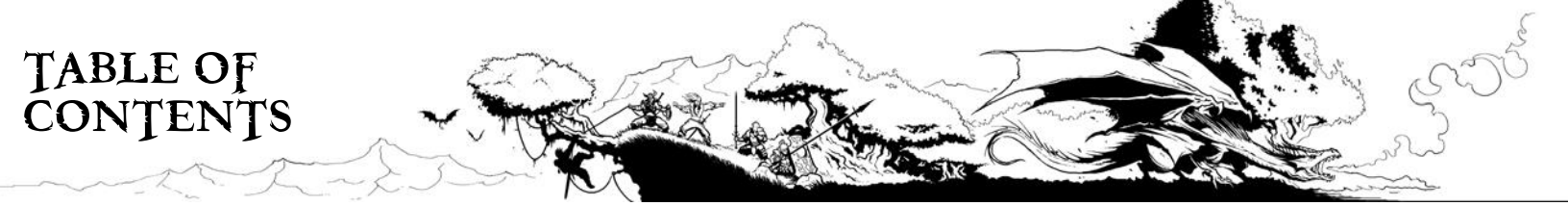
MARTIAL CHAMPIONS

THE FANTASY CRAFT VIDEO FIGHTING GAME TOOLKIT

By Morgenstern

"Edited" by Big Jim

Version 1.2



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INTRODUCTION

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Til next time,

Big Jim

MARTIAL CHAMPIONS

Martial Champions is a rules expansion for bringing the visually flashy warriors common to video games to table-top play. Sword strikes leaving trails of light, full defense actions causing motes of light to appear and gather around the character, and shadowy auras of personal spiritual energy overflowing the body and evaporating into the surrounding air are common warning signs of the martial champion's larger than life threat potential.

These abilities are frequently grouped into "styles" - the set of effects used by a particular character inspiring one of the cluster of feats found here. Many of these abilities are referred to as "techniques" and the feat tree used to gather them here is called the Technique feat tree. Because the feats that make up a style are named fancifully rather than using the strict Basics/Mastery/Supremacy nomenclature, a sidebar has been provided to help players track down all the pieces belonging to each style.

Some sources (particularly those that have endured and grown over multiple games) suggest "families" of styles - the classic Street Fighter characters Ken and Ryu began with identical ability sets but evolved over time to where they share several basic abilities but their stronger abilities now differ. These families also grow as new characters are introduced who share similar training such as Akuma, Sakura, and even Dan in the case of Ken and Ryu's fictional 'shotokan karate' style. Some in-family styles arise from students of established champions who absorb only some of their master's lessons like Ken's student Sean and Akuma's protégé Kairi. The original champions may themselves have alternate versions like Dark Ken and Dark Ryu which inspire new mechanics, techniques, and related sub-styles within the family.

CAMPAIGN QUALITIES

The majority of this system is enabled by the Martial Champions campaign quality. Several other qualities are offered to assist in blending these tools into a desired whole.

MARTIAL CHAMPION (CAMPAIGN ONLY)

Player character may select feats from the Technique feat tree *(see below).* Special NPCs may be created using feats from the Technique tree. Because the Technique tree as a whole is so heavily reliant upon Edge, standard NPCs may not include feats from this tree even if the specific feat does not include Edge in its benefits. You may tailor Martial Champion with these additional qualities.

Old Masters (Campaign Only): The great can learn multiple styles. Characters may ignore the *no other foundation technique* prerequisite on Technique feats and may have multiple feats that

grant a Foundation Technique. A character may gain only a single Edge per round from any number of foundation technique feats.

Scary Old Masters (Campaign Only): The truly great can master multiple styles. Characters may ignore the *no other foundation technique* and *no other signature technique* prerequisites on Technique feats and may have multiple feats that grant a Foundation Technique or Signature Technique. A character may gain only a single Edge per round from any number of Foundation Technique feats.

FERVOR

Some characters have an extraordinary drive to win – the ability to overcome hardship and strife to achieve victory. This resilience can come from within or be inspired by the words and actions of others. Fervor is an expression of this heroic zeal as it applies to combat. Fervor points act as an additional buffer, absorbing damage before it reaches a character's vitality or wounds. Fervor has the following properties.

- Lethal, stress, and subdual damage are all applied to fervor after any applicable DR and resistances with each point removing 1 point of fervor. If any damage remains after the character's fervor is reduced to 0, it affects the character normally.
- When you gain fervor, you either keep your current fervor or replace it with the new value, whichever is higher – multiple sources of Fervor DO NOT stack unless they explicitly say so.
- Fervor cannot be healed or restored, only gained or lost.
- All fervor is lost at the end of each scene.

PATHS

Styles can be the ideal basis for Paths. If the campaign features Miracles but not Martial Champions, it's likely that Paths are the ONLY way of gaining those feats in the campaign setting. Note that you should only grant access to 1 of the paths presented in this book per character, or you are effectively undermining the *'only having access to 1 foundation/signature technique rule'*, since specifically granted feats ignore prerequisites.

Paths are listed in each chapter as appropriate to the source material.

CONDITIONS

For more about Conditions, see Fantasy Craft, page 212.

Concussed: The next time any character hits a concussed character with a threat or critical hit, the concussed character is stunned for 1 round and is no longer concussed. Concussed characters may cancel the condition by taking a Full Defense action without moving from their present square.

Laid Bare: Characters who have been laid bare take increased divine damage from effects that inflict divine damage equal to the total value of lay bare effects they have suffered. They may cancel all laid bare effects on them by taking a Full Defense action without moving from their present square.

Lifted: Lifted characters lose one half action and the lifted condition at the beginning of their next initiative count. Characters that can fly or who automatically reduce their falling damage by 1 or more dice cannot be lifted.

Shredded: Shredded characters lose DR equal to the single highest shredded effect they have suffered (multiple shreds do not typically stack). They may cancel the condition by spending 2 Use Item actions.

CONSTRUCTION CATAGORIES

For more about Construction Types and Item Damage Saves, see Fantasy Craft, page 155.

Spiritual: Objects with the spiritual construction type are manifestations of supernatural force with physical presence. They tend to be highly resistant to ordinary physical damage to the extent that they can only be damage by the Divine damage type and (at the GMs discretion) damage caused by spells or similarly supernatural causes. Only then do Spirit weapons make their object damage save *(Fantasy Craft, page 155 and Table 4.5: Item Damage Saves)*.

Scenery with the spirit construction type often corrode and decay rapidly in the absence of a character able to create them, making them less than ideal as building materials without a permanent guardian/caretaker to 'anchor' them to mundane reality.

WEAPONS

Martial Champions introduces new weapons to Fantasy Craft, including new weapon qualities and a new category – spirit weapons. Individual spirit weapons are listed in each chapter as appropriate to the source material.

SPIRIT WEAPONS

Spirit weapons are an additional weapon type with their own weapon proficiency and forte (spirit weapons and spirit weapons forte). Spirit weapons are a type of melee weapon though they often have the reach quality. Spirit weapons often produce a projectile as part of their attack but do not require ammo or reloading.

WEAPON QUALITIES

For more about Weapon Qualities, see Fantasy Craft, page 176.

Concussive: When an attack or weapon with this quality hits, if the attack check result is equal to or greater than 15 + the target's Fortitude save bonus, the target is concussed.

Lay Bare X: When an attack or weapon with this quality hits, if the attack check result is equal to or greater than 15 + the target's Will save bonus, the target is laid bare, taking additional

divine damage from sources of divine damage equal to the number after the quality.

Lift-Off: When an attack or weapon with this quality hits, if the attack check result is equal to or greater than 15 + the target's Reflex save bonus, the target is lifted.

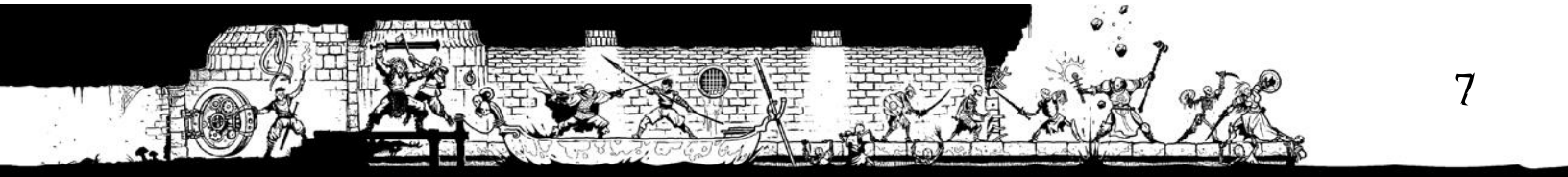
Shredding X: When an attack or weapon with this quality hits, if the attack check result is equal to or greater than 15 + the target's Reflex save bonus, the target is shredded, losing DR equal to the number after the quality.

TECHNIQUE FEATS

Technique feats represent beyond-natural or even supernatural fighting skills. Most rely on Edge and players should be familiar with that mechanic before continuing *(see Fantasy Craft, page 84).*

Techniques use the tags foundation technique and signature technique to identify limited options. A character may only have a single foundation technique and a single signature technique as described in their prerequisites (unless modified by a campaign quality). Foundation technique feats generally set up a basic means of building Edge and represent the starting point of a style. Signature technique feats represent the climax of a particular style, and much like game-breaker abilities for classes, these feats tend to define an entire character in their moment of awesome.

Many techniques act at a distance or fill space. In all cases, *"draw a line"* refers to a straight line, with one or both end points defined by the ability. *"Draw a trail"* creates a series of squares that may curve and twist as the character wishes but may not cross over itself (including diagonally across an intersection of squares).



CHAPTER 2: LEAGUE OF LEGENDS

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PATHS

These paths are inspired by the online game League of Legends and follow all the advice and information as seen in the paths section of Chapter 1 *(see page 5)*

PATH OF CUTTING WINDS

Cutting Winds I: You gain the A Wanderer's Journey feat.

Cutting Winds II: You gain your choice of the Breeze Strike, Howl with the Sky, or Steel Winds feats.

Cutting Winds III: You gain your choice of the Breeze Strike, Howl with the Sky, or Steel Winds feats.

Cutting Winds IV: You gain your choice of the Breeze Strike, Howl with the Sky, or Steel Winds feats.

Cutting Winds V: You gain the Voice of the Typhoon feat.

PATH OF THE HUNGRY NINE-TAIL

Hungry Nine-Tail I: You gain the Essence Theft feat.

Hungry Nine-Tail II: You gain your choice of the Fox's Bounce, Fox's Flames, or Fox's Kiss feats.

Hungry Nine-Tail III: You gain your choice of the Fox's Bounce, Fox's Flames, or Fox's Kiss feats.

Hungry Nine-Tail IV: You gain your choice of the Fox's Bounce, Fox's Flames, or Fox's Kiss feats.

Hungry Nine-Tail V: You gain the Fox's Leap feat.

PATH OF ICE'S GUARDIAN

Ice's Guardian I: You gain the Concussive Blows feat.

Ice's Guardian II: You gain your choice of the Stand Behind Me, Winter's Bite, or Winter's Wall feats.

Ice's Guardian III: You gain your choice of the Stand Behind Me, Winter's Bite, or Winter's Wall feats.

Ice's Guardian IV: You gain your choice of the Stand Behind Me, Winter's Bite, or Winter's Wall feats.

Ice's Guardian V: You gain the Winter's Wrath feat.

PATH OF THE STAR-CHILD

Star-Child I: You gain the Heavenly Luminance feat.

Star-Child II: You gain your choice of the Seal of the Stars, Shower of Light, or Touched by Starlight feats.

Star-Child III: You gain your choice of the Seal of the Stars, Shower of Light, or Touched by Starlight feats.

Star-Child IV: You gain your choice of the Seal of the Stars, Shower of Light, or Touched by Starlight feats.

Star-Child V: You gain the Wish Upon a Star feat.

PATH OF THE SUN-DRAGON

Sun-Dragon I: You gain the Assault Cadence feat.

Sun-Dragon II: You gain your choice of the Banner of the Sun-Dragon, Sun-Dragon's Aegis, or Sun-Dragon's Lance feats.

Sun-Dragon III: You gain your choice of the Banner of the Sun-Dragon, Sun-Dragon's Aegis, or Sun-Dragon's Lance feats.

Sun-Dragon IV: You gain your choice of the Banner of the Sun-Dragon, Sun-Dragon's Aegis, or Sun-Dragon's Lance feats.

Sun-Dragon V: You gain the Sun-Dragon's Tears feat.

SPIRIT WEAPONS

These weapons are inspired by the online game League of Legends and part of the new spirit weapons category *(see page 5)*.

SPIRIT WEAPON DESCRIPTIONS

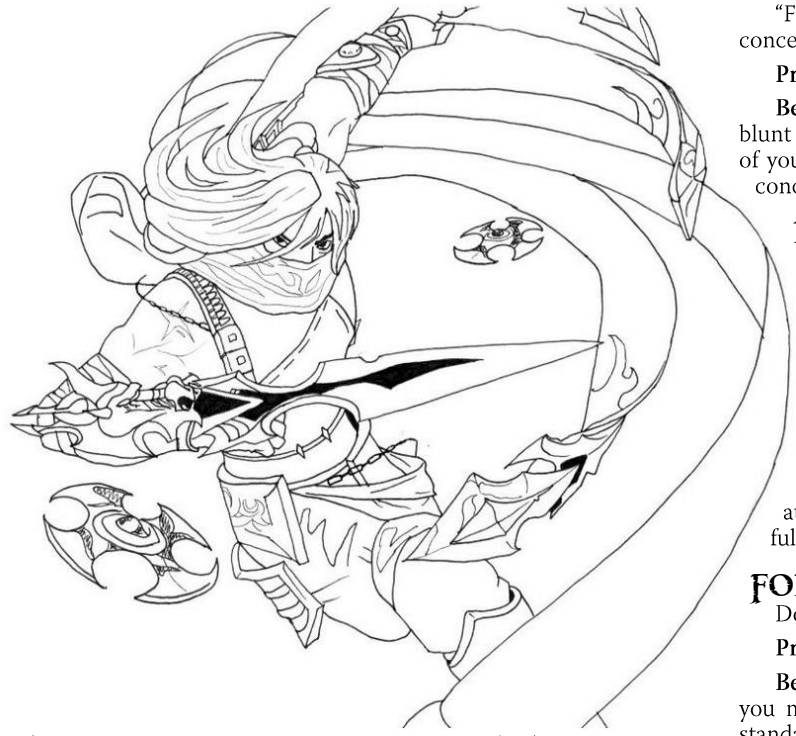
Barbed-fury: A crackling multicolored mass of hate.

Wisp-light: A softly scintillating sphere of condensed spiritual energy.

Lunar Staff: A long staff crowned with an icon of the moon.

Table X.X: Spirit Weapons

Name	Dmg	Threat	Qualities	SZ/Hand	Const	Comp	Weight	Era	Cost
Orbs									
Barbed-fury	1d4 + Cha (Divine)	20	Aligned *(same as wielder)*, Reach 2, Resisted as Melee Edged & Spirit	T/2h	Spirit 2	15M	—	Primitive	150s
Wisp-light	1d4 + Wis (Divine)	20	Aligned *(same as wielder)*, Reach 2, Resisted as Melee Blunt & Spirit	T/2h	Spirit 2	15M	—	Primitive	150s
Staves									
Lunar Staff	1d4 + Wis (Divine)	20	Aligned *(same as wielder)*, Reach 5, Resisted as Hurled & Spirit	M/2h	Hard 3	15M	4 lbs.	Primitive	200s



TECHNIQUE FEATS

These are the Technique feats inspired by the online game League of Legends. For more information about the Technique feat tree, see page 6.

ASSAULT CADENCE

You strive to dictate the flow of battle from the very first attack.

Prerequisites: no other foundation technique

Benefit: *Foundation Technique.* The first time you hit each opponent with a 2-handed weapon during a combat, you gain a bonus to damage equal to 1 + the target's Career/Threat Level. Gain 1 Edge at the end of your initiative count in combat if you declared full defense or damaged at least 3 enemies that round.

BANNER OF THE SUN-DRAGON

The white & gold crest of the Sun-Dragon knights inspires unrelenting defiance against the enemy.

Prerequisites: Assault Cadence

Benefit: You may ready a banner of your alignment as a free action and ignoring hand limits. You also gain a stance.

Flag of the Sun-Dragon (Banner of your Alignment Stance): You must spend 4 Edge when entering this stance. You gain DR 1 and the Contempt feat. You may exit this stance to plant your standard in your current square. The standard then provides the "Banner of the Sun-Dragon" bonus to all allies able to see the banner and within 50 ft. including yourself until the standard is moved, destroyed, or combat ends. Banner of the Sun-Dragon is a named bonus granting DR 1 and the Contempt feat.

CONCUSSIVE BLOWS

"Fists like hammers" isn't a fanciful metaphor where you are concerned.

Prerequisites: no other foundation technique

Benefit: *Foundation Technique.* Your unarmed attacks and blunt weapons gain the *concussive* quality. Gain 1 Edge at the end of your initiative count in combat if you declared full defense or concussed an enemy.

ESSENCE THEFT

Not the whole thing of course... just a little taste with each "bite".

Prerequisites: no other foundation technique

Benefit: *Foundation Technique.* Each time you inflict divine damage on an enemy while you have 9 fervor or more, you lose 9 fervor and heal up to 9 points of vitality. When you inflict divine damage on an enemy and you have less than 9 fervor, you gain fervor equal to 1 + your current Fervor (i.e. your fervor increases by 1). Gain 1 Edge at the end of your initiative count in combat if you declared full defense or lost fervor that round.

FOX'S BOUNCE

Don't look now, but it's coming back...

Prerequisites: Essence Theft, spirit weapons forte

Benefit: Once per round while you have a spirit orb readied, you may draw a 40 ft. line starting from your square. Make a standard attack with the qualifying weapon against all enemies along this line (roll damage separately). Then make a second ranged attack check against each of those targets you hit, this time doubling any dodge bonuses they may have. Damage from this second attack cannot be resisted or redirected. You may only use Fox's Bounce if you did not use it last round.

If you have previously fixated a target at any point during this combat, you gain a +2 bonus to both damage rolls against them when using this ability.

FOX'S FLAMES

Hungry spirits follow in your wake, thirsty for essence.

Prerequisites: Essence Theft

Benefit: You gain a stance.

Ghost Lights (Spirit Orb Stance): You must spend 3 Edge when entering this stance. Surround yourself with 3 floating orbs of foxfire. You may spend 3 Edge as a free action to refresh the number of foxfires surrounding you to 3. Twice per round during your initiative count you may consume a foxfire to make a free attack with your spirit orb. Instead of its normal damage, this attack does 1d10 + your Charisma modifier divine damage for the first foxfire, 1d8 + your Charisma modifier for the second, and 1d6 + your Charisma modifier for the third.

FOX'S KISS

Your wiles have teeth and your teeth have wiles.

Prerequisites: Essence Theft

Benefit: Once per round while you have a spirit orb readied, you may draw a 50 ft. line starting from your square. Spend 4 Edge and make a standard attack with the qualifying weapon against the nearest enemy along this line that you can see. If this attack check hits and the result exceeds 15 + the target's Will save bonus, instead of inflicting damage they become fixated on you for 2 rounds. During that time they may only move towards you

at half speed on their initiative count and may not make attack or skill checks. This fixation is so powerful that you may damage them without breaking the fixation and they may not apply dodge bonuses against your attacks.

FOX'S LEAP

'Here' is such a mutable concept to the spirits...

Prerequisites: Fox's Bounce, Fox's Flames, Fox's Kiss, no other signature technique

Benefit: *Signature Technique.* Up to 3 times per combat when you would be struck by an enemy's attack but before damage is rolled, you may gain a +5 dodge bonus to defense against that attack. After that attack is resolved you may immediately teleport up to 30 ft. and enter the ghost lights stance or if already in that stance refresh the number of foxfires surrounding you to 3 without spending Edge.

HEAVENLY LUMINANCE

Your connection to the stars is a giving, kindly glow.

Prerequisites: no other foundation technique

Benefit: *Foundation Technique.* Your Intelligence rises by 1. If you give Edge to an ally who has 0 Edge, they gain 1 additional Edge. If you heal an ally who has less than 50% of their vitality remaining, the amount you heal them for is increased by 50% (round up). Gain 1 Edge at the end of your initiative count in combat if you declared full defense and/or were attacked by an enemy that round.

SEAL OF THE STARS

Those you bless are nearly as eternal as the stars above.

Prerequisites: Heavenly Luminance

Benefit: As a half action you may spend 4 Edge to target an ally you can see within 40 ft., healing them for a number of points equal to your Intelligence score and granting them "Seal of the Stars". Restore wounds first, then vitality, stress, and subdual damage in that order. Seal of the Stars is a named bonus giving DR 3 and lasts until you use this ability again or the fight ends.

SHOWER OF LIGHT

The rays of the stars rain down on your foes, sharp as arrows.

Prerequisites: Heavenly Luminance, spirit weapons forte

Benefit: Once per round while you have a spirit staff readied you may make a single attack with it against all enemies within 25 ft. This attack check uses your Intelligence bonus instead of Wisdom and has the lay bare 1 quality. Each target you hit suffers 1d6 + your Intelligence modifier divine damage (roll damage separately). You may only use Shower of Light if you did not use it last round.

If you hit at least 1 special enemy, the next time you use Seal of the Stars it costs only 3 Edge.

STAND BEHIND ME

You're always ready to take one for the team.

Prerequisites: Concussive Blows

Benefit: As a half action you may spend 3 Edge to gain fervor equal to your Constitution modifier + one-half Career Level (round up). If you do, you may also choose an ally you can see within 20 ft. to gain the same amount of fervor. You then move to any empty square adjacent to that ally (ignoring adjacency). You must choose a square between them and a visible enemy if possible.

LEAGUE OF LEGENDS STYLES

The following styles were inspired by character from the multi-player on-line battle arena (MOBA) game League of Legends.

Child of the Stars Style (Soraka): **Heavenly Luminance, Seal of the Stars, Shower of Light, Touched by Starlight, & Wish Upon a Star**

Cuts Like the Wind Style (Yasuo): **A Wanderer's Journey, Breeze Strike, Howl with the Sky, Steel Winds, & Voice of the Typhoon**

Guardian of Ice Style (Braum): **Concussive Blows, Stand Behind Me, Winter's Bite, Winter's Wall, Winter's Wrath**

Hungry Nine-Tails Style (Ahri): **Essence Theft, Fox's Bounce, Fox's Flames, Fox's Kiss, & Fox's Leap**

Order of the Sun-Dragon Style (Jarvan IV): **Assault Cadence, Banner of the Sun-Dragon, Sun-Dragon's Aegis, Sun-Dragon's Lance, & Sun-Dragon's Tears**

More about these the characters and the game moves/graphics that inspired these feats can be found at~

http://gameinfo.na.leagueoflegends.com/en/game-info/champions/

SUN-DRAGON'S AEGIS

The Sun knows its own.

Prerequisites: Assault Cadence

Benefit: Any time you are hit, before damage is rolled you may spend 3 Edge to gain fervor equal to one-half your Career Level + 5 for each special enemy within 100 ft. (rounded up). Then each enemy you are able to see within 20 ft. has all of their movement speeds reduced by 10 ft. for 2 rounds.

SUN-DRAGON'S LANCE

You have mastered a powerful thrusting attack using your spear to channel your martial spirit.

Prerequisites: Assault Cadence, edged forte

Benefit: Once per round while you have a 2-handed spear readied you may draw a 30 ft. line starting from your square. As a full action, make a single attack with the qualifying weapon against all enemies along this line (roll damage separately). This attack gains shredding 1. You may only use Sun-Dragon's Lance if you did not use it last round.

If your Sun-Dragon's Lance attack crosses the square where you have planted a standard with flag of the Sun-Dragon, this attack gains the lift-off quality and you move to the nearest empty square adjacent to your standard after the attack is resolved (ignoring adjacency).

SUN-DRAGON'S TEARS

With a mighty bound you strike like the Sun-Dragon's fiery tears.

Prerequisites: Banner of the Sun Dragon, Sun Dragon's Aegis, Sun-Dragon's Lance, no other signature technique

Benefit: *Signature Technique.* Once per combat during your initiative count and while you have a 2-handed spear readied, you may target a special enemy you can see within 30 ft. You immediately move to the nearest unoccupied square adjacent to the target (ignoring adjacency). The target is lifted and takes lethal edged damage equal to the higher of your Strength or Constitution scores + your Career Level. Then you may choose whether the force of your impact creates a crater (a permanent, unmoving 25 ft. diameter ring of very difficult terrain centered on the target's square).

TOUCHED BY STARLIGHT

The stars see all... and judge them.

Prerequisites: Heavenly Luminance

Benefit: As a half action you may spend 3 Edge and choose a non-bystander character you can see within 40 ft. If they are an ally, you grant them 3 Edge. If they are an enemy, they cannot spend Edge for 2 rounds.

WINTER'S BITE

Shards of ice fly from your shield, ensuring there is no escape.

Prerequisites: Concussive Blows, blunt forte

Benefit: As a full action make an attack with a shield. The attack gains reach 8. If it hits the target is also concussed and their speed is halved for two rounds (round speeds down to the nearest 5 ft.). You may only use Winter's Bite if you did not use it last round.

WINTER'S WALL

You may freeze the air itself to build a shelter against your enemies.

Prerequisites: Concussive Blows

Benefit: When you would be hit by any ranged attack, you may spend 4 Edge to cancel the effects of that attack and gain the "Winter's Wall" bonus for 4 rounds. Winter's Wall is a named bonus that gives you DR 10 against ranged attacks. Further if any ranged attack passes within 10 ft. of you, you may choose to have it strike you directly instead of its intended target/destination. You may not make saves against attacks you have redirected in this fashion.

WINTER'S WRATH

The glaciers of your home burst forth from the earth at your command.

Prerequisites: Stand Behind Me, Winter's Bite, Winter's Wall, no other signature technique

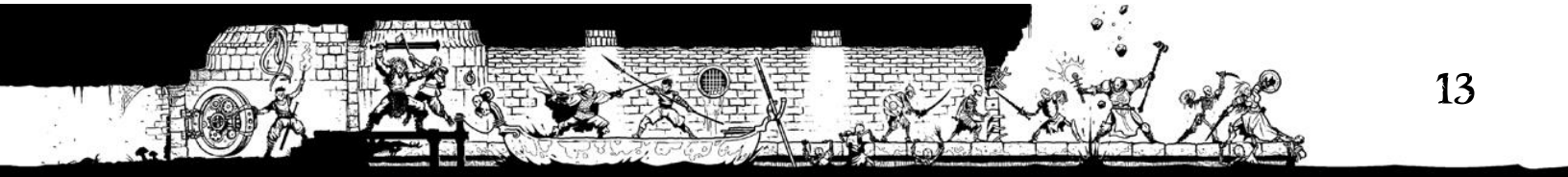
Benefit: *Signature Technique.* Once per combat while you have a shield readied you may draw a 30 ft. line starting from your square. As a full action make a single attack with the qualifying weapon against all opponents adjacent to you and/or along that line. This attack has the lift-off quality and targets hit take subdual damage equal to your Constitution score + your Career Level (no damage roll needed). All squares in the line are filled with waist-high broken ice blocks (very rough terrain) until the ice melts.

WISH UPON A STAR

This wish will be granted.

Prerequisites: Seal of the Stars, Shower of Light, Touched by Starlight, no other signature technique

Benefit: *Signature Technique.* Once per combat as a free action you may heal yourself and all teammates within 1 mile for a number of points equal to your Intelligence score + twice your Career Level. This healing ignores the Burden of Ages drawback. Restore wounds first, then vitality, stress, and subdual damage in that order.



CHAPTER 3: STREET FIGHTER

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PATHS

These paths are inspired by the online game League of Legends and follow all the advice and information as seen in the paths section of Chapter 1 *(see page 5)*

PATH OF CUTTING WINDS

Cutting Winds I: You gain the A Wanderer's Journey feat.

Cutting Winds II: You gain your choice of the Breeze Strike, Howl with the Sky, or Steel Winds feats.

Cutting Winds III: You gain your choice of the Breeze Strike, Howl with the Sky, or Steel Winds feats.

Cutting Winds IV: You gain your choice of the Breeze Strike, Howl with the Sky, or Steel Winds feats.

Cutting Winds V: You gain the Voice of the Typhoon feat.

SPIRIT WEAPONS

These weapons are inspired by the classic arcade game Street Fighter II and part of the new spirit weapons category *(see page 5).*

SPIRIT WEAPON DESCRIPTIONS

Hadoken: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

Sonic Boom: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

TECHNIQUE FEATS

These are the Technique feats inspired by the classic arcade game Street Fighter II. For more information about the Technique feat tree, see page 6.

WINTER'S BITE

Shards of ice fly from your shield, ensuring there is no escape.

Prerequisites: Concussive Blows, blunt forte

Benefit: As a full action make an attack with a shield. The attack gains reach 8. If it hits the target is also concussed and their speed is halved for two rounds (round speeds down to the nearest 5 ft.). You may only use Winter's Bite if you did not use it last round.

STREET FIGHTER STYLES

The following styles were inspired by character from the classic arcade Street Fighter II series.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

CHAPTER 4: TITLE

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

MAIN SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB-SUBSECTION (Final breakdown)

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The

quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SIDEBAR TITLE

Siderbar text.

CHAPTER 5: TITLE

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

MAIN SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB-SUBSECTION (Final breakdown)

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SIDEBAR TITLE

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CHAPTER 6: TITLE

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

MAIN SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB-SUBSECTION (Final breakdown)

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The

quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SIDEBAR TITLE

Siderbar text.

CHAPTER 7: TITLE

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

MAIN SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB-SUBSECTION (Final breakdown)

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quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SIDEBAR TITLE

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CHAPTER 8: TITLE

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

MAIN SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB SECTION

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SUB-SUBSECTION (Final breakdown)

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The

quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

SIDEBAR TITLE

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