

Chi Martial Arts

Chi Martial Artists are members of an elite, hyper-trained group of hand-to-hand experts. In addition to having trained their bodies, they have also tapped the powers of their mind. They may be able to heal with their minds, fire bolts of “Chi” energy, or perform other acts straight out of martial arts mythology.

It is even possible that Chi Martial Artists may not be entirely human (depending on the campaign). They can play quite nicely alongside mutants, psionics, or even cyborgs (if they don't load up on weapons).

The Chi Martial Artist Archetype

Characters in a classic Chi Martial Arts campaign will be playing in modern-day society as part of an underground in which elite and colorful fighters have paranormal adventures. The villains may be cosmic forces, rival schools, or other enemies of order. At 150 points and being able to hurl bolts of “Chi Energy” they will be able to handle themselves against many times their number (so long as there aren't an excess of guns). Possible adventures might be:

- The rival school locates and recruits a new master of an exotic (even for these characters) technique. Before the characters' school falls they must seek out the master who knows the counter and convince him to train them.
- The characters are gathered for a tournament where they are representing the forces of humanity against a menace from an alternate dimension and if they lose their planet may be ravaged. Many of their hated enemies wind up fighting on their side.
- A martial arts magazine reporter starts to penetrate into the secret world of Chi Martial Arts—the characters are sent by their Sensei to chaperone her and make sure that she doesn't print a story exposing the secrets of their world: they are forbidden to use their Chi abilities in defending her.
- A local cycle gang (armed with knives, chains, brass knuckles, and maybe one or two guns) shows up looking for a fight.
- The characters are invited to a tournament where the independents win money if they beat their opponents and owe various organizations favors if they lose.
- Etc.



Chi Martial Arts

The game designer has a background in the martial arts (brown-belt) but much of this was inspired by Japanese animation, certain pay-per-view reality combat events, and the one-on-one fighting video games.

Chi Martial Artists are supposed to be flashy, unique, and quite cinematic in nature. While these rules certainly can be used to make other types of characters (and that use is encouraged) the prototypical Chi Martial Artist will wear a cool fighting suit, have some kind of attitude, and usually have a goal in life.

Of course, that goal can usually be met by winning the right tournament . . . or something.

Basic Rules

Chi Martial Artists characters follow these basic rules (explained in more detail in the next section). They are supposed to be colorful, exotic fighters who represent the ultimate in human potential. Characters should want to rely more on their hands and minds than on guns or explosives.

- Construct a character built on 150 character points. No paranormal abilities, unless approved by the GM, may be taken.
- No gear (weapons or armor) may be used unless the GM allows it. There are optional rules that allow characters to pay character points for HTH weapons—these should be used carefully since weapon-wielding characters will have a great advantage over unarmed ones. Unless running a game where martial arts are secondary and everyone uses assault rifles and wears kevlar, no one should have armor.
- Chi Martial Artists have a list of special moves, Chi Skills (which are skills that act something like super powers). They will buy these using base character points—there is no overhead tax applied for Chi Martial Artist who buy things from this section (although if they are allowed to have paranormal abilities the GM may then charge a tax—see the section on integrating mutants and martial artists).
- Chi Martial Artist are allowed to buy damage points at 2 character points per damage point—and they may have as many as they want.

Special Rules

To build a Chi Martial Arts character, you will first choose one of the Five Paths (see below), buy the skill Chi Focus at Level 2 (unless specifically allowed to buy it higher), and then buy a collection of martial arts skills, special maneuvers, Chi moves, special traits, and “Combat Techniques” to round out your super fighter.

Your choice of one of the ‘Five Paths’ will largely determine what sort of guy your character is, but the wide variety of special moves (exotic but ‘realistic’) and Chi Energy abilities (metaphysical combat techniques) will make your character unique.

When creating a Chi Martial Artist, keep these guidelines in mind (as we have found they lead to the creation of better characters):

- Give your character at least 25 Damage Points. This will allow your character to take the kind of punishment these guys dish out.
- Your character should do between 5-8 points of damage with a normal strike (on average). Characters doing 9-15 with a normal strike are powerhouses. *Note: Special moves may do more damage once a turn. This is fine.*
- Although Chi characters are combat machines, you’ll get a better gaming experience if you spend at least 18 points on ‘non-combat’ skills and abilities. The GM may wish to enforce this, as it prevents shallow, purely combat oriented characters that can’t do anything but fight.
- Choose a special look and motivation for your character. Chi fighters tend to be dynamic people who may display a wide variety of extreme behaviors. Decide what your character’s ‘fighting uniform’ looks like and what names you give to your signature moves or techniques.

Chi Martial Artists And Weapons:

Martial arts weapons are a staple of the fiction. Very often players will envision their characters fighting with a katana, tonfa, a staff, or other weapon. Still other character types may even use guns (or be a police officer as their “day job”).

Obviously a lot of weapons will hurt the spirit of these games. (Why spend time training when the most efficient way to win fights is to shoot people?)

Here are some suggestions and rules modifications:

- Everyone Carries: The GM allows any weapons wanted but specifies that character can only have level 2 weapon skills and that they can be no higher than 13-.
- Require Aim—a major rules change, but one that could work would be to make all ranged weapons require a 5 REA action to aim with or fire at -4 to hit. This will make gun using characters still reasonably effective at long range but not really good in close.
- Assume Gun Control: It is useful to set the campaign in Japan where guns (even for thugs) are hard to get or in a hypothetical US where anti-gun legislation or public outcry has made them very scarce (that would also lead to more HTH training and thugs with knives, chains, wooden boards, etc. which isn’t bad for Chi games).

The Six Paths

In the creation of a Chi character, you must choose one (and only one) of the 'Six Paths to Power.' These paths determine how your character will be built and they are mutually exclusive. Characters who choose one of the special abilities of the 5 paths may not choose any of the others.

The 6 paths are: the Path of Power (the physical path), the Path of Quickness (the speed-based path), the Path of Inner Fire (the spiritual, will-based path), the Path of Precision, a Level 4 Martial Art (the path of excellence), and the Technician (pays half for maneuvers).

Ex1: Kenton is constructing Titan, the strongest woman in the world. He decides to go with the Way of Power and the martial art of Karate. Since he's bought Built, he can't have Karate at Level 4 without paying the full price of 32 points for it (because the two are mutually exclusive for Chi characters). So Titan will have a STR of 18 and Level 3 Karate.

Ex2: Iron Tiger uses his incredible WIL to absorb damage, hurl power bolts of Chi energy, and erect a defensive glowing energy field around himself. He chooses the Furnace of Inner Fire (allowing him to buy Iron Will). For his martial art, he decides to focus on Tai Chi and Karate, both at Level 3.

The Way of Power

The character is allowed to buy the Special Trait: Built.

The Road of Quickness

The character is allowed to buy the Special Trait: Fast.

The Furnace of Inner Fire

The character is allowed to buy the Special Trait: Iron Will.

The Path of Precision

The character is allowed to have an AGI of 15 or higher for your character (purchased normally).

Note: Although built on 150 points, Chi Martial Artists may not purchase AGI's of 15 or higher unless they choose this path.

The Prodigy

The character may have one Level 4 martial art (paying the Heroic cost of 16 points for one Level 4 skill). Furthermore, the Prodigy can purchase an additional 4 points of Toughness (DP's) at 1 character point apiece.

Note: This means that if a Chi character wants a Level 4 martial art and wishes to pursue one of the other paths, he must pay 32 points for the Level 4 skill.

The Technician

The character pays half for all special maneuvers (Chi and otherwise).

Buying Toughness:

Buying Toughness for these guys can be a little complicated.

Normally, toughness (Damage Points) cost 2 points apiece after the first 4 (which, for Heroic characters, only cost 1 point apiece). However, with Chi Characters, they have several options for getting cheaper damage points. These are explained here:

Chi Focus: Chi Focus lets you buy cheap DP (at 1pt for 1 DP) for each 2 points of Skill Roll above 10.

Level 4 Martial Arts: Characters who choose the Path of the Prodigy may buy 4 additional points of cheap Toughness (at 1pt for 1 DP).

Chi Focus and Iron Will:

Characters with Chi Focus and Iron Will get to buy cheap DP for each *point* of Chi Focus above 10 (and, since Chi Focus is based on WIL, they get a higher roll anyway!)

Cheap DP and Big: You CANNOT use cheap DP to buy Big. If you wish to play a larger character, pay the normal 2.25 points for each extra DP and point of BLD.

Ex1: Iron Tiger has a WIL of 17 (with Iron Will) and a Chi Focus roll of 20-. He may buy 4 cheap DP for being Heroic, and 10 cheap DP for having Iron Will and a Chi Focus roll of 20-. Combined with his natural 14 DP, he has 28 total damage points. He may choose to purchase more at the regular rate (2pts for 1 DP) if he wants.

Ex2: Titan has a Chi Focus of 14-, Built, and 17 normal DP. She may buy 4 cheap DP for being Heroic, and 2 cheap DP for her Chi Focus roll. She automatically gets 6 for being Built. Paying the 6 points, she winds up with 29 DP. She buys a point of Big for 2.25 points and has an even 30 DP!

Special Maneuvers

All martial arts include some special combat abilities at Levels 3 and 4. However, these aren't the only ones. Special teachers who know some of the ancient secrets and exotic moves can teach their students how to do things which, while not involving special meditative training, are unusual enough not to be taught in the standard schools.

There is nothing paranormal about these moves—they can exist in a game where no Chi abilities are in use—and normal characters who attend a good martial arts school may even be allowed to buy the cheaper ones if the GM allows it. It is possible to build a flashy, effective character with no Chi whatsoever and have him gain his uniqueness through use of these moves.

NOTE: Many of these moves have descriptive and “colorful” names. In some cases the name may match that of a real martial arts move or stance—while the description may not. This is an attempt on the part of the game designer to give some flavor to the moves list . . . the “real martial arts name” of a move may be different from style to style and from school to school.

Two Point Moves

These moves cost two character points each. Any character with a Level 2 martial art (including Street Fighting and Boxing) may take them.

Back Kick – 2pts

The character is trained to throw a kick straight back behind him in such a way as to attack opponents who have gotten around to his rear. The kick hits normally and is in all ways like a normal kick—it isn't at -4 to be thrown behind. A character may change facing when he throws this kick.

REA	To-Hit	Damage
Kick	normal kick	+2

Breaking Blow – 2pts

The character is experienced in breaking boards, bricks, etc. He throws a focused strike that is designed to penetrate targets. In addition to doing damage the character can penetrate armor to a small degree. The breaking blow technique can be used with any other strike. If the total cost of the strike is above 8 REA the strike is a long action. The blow (in addition to doing extra damage) ignores one point of armor. The damage stacks with all other modifiers (so a breaking blow kick does +3 damage instead of +2 and cost 9 REA).

REA	To-Hit	Damage
Strike+3	normal	+1 additional

Circular Block – 2pts

The character has been trained to execute a special block that involves both arms and traces circular lines. It is especially good at covering different avenues of attack. When instituted it subtracts up to 2 points of negatives caused by an opponent *feinting*.

REA	Block Roll
Block +1	normal

How These Work:

It's pretty simple: you buy the ability, you get to use it. But often there is confusion as to how these work with various martial arts. For instance, can a character with Tae Kwon Do throw a Serpent Kick at medium range if he's Level 2—and does he get his listed damage bonus?

The answer is yes. Unless it says otherwise, all of an art's special abilities apply. Street Fighting's Close Combat damage modifiers apply with special moves. Special strikes thrown with Kung Fu are harder to block. The specific rules are as follows:

- If the move's REA says *Punch* or *Kick* then it uses whatever parameters the character does for a “normal” martial arts punch or kick (so L3 Tae Kwon Do kicks for 5 REA once per turn and Kung Fu punches cost 4 REA at Level 4).
- If the move's REA says *Strike* then any strike the character knows can be thrown in combination with the move (including Chi Strikes).
- If the move's REA has a listed number then it always costs that REA no matter what art is known.
- Damage is calculated as *Base Damage + Martial Art Damage + Move Damage*. So if the damage for a move is +4 in the hands of a Level 3 Karate expert it does Base Damage +7. **NOTE:** Remember that for Special Maneuver kicks, do not add the move's damage bonus to the +2 kick damage. The kick damage bonus is either repeated or replaced.

Useable Once Per Turn:

Quite a few of these moves are only useable once per round. That means exactly that—even if you have 50 REA you can only throw that strike (or block or whatever) once during your turn.

Defensive Stance (“Crane Stance”) – 2pts

The character stands in such a way as to minimize ways he can be struck. This gives him a better chance of blocking incoming attacks—unfortunately the stance isn’t very mobile and a character in the stance loses 2 points of AGI bonus (minimum of 0). The character is at +2 to all his blocks while in the stance. Entering the stance is a 5 REA medium action, dropping it is a 0 REA medium action (i.e. it can be dropped at any time—but on the character’s turn).

REA	Effect
Enter: 5, Drop: 0	+2 Blocks / -2 AGI Bonus

Face Smash – 2pts

This brutal move is only used in grappling combat or after a Grab (like a throw). It acts just like a throw but if successful, instead of falling down the target’s face is smashed into the attacker’s knee or elbow. The attacker may choose to continue a Grab or let go. A successful grappling roll is required at which point the attacker makes a roll to hit with the Face Smash. The Smash ignores -2 points of negative Damage Modifier in a Grapple. The Damage Modifier is determined by the amount the grapple roll is made by. The damage is a character’s Base Damage +2 (*not* listed Throw damage).

REA	To-Hit	Damage
5	normal	+2

Grabbing Block – 2pts

The character is trained to grab incoming strikes. Against any unarmed strike the character can declare a blocking move which costs +1 REA (and is a Short action). If the block succeeds or the attacker just plain misses (in which case the defender can declare the block to have been successful) the blocker makes a Grab contest roll—if successful the blocker has grabbed the attacker’s arm.

REA	Block Roll
Block +1	-1

Haymaker – 2pts

The character throws a powerful version of the Roundhouse punch. This punch is a Long action and, in addition to damage taken, the target will roll at -1 to his CON roll if a wound is inflicted.

REA	To-Hit	Damage	Effect
Punch +3	normal	+3	-1 CON roll

Immovable Stance – 2pts

The character is “rooted” to the ground focusing his energy and positioning his legs so that he will not fall or be pushed back. The stance is (as with the defensive stance) immobile and the character gets -2 points of AGI bonus. The stance is a 5 REA medium action to assume and a 0 REA medium action to drop). In the stance the character will not be knocked down due to a daze result, adds +1 to his effective Mass for purposes of knock-back, and gets +3 to his defensive grapple score *until* the opponent (or the character himself) achieves a Takedown. A character in the stance cannot be knocked down by a Sweep.

REA	Effect
Enter: 5, Drop: 0	+3 DEF Grapple, anti-knockdown

A Note About Blocks:

In Chi games (especially if weapons are being used by anyone) it is a good idea to play with the optional rule that the amount a failed block is *almost* made by subtracts directly from the attack’s damage modifier. If this is complicated, just give any attack that hits through a block a -3 damage modifier.

In games where most if not all characters are unarmored this rule can prolong battles and keep characters from experiencing sudden death (since there’s no armor save to intervene between a really lucky to-hit roll and damage modifier doubling).

Tournaments:

It has been noted that the time it takes to really fight in a tournament and the time the JAGS battle takes are widely different. Most battles are over in a matter of seconds in JAGS and take a few minutes in reality.

Part of this is because people don’t run at each other swinging (which is usually what happens in roleplaying games) and you aren’t usually fighting for your life.

If players want battles to take longer do this:

1. Hide the amount all REA rolls are made by. The player will never know if his opponent is slower or waiting and will always wait for a really good REA roll before charging in.
2. After each exchange stop the fight (this happens in martial arts tournaments). The clock keeps running.
3. Force less experienced fighters (anyone under black belt) to make a WIL roll to close and attack unless that character’s REA roll was made by 5+. If the roll is made—but isn’t made by 3+ then the character coming in gets -1 to his AGI bonus). It’ll make characters wait.

Kidney Punch – 2pts

The character is skilled in striking an opponent's vital areas. The character throws an attack at -2 to hit, but if it connects, adds 4 to the Damage Modification roll. This *does* stack with Level 3+ Street Fighting Damage Modification bonuses. The character must be in Close Combat to deliver this strike.

REA	To-Hit	Damage
Strike	-2	+0 (+4 Damage Mod)

Knee/Elbow Strikes – 2pts

The character is highly trained in the art of close-in combat . . . especially the use of the elbow and knee as striking surfaces. To use these maneuvers the character must be in Close Combat (i.e. Close range, or have grabbed or grappled his opponent). The character may throw any *normal strike* (punch, kick, or cross) for +1 damage at -1 to hit. Therefore, a punch would do +1 damage, a kick would do +3, and a cross +2. They ignore -2 points of negative Damage Modification in a Grapple. NOTE: This maneuver allows you to kick in Close Combat.

REA	To-Hit	Damage
Punch / Kick	-1	+1

Power Block – 2pts

Crossed arm blocks are usually suicide in a fight (poor technique). The character knows a secret to them which makes them a lifesaver: if a power block is used against *any attack whose damage bonus is +3 or greater* it gets +3 to the roll. Note: Only a few of these moves have a damage bonus of +3 or more—and those are the ones this is good against (Jump Spin Power Kick, Thunder Punch, Jump Punch/Kick, etc.).

REA	Block Roll
Block +1	+3 vs. <i>high damage strikes</i>

Power Uppercut – 2pts

The character must be in *close combat* (so he must either take a long 5 REA action to step into close combat, have grabbed or grappled the target, and have a hand free). The Power Uppercut, in addition to adding +2 damage to a punch, causes the target to make his CON roll at -1 for purposes of getting a Stunned, Dazed, or Unconscious result. The character who throws it is at +1 to be hit until the beginning of his next turn next round.

REA	To-Hit	Damage
Punch+2normal		+2

Roll with Blow – 2pts

The character is trained in rolling with an attack thereby reducing the power (and damage) of it. For 1 REA the character subtracts -2 DM from an attack; for 2 REA he subtracts -4 DM. Roll with Blow only works against HTH Impact damage.

REA	Damage Modification
1 or 2	-2 DM or -4 DM

Chi Mutants:

In several of the one-on-one video games there are quite a few characters who don't seem to be human. They're mutants or cyborgs.

Games were players mix and match archetypes can work so long as some guidelines are followed:

- Chi attacks ignore some armor so mutants with a bit armor won't unbalance the combats. Nearly indestructible cyborgs will. The GM should keep careful watch on how players spend their points.
- It is difficult for a Chi Martial Artist to do more than, say, 10 points of damage with a strike (they *can* but it's an extreme character). Mutants who can buy great strength should still keep their damage in check so that both character types can compete in the same campaign. That means the cyborg's cheap automatic built in rocket launchers and assault rifles should only be allowed in the game if balanced combats were everyone gets to participate aren't on the menu.
- Psionics and Chi characters usually play well together since most Chi types are immune to mental attack but most normal people are highly susceptible.
- In super hero games a 300 or 450 point Chi Martial Artists can usually be fun to play and can have the 32 point versions of Built, Fast, and Iron Will. Above 450 points you've gotta be dedicated to want to play in a game where 40 point lightning bolts are being tossed around (the Chi Block should work against paranormals bolts).

Sacrifice Throw (character must have an art that throws) – 2pts

The character knows a special throw in which both he and the target falls. These are taught in most Jujitsu schools but are rarely stressed. There are two forms of the throw: the one that does more damage and the one that is easier to get off. Either one can be known for 2 points. Both versions can be known for 3 character points. The character must declare intent to sacrifice throw before rolling. If the throw is successful, both opponents will be on the ground. If the throw roll is missed by 4+ the thrower falls!

REA	Damage	Thrower's OFF Grapple Score
Throw	Throw +2	-1
Throw	Throw +1	+2

Serpent Kick – 2pts

The character throws a kick that winds left and right before striking. It is quite difficult to block. The kick is blocked at -3 (this stacks with Kung-Fu negatives and other feinting modifiers!) If a Serpent Kick is thrown twice within two rounds it loses its negatives to be blocked (the target figures it out).

REA	To-Hit	Damage
Kick+3	normal	+2

Spring To Feet – 2pts

The character is skilled in the art of leaping to his feet (something a character with Acrobatics is also trained in doing). The move is a 3 REA Short action that allows a martial arts (or Acrobatics) roll to return the character to his feet. This will not work if the character is held down in any way. A character with Acrobatics at Level 2+ can perform this for 2 REA.

REA	Effect
3	Character jumps to feet

Submission Hold (the character must have a grappling art) – 2

The Submission Hold attacks the whole body (abdominal stretch, spinal compression, etc.). The character must have a Lock or a Hold at Success Level and then applies the Submission hold. The damage is [$\frac{1}{2}$ STR -10] +3 (+4 DM) and the Submission Hold can be “cranked” (roll again for damage) for each 5 REA Medium action the character then takes. With the [$\frac{1}{2}$ STR -10] modifier, the minimum number is 0 and fractions are rounded up.

REA	To-Hit	Damage
5	+0	Varies

Sweep – 2pts

A sweep move is similar to a kick except that if it hits right, it puts the target off balance, possibly making him fall. The sweep hits like a kick, does damage like a punch (+0) and if it hits by 3+, forces the target to make an AGI Roll at -3 (or Acrobatics—or Acrobatics +3 roll at Level 3). If the roll is missed he will fall and be treated as *prone*.

REA	To-Hit	Damage
Kick+1	normal	+0

Combining Moves:

Some moves can't be combined—some can. If a move says that its REA is added to a Strike or that it can be used with any Strike then it can be combined with special moves (if it just says punch or kick then it can only be combined with a “normal” martial arts punch or kick).

For example: Alice Lyon has Level 3 Karate, Thunder Punch, Sliding Delivery, and Breaking Blow.

In a full contact tournament, she starts a step away from her opponent and makes her initiative roll by 3 (she has a 13 REA).

Wasting no time, her character checks the listing under Sliding Delivery: *Strike*. That means it can be used with the Thunder Punch (and fortunately the T-Punch, costs no additional REA)

Alice flashes across the gap between her opponent and lays in with the Thunder Punch combined with the focus and force of her breaking technique: for +4 damage! The +3 for the Karate give her a total of 7 damage (she's got a 10 STR).

The cost for this move? It's 8 REA: 5 for the Thunder Punch, +0 for the Sliding Delivery which lets her step in for free, and 3 for the Breaking Blow. If she hits she'll have 5 REA left for a block—if she doesn't she could punch (but her Thunder Punch is used up for the round, she can't slide any more, and she hasn't got the REA to make it a Breaking Blow).

Four Point Moves

These require a Level 3 or better martial arts skill in order to be learned (and can be used with any martial art known regardless of level).

Advanced Immovable Stance – 4pts

This acts as Immovable Stance except that it adds +5 to the character's defensive grapple roll instead of +3. A character with the basic stance may purchase this move for an additional 2 points. A character with this move can *never* be knocked down by a Sweep (even if he isn't in the stance).

REA	Effect
Enter: 5, Drop: 0	+5 DEF Grapple

Block / Dodge Ranged Attack (Slow Missiles) – 4pts

The character has been trained to intercept or avoid Slow Missiles (arrows, thrown knives, etc.). The block or dodge roll is at your Sharp Weapons block modifier (dodge rolls take the modifier as well). If the GM allows it, there may be a 4pt Chi move that allows the blocking and dodging of all missiles (including Fast Missiles like bullets and lasers) at the Blunt Weapons block modifier. Either way, if a block roll is made by 5+, the GM may rule that the character has actually *caught* the missile!

REA	Block / Dodge Roll
Block / Dodge	Sharp Weapons Modifier

Cobra Punch / Kick – 4pts

The character is trained to deliver a lightning fast punch or kick that happens so fast no opponent can capitalize on it. The blow may be thrown once per turn and is at –1 to be blocked. Additionally, the target may make *no* countermoves off the strike; a character using the Cobra Strike may be blocked but not Thrown or Arm-Barred (Level 3+ Judo), Aggressively Blocked (Karate Level 3), Counterstruck, or other such maneuver. The cost gives either the Cobra Punch or the Cobra Kick, but both may be known for 6 points total.

REA Cost	To-Hit	Damage
Punch or Kick	normal	Punch or Kick

Combination Strike – 4pts

The character is trained to throw two strikes in rapid succession for less REA than the two would normally cost. Each to-hit roll must be made separately—but, if the first attack misses or is blocked the second one automatically misses as well (no roll is made). The strikes may be: punch-punch or kick-punch (the kick must come first). The combination strike is an 8 REA medium action. The REA cost is not reduced by any other skill (Kung Fu) and special moves *cannot* be included. If thrown in reaction to a Long move, the first blow lands during the move—the second lands immediately after so the target has a chance to block it.

REA Cost	To-Hit	Damage
8	+0	Normal

Counterstrike – 4pts

The character is trained to block and counter attacks. To use this the character's initiative must be within 5 of his opponents. Any time an attack is blocked by 2 or more the blocking character can immediately throw a normal kick or punch (not one of these special moves) out of turn (for normal REA). The target may block this normally if desired.

REA	To-Hit	Damage
Block + Strike	normal	normal

Drunken Fighting – 4

The character moves in such a manner that many who see him may think he is drunk (if you wish to have the character fight *while* drunk, buy Revelry to negate the effects. If you want to have the character fight *better* when drunk, take a -2 Delusion that the character only uses his full skill when drunk and fights at -1 to skill at other times). Drunken fighting is something the character must do for the entire turn and declare it at Initiative time. Effects of Drunken Fighting include:

- It costs 1 REA (paid at that time).
- All strikes do damage as though the character were *one skill level lower* (or at -1 to damage if the damage bonus is +0) and are at -1 to be blocked (this stacks with other modifiers).
- Additionally, all feints get an additional -1 to be blocked.
- Drunken Fighting characters are at an additional +1 AGI bonus and get +1 to Block.
- When a character is using Drunken Fighting defenders cannot counterstrike off the maneuver.

If a character has Drunken Fighting, he is immune to the effects of it (even if not using it).

REA	To-Hit	Damage
1	+0	-1 level

Float Like a Butterfly – 4pts

The character is trained in deceptive footwork. During any action in which the character steps or moves (other than a grapple attack, a step to close range, or a *free* step due to an REA roll made by 5+) the character receives a +1 to his agility bonus. If the character is attacked before he has had a chance to declare a move, the character can take a 5 REA short action block that includes the footwork.

REA	Block Roll
0 or 5	-0

Hook (the character must have a grappling art) – 4

The character is trained in some form of submission grappling that attacks a limb. The character must have a Hold or Pin and then apply the Hook. It then functions exactly like an Arm Bar but the level cannot be increased (the Hook must be released, the character must fight for a better Hold, and then reapply the Hook). Negative damage modifiers for a Hold do not apply against a Hook.

REA	To-Hit	Damage
5	+0	Arm Bar

Hurricane Kicks – 4pts

The character saves 5 REA from the turn before and then unleashes a spinning flurry of kicks. The kicks cost normal REA, and the character must throw at least two during his attack turn. The 5 REA saved from last turn is then used to throw an additional kick immediately after. If a character does not have enough REA normally to throw 2 kicks (11 or less) then he must save the REA from the turn before in addition to the 5 points. **NOTE:** The saved REA is actually *spent* in that it may not be used to block (the character cannot declare saving the REA and then decide to block instead). The character can step forward for free with each kick. They may be thrown at separate targets.

REA	To-Hit	Damage
0	+0	+0

Jump Kick – 4pts

The character makes a spectacular leap, which terminates in a kick. The jump kick move allows the character to make an 8 REA Long action kick action (as opposed to making an 8 REA Long action to run up . . . and then kicking). It is a flashy way to get into a fight fast. If blocked the character must make a martial arts roll or fall.

REA	To-Hit	Damage
Kick +3	-1	+5

Jump Punch – 4pts

Like the Jump Kick (above) the jump punch acts similarly—but does not force the character to make a roll or fall if it is blocked (it also does less damage). If the character knows Jump Kick, Jump Punch can be purchased for 2 points.

REA	To-Hit	Damage
Punch +3	+0	+3

Jump-Spin Power Kick – 4pts

While a normal kick may be of the flashy “jump-spin” variety, this technique means the character has mastered some exotic skills which allow a special variety of jump-spin kick to be thrown. A bit difficult to block and quite powerful, unless executed correctly the attack is a Long action. Unless the kicking character has beaten his opponent’s initiative roll by 5+, he must make a skill roll at -5 when this kick is thrown; if made the attack is a Medium action, if failed the attack is a Long action. The kick is at -2 to be blocked (this does *not* stack with any other negatives or feints)

REA	To-Hit	Damage
Kick + 2	-1	+4

One Inch Punch – 4pts

The character is capable of throwing a powerful with no windup. This allows the character to punch normally in grappling situations. To throw a normal martial arts punch which ignores -6 points of damage modifier due to grappling the character must spend +2 REA.

REA	To-Hit	Damage
Punch+2 -0	+1	

Painful Grip – 4pts

The character knows how to make his grab hurt. This usually means gripping in a particularly sensitive area and digging in with the fingers, but can include pinching or gouging. In grappling combat, if the character achieves a Success result, he may make a to-hit roll and apply the grip. The grip (which may involve fingers in the eyes, “fishhooking” with fingers in the mouth, a forearm pressed against the bridge of the nose) does crush damage (2/5ths of base damage) +1 and forces the target to make a WIL roll. If the roll is failed, the target will be at -3 to *Offensive* grappling score until the grip is broken. The damage takes *no* negative damage modifiers due to grapple effects.

REA	Damage
5	+1

Perfect Back Fist – 4pts

The character has perfected the art of the back-fist (or other basic punch). Any feint with it will get an additional -1 to be blocked. Each time this is thrown either twice in the same turn or in two consecutive

Trey Logan pushed the rebuilt Thunderbird over 80. The southern California road remained miraculously clear save for the black custom job less than twenty-four inches behind them and to their left.

In the passenger seat, the massive form of his partner, the six-foot plus American Indian Calvin Proudbeer cranked his body around to stare through the window of the vehicle behind them.

“He’s going for it,” Calvin said, his voice hissing with a half-yard from-the-guard-rail edge to it. “Around the outside. I should be driving.”

“I did this in my movie Game of Damage, Logan said, “and I see him.”

Trey cut the car out as the other driver changed tacks heading for the inside as they rounded a curve.

The black car cut expertly and Trey had to pull back as it came even and then inched ahead.

“Damn! Damn! We’re losing him!” Trey swore.

“You’re losing him!” Proudbeer snapped.

“If you’d re-built the engine with some kick I’d be dusting him,” Trey said. “I drive better than you on a bad day.”

“Maybe one of my bad days,” Calvin said.

Trey swerved, threatening to hit the car but the driver didn’t panic. Instead, he punched it and raced ahead, onto the stretch of open road. Then his break lights flared.

“Crud,” Trey said, shaking his head.

“Seems he wants to talk,” Calvin said. The license plate read KIK U ASS. “Or something. . .”

“Musta been a bribe for that one,” Trey said softly. “He can drive . . . but if he wants to fight . . .”

turns, the target gets a RES roll to figure it out if he has a Level 3 martial art. If this roll is made, the feint is normal until the end of the battle.

REA	To-Hit	Damage	Effect
Punch + Feint	normal	normal	additional -1 to block

Power Slam – 4pts

The character gets +4 Offensive Grapple *only* for the Pick-Up move. The character gets +2 Grapple for the Slam maneuver. This also adds +300lbs to the character's full dead-lift (entire body). These bonuses can only be used once per turn.

REA	To-Hit	Damage
0	+0	+0

Power Takedown – 4pts

The character gets +2 Damage and +2 Grapple Score with a Takedown attempt once per turn.

REA	To-Hit	Damage
0	+0	+0

Punch-Grab – 4pts

The character throws a special punch, which terminates in a Grab. If the punch hits, the character immediately makes a grapple roll to sink the Grab (no additional REA).

REA	To-Hit	Damage
Punch+1+0	-1	

Side Step – 4pts

The character is trained in lightly deflecting and stepping to avoid a strike. For +2 REA, the character's dodge roll is at +2.

REA	Dodge Roll
Dodge+2	+2

Silent Death – 4pts

The character applies a hold (Grab), which silences the target and quickly kills him. When the character hits he makes a Grapple roll and catches the target in the subsequent level Hold. The hold is applied to vital areas of the head and neck and must usually be applied from behind. The character rolls to hit with a Grab at -6 (-0 from surprise). The damage done is Penetrating, and until the character breaks the hold, he can't scream or run. Use the Arm Bar modifiers for attacking someone who has you in a Silent Death Grip.

REA	To-Hit	Damage
Grab+2	-4 / -0	1x PEN

Sliding Delivery – 4pts

All characters can take a "free" step when they make their initiative rolls by 5 or more. A character with this move can do it once per turn if they make their initiative roll by 0 or better. The strike incorporates a stepping action (so it can only be taken to close to normal range with an opponent). Note that the character can throw any strike he wishes with this and can even grab or grapple.

REA	To-Hit	Damage
Strike	-0	+0

"Don't like it," Calvin said, but they pulled in behind it, coming to a stop behind the sleek black sports car.

After exchanging glances, Logan and Proud bear exited the Thunderbird, easily launching themselves over the closed doors to stand on either side of it. The black thing opened like a spaceship's pod unfolding.

"Recognize him?" Trey asked quietly.

"Nope," Calvin said. "Should I?"

"Only if you've seen a fighting movie in the past half."

"That'd be no then," Calvin snorted.

"That's Kenny Jastrom—one of the best fighters in the world if you believe his press."

The man's features were perfect. His body was stacked with gymnasium muscles and lean from the regimen of a professional dietician. He was bronzed like a sun-god and his smile was the hard and mirthless sneer of a man who liked to fight.

Logan raised an eyebrow.

"You drive worse than my sixteen year old daughter," the man said, walking towards them—ready to take both at once. Calvin was big—but Jastrom wasn't intimidated.

"Your legitimate one?" Calvin asked.

"You're going to regret that" Jastrom replied coldly.

"I read once that good driving often compensates for bad sexual performance." Calvin said.

Sting Like a Bee – 4pts

The character is trained with a fast, hard jab. One such attack may be thrown per turn, and if the character chooses to use this attack, it must be the first attack made. The punch cost 1 less REA than a normal punch (so a character with a Lv3 skill, in a game using the optional rule that reduces the cost of the first attack thrown by a Lv3 character, could jab for 3 REA. The punch is still a Medium action).

REA	To-Hit	Damage
Punch - 1	normal	½ damage

Stop Kick – 4pts

This difficult move, if successful, will prevent a Grapple or Takedown. It hits as a normal kick and does damage like a punch, but if the kicker hits by 3+, the kicking character either stops the charging character (if the GM rules it is physically possible) or “kicks off” the attacker—moving himself out of range. It should be noted that this kick does not stop characters who are just “moving” and it won’t stop a casual overrun (although it will move the kicking character out of the way). A Stop Kick is *not* thrown at Medium range (it only stops targets moving to Close range). A character attempting a Flying Tackle must make an AGI (or Acrobatics) roll at -2 if stopped or fall.

REA	To-Hit	Damage
Kick	+1	+0

Super Sacrifice Throw (requires Judo or Level 3+ Tai Chi) – 4pts

A throw in which the attacker falls as well is called a sacrifice throw. Any time a throw is allowed the character may choose to use the Super Sacrifice Throw instead (if he has the extra REA). When this is done, make grappling rolls and if successful, both parties fall, the target takes the listed damage, and may at the thrower’s option:

- Be tossed across the room (1 yard for every 2 full points of skill above 10 the thrower possesses). This breaks the grapple/grab.
- Land in a Lock.
- Land in such a way that his CON roll is at -1 for purposes of Stunned, Dazed, or Unconsciousness result.

REA	To-Hit	Damage	Thrower’s OFF Grapple Score
Throw +3	+0	Throw +1	+1

Synchronized Attack – 4pts

The character has studied with others to learn how to attack in groups. When a Synchronized attack is declared, all participants must act at the same time (they must wait until the slowest member’s turn comes) and then each must make martial arts rolls. Each participant who makes their roll by 3+ is synchronized—the target may only block *one* of the incoming attacks! The exception is the Level 4 Tai Chi master, who may block each attack normally, and the character with Lightning Block or Instinctive Block who may use his block against one attacker normally.

REA	To-Hit	Damage
Normal	Normal	Normal

“Uh,” Trey said interrupting, “Isn’t it a little weird—not to mention illegal—to just race with random Californians and then pick fights with them? Not that I’m complaining really . . . it just seems like something counseling could fix.”

“It’s what I do for fun,” Jastrom said. “I find two guys who look like they need a lesson in manners and work out a little frustration. Now, if you have a gun or knife, I suggest you start going for it because I eat guys like you for breakfast and I’d like for this to take a while.”

“We’d rather stand here and belittle you,” Calvin said.

“I thought you talked like that in your movies because your scripts were bad,” Trey said, astonished.

That was all it took.

Jastrom exploded across the pavement in a perfectly timed lunge-strike maneuver.

Calvin had time to exchange a lightning-quick glance with Trey—He’s good.

He wasn’t lucky. With speed that matched Jastrom, Logan sank back in a fighting stance combined with a snapping karate kick that caught Jastrom in mid-stride. Logan hit a lot harder than it looked like he could.

With a circular block Logan shrugged off Jastrom’s punch and spent a moment looking into his attacker’s stunned eyes.

Logan’s punch snapped Kenny’s head back and they stood there—ready to circle, one staggered the other smiling.

Of course the take-out-the-small-guy-first tactic hadn’t exactly worked.

Eight Point Moves

A character must have a Level 3 martial art at a 15- skill roll. These moves often compensate for lower statistics (so they may not be cost effective for everyone).

Advanced Counterstrike – 8pts

This move works like Counterstrike (above) except that the block must be made by 4 and the target is at -3 to block it—with the exception of Level 4 Tai Chi masters and characters with Lightning Block who may block it normally if they choose to. A character with Counterstrike may upgrade to Advanced Counterstrike for 4 points.

REA	To-Hit	Damage
Block + Strike	normal	normal

Lightning Block – 8pts

The character has studied a special, exotic, blocking technique that is immensely fast. Costing only 1 REA, the character can use the block *during* the commission of a Long action (or normally; the Lightning Block may only be used once per turn. This technique can block an Advanced Counterstrike normally. Also, if your opponent is so fast that you must make an REA roll to be able to block and fail, Lightning Block allows you to block anyway.

REA	Block Roll
1	Normal

Thunder Punch – 8pts

Once per turn the character may throw a special punch that does extra damage. The punch hits at -1. It cannot be thrown as part of a Combination. Finally, the Thunder Punch is thrown at +3 Initiative. For example, If a character makes his Initiative roll by +2, he may throw a Thunder Punch (and only a Thunder Punch) when +5's get to go (or after).

REA	To-Hit	Damage	Cost
Punch	-1	+3	8

Tornado Punch – 8pts

The character throws a whirling barrage of punches. When the move is used the player declares at the start, how many punches will be thrown. Each punch hits at a cumulative -1 and if any punch fails to connect (due to missing, being blocked, or being dodged) the rest automatically fail. The REA cost is Normal for the first punch and +1 REA per punch thereafter. The damage the punches do is 1/4th punch damage (drop fractions) with a minimum of 1 point. If thrown in response a Long action, the first punch lands during the action and the additional punches land *after* it (and are each a Medium action themselves).

REA	To-Hit	Damage
Normal +1 per punch	Cumulative -1 per punch	¼ punch damage (min 1)

Later, Trey reclined on the hood of the car, his back resting against the glass.

Proudbear, a slight smile on his face, sat at the front-left corner of the car and looked up at the sky.

"That didn't take long," Logan mused. "I had him fine though, you didn't have to grab him like that."

"Ah," Calvin said, "I was looking out for your best interests—you know, lucky punch . . ."

"And did you have to do that to his face?" Trey said. "I hear he's shooting around now . . ."

"It'll be bruised and swollen," Calvin said. "Nothing a lot of makeup won't fix." Then he laughed a warrior's laugh and then there was silence.

* * *

Exotic Skills

Chi Skills represent training in exotic secrets. The Chi is the energy which flows through all living things—people who reach the highest levels of concentration and self-discipline can learn to focus it to do amazing things. They can heal themselves and others, go without food and water, even lash out with bolts of “inner fire.”

Most Chi Skills are only really useful at Level 3 or Level 4. This is because it takes extreme dedication and training to achieve these effects.

Also listed in this section are some skills that are not necessarily Chi based but are also related to intense training and mental focus. Whether or not they are allowed is up to the GM.



After the fall of the T'Chaing Empire, the emperor's enforcers, with their exotic combat training, were often the only law available in the badlands.

Chi Focus

Normal, WIL

Description: The character can focus his/her inner life force and manipulate the body and reality. This skill takes intensive training and is a highly guarded secret in the realm of paranormal martial artists. Under normal conditions Level 3 and 4 takes decades to achieve—the GM may wish to rule that they are not available to characters in the campaign (or may charge double for them and not allow the Heroic bonus to be used to purchase them cheaply). The skill is of Normal difficulty but that's misleading—it is often taught from childhood or taught by great masters. It is not an easy skill to learn.

Level 1: Sense Chi. The character can detect another character with this skill. The roll is -3 per level the target is greater than the character with the skill.

Level 2: Chi Focus. Chi Focus at Level 2 is the distinguishing trait of Chi Martial Artists. This skill allows characters to do the following:

- Block any Chi attack, ranged or HTH with a normal martial arts block. There is no negative for blocking ranged attacks. The GM may allow this block to be used against magical and psionic attacks as well.
- The character is very aware of his surroundings: with a successful roll the character can block attacks from behind at -2 (instead of -4) and gets half his AGI bonus (rounded down) instead of none of it.
- The character's [Chi skill - 10] is *added* to the character's Hurt Condition score. It is not added to the character's Minor Wound (that is: the amount of damage that is a Minor Wound doesn't change but the amount of damage the character must take before being at Hurt condition does).

- The character can “focus through” a certain amount of armor. The character's Chi attacks ignore [Chi skill - 10] points of armor.
- The character's Chi sense is more finely tuned. Everyone has a unique aura and the character can determine things like health, emotional state, etc. This aura will show cybernetic modification and possibly even psionics or other abnormalities.
- The character gets an extra Damage Point when one is bought for each 2 full points of [Chi Focus Roll] above 10. If the character has Iron Will then the maximum allowed is [Chi Focus Roll - 10] (instead of half that).

Level 3: Advanced Meditation. The character's body is infused with controlled Chi energy. Both the mind and body of the practitioner change at this level. Attacks from weapons take a -5 Damage Modifier against the character—for penetration purposes this occurs *before* doubling (so an attacker must hit by 9 to double the damage). Perception rolls and RES based problems are at +2 to be solved if the character is in a meditative state (this is not +2 to all RES skill rolls—only to problems anyone could solve with focused thought). The GM should require a major quest to find a teacher to reach this level.

Level 4: Chi Master. The character is at harmony with the world (in a Taoist sense if not that actual philosophy). The character can substitute Chi Focus for WIL or CON for any POWER vs. STAT attack. The character takes a -4 DM from weapons and non-Chi attacks and gets +4 to perception and RES based problems.

Combat Meditation

Difficult, WIL

Description: The character is deeply schooled in the philosophy of combat. The mind is tempered to make the character into a weapon. This training represents a character who has been intensively trained and is mentally prepared for combat. In the trance state, the character gets certain advantages in combat. The rules for the trance state are:

- To enter the trance the character must take a 5 REA medium action and make a skill roll.
- Any time the character takes damage another roll must be made—if missed the trance state collapses (at Level 3 this roll is at +3 and at Level 4 the character will never lose the state by taking damage).
- While in the state the character's aura will appear "hard." Attempts to read the character's mind will not result in the psionic getting useful information unless a deep probe is successful (the character's surface thoughts are things like *I am the whirlwind.*) Depending on the level the character's WIL will be at pluses.

Level 1: Trance State. With a roll the character can enter a trance-like state where WIL rolls are made at +2. The character must remain non-mobile in this state.

Level 2: Ignore Pain and Hunger. The character can make rolls to ignore bodily weaknesses. With a roll at a cumulative -1 the character can ignore a day of not eating (but will still need to drink every three days or

die). With a roll at -3 (no negative at L3 and +3 at L4) the character can change a result of Stunned to No Effect.

Level 3: Combat Mind. The character in a trance state does not fear death or dismemberment and can block pain with force of will. For 2 REA and a successful skill roll the character can change the result of Dazed to Stunned. The character gets +2 to recover from bleeding with a roll and gets +2 on rolls to wake up if unconscious. The character takes no REA penalty for Condition level. The character can move normally in the Trance State.

Level 4: Combat Machine. The character takes no condition modifiers, the character cannot be stunned, dazed or knocked unconscious. The character gets +2 to wake up as above and gets +4 to stop bleeding. The character literally feels no pain and can take gross wounds without stopping. Unless a result of Internal Damage, Dying, or Dead is rolled the character will keep fighting unimpeded. When the combat is over, the character must make a roll at whatever condition he is at (if at Serious condition, roll on the Critical Wound table). That result is applied instantly.

Zen Archery

Difficult, WIL

The character is trained in the art of using a "harmonic sense" to use a ranged weapon. While not a primary combat skill of Chi Martial Artists (who don't use weapons commonly—much less ranged ones) this can be used for general flavor, as a skill for non-Chi characters (if the GM allows it), or by the bad guys. It only applies to ranged weapons and not to Chi Bolts or other "non-weapon" ranged attacks (spells, psionic bolts, etc.). The character must make a Zen Archery roll before the weapon is fired.

Level 1: Zen Mind. The character spends 5 REA and makes a roll to enter a meditative state. In this state the character gets +1 to WIL rolls. The character may move at no more than Walking speed while in this trance.

Level 2: Zen Aim: The character, with a successful roll, may take an 11 REA Long action for +4 Aim. In addition to this, if the roll is made by 4+ the character may ignore an additional -1 point of negative environmental modifiers (this stacks with Level 3 and Level 4 weapon skills). A Zen archer performing an 11 REA Aim action at Levels 2, 3, or 4 is at +1 WIL until the shot is fired.

Level 3: Zen Tracking. With an 11 REA +4 Aim action and a roll made by 0 to 4, the character ignores -2 points of environmental modifiers. With a roll made by 5 to 9, the character ignores an additional -3 points of negative to hit modifiers. With a roll made by 10+ the character ignores an additional -4 worth of environmental modifiers. The character may take an 8 REA Long action for +4 Aim (but does not ignore environmental modifiers).

Level 4: Perfect Archery. With a roll and an 11 REA +4 Aim action the character takes no environmental modifiers; up to the weapons maximum range the character hits with a Weapons Skill + 4 roll (only AGI modifiers affect). He may perform Zen Tracking (Level 3) as an 8 REA Long action and with an 8 REA Medium action the character can Aim for +4 (but does not ignore environmental modifiers).

Combat Techniques

Blind Fighting – Combat Technique

Perhaps out of necessity or as part of an exotic combat program, the character has been trained to fight blindfolded. A character with Blind Fighting ignores combat negatives due to poor visibility or darkness.

2pts – The character ignores up to –2 in visibility negatives in HTH combat.

REA	Effect	Requires
None	Ignore -2 visibility neg.	Level 2 skill

4pts – The character can ignore up to –4 in visibility negatives when engaged in HTH combat.

REA	Effect	Requires
None	Ignore -4 visibility neg.	Level 3 skill

8pts – The character fights in hand-to-hand combat equally well sighted or blind and possesses an almost preternatural spatial sense. The character can navigate a dark room without running into things and if he takes an 8 REA Long action before shooting (does not count towards aim), he may use a ranged weapon without visibility negative (full negative otherwise).

REA	Effect	Requires
None	No visibility negatives	Level 3 skill (15- roll)

Disarm – Combat Technique

The character is skilled at defending himself unarmed against weapons and in taking weapons away from opponents. This technique may be common in modern day Chi games (where most serious opponents will be unarmed) but should be *carefully* monitored in Fantasy games where most human opponents will depend on weapons. The character may use this technique with any HTH Combat Skill (weapon or unarmed).

2pts – For +2 REA an unarmed character can block weapons more effectively. Sharp weapons are blocked as Blunt weapons and Blunt weapons are blocked as Unarmed attacks. Additionally in Grappling combat the character gets +2 Offensive Grapple to take a weapon away.

REA	Effect	Requires
Block+2	Better weapon blocks	Level 2 skill

4pts – When the character successfully blocks an he may spend an additional 3 REA to attempt a disarm. The characters make their skill rolls: if the disarming character wins by 3+, the other character loses his weapon. The character can also perform a +3 REA attack that, if it hits, does no damage but forces the roll. If the characters are of a different level, the higher level character rolls at +3 per level of difference (a Level 3 character disarms a Level 2 character at +3). Two-handed weapons are at –4 to disarm. Fencers have the same negative to disarm heavy weapons as they do to block them (-1 for every Base Damage Modifier above 5). Defenders with a higher STR than the disarming character get +1 to their roll for each point of difference. A character wanting to disarm someone with a gun rolls their skill +2 vs. the gun-wielder's STR. There is no modification due to level or STR difference to disarm guns.

REA	Effect	Requires
Block or Strike+3	Disarms opponent	Level 2 skill

8pts – This works like a disarm but if the roll is made by 5+, the character actually takes the weapon away. The acquired weapon can be used immediately.

REA	Effect	Requires
Block or Strike+3	Weapon taken away	Level 3 skill (15- roll)

How Combat

Techniques Work:

Combat Techniques are like Special Moves but each has levels (like a skill). They are available to non-Chi characters in a non-Chi campaign. In some cases a Combat Technique requires a type of combat skill to accompany it—in others, a combat technique may be used with any Hand-To-Hand Combat skill. Combat Techniques are not affected by the Heroic modifier (the costs are not halved).

If you have a high level of a Combat Technique you can use the lower levels of it, should you choose to.

Grapple Defense – Combat Technique

The character has had special training against Grappling attacks.

2pts –When a Grappler tries to improve his Grapple position (Hold, Arm Bar, Lock, etc.) the defender adds an additional +2 if he tries to Resist (Offensive Grapple +2 or Defensive Grapple +4, whichever is higher). Unfortunately the character cannot perform a Reversal if he is using Grapple Defense. Similarly, Grapple Defense in no way helps a Break Hold or Break Grab attempt.

REA	Effect	Requires
5	+2 to Resist	Level 2 skill

4pts – As above. The defender adds +4 to his Resist. The same limitations apply. If the character already has Grapple Defense he may purchase Advanced Grapple Defense for an additional 2pts.

REA	Effect	Requires
5	+4 to Resist	Level 2 skill

8pts – The character has a masterful level of defensive training against grapples. The defender adds +6 to his Resist. Additionally the character's Defensive Grapple Score is always at +2 due to the nature and extensiveness of this training. The same limitations apply. If the character already has Advanced Grapple Defense he may purchase Expert Grapple Defense for an additional 4pts.

REA	Effect	Requires
5	+6 to Resist/ +2 DEF	Level 3 skill

16pts (Flow Like Water: (Chi Technique)) The character can extricate himself from any grapple, bonds, or the like. Although the character doesn't actually become liquid (unless the GM allows this sort of thing) the character is limber, slippery, and a master at extricating himself. For an 8 REA Long action the character can 'flow' out of any Grab, Grapple, Hold, Lock, Pin, or other Grappling move, or restraint (ropes, handcuffs, etc). The character can fit through any area his head can go through at ¼ walking speed.

REA	Effect	Requires
8 (Long)	Remove Grapple	Level 2 Chi Focus

Power Techniques – Combat Technique

The character has trained with secret techniques to generate power. Depending on the level the character can do damage like someone much stronger. Because of the way this works, it's harder to teach this to larger characters (hence the cost is based on Base Damage). If your character has a –1 or less Base Damage the cost of the Technique is –1 point cost.

2pts + [Base Damage] – The character declares that he is using Power Techniques *before* Initiative is rolled in a turn. He rolls Initiative at –1 and does +1 damage with all strikes.

REA	Effect	Requires
+0	+1 Damage	-1 Initiative

3pts + [Base Damage x2] – The character sacrifices 2pts of Initiative (as above) and does +2 damage with all strikes during the turn.

REA	Effect	Requires
+0	+2 Damage	-2 Initiative

6pts + [Base Damage x2] – The character sacrifices 2pts of Initiative and 1 point of REA (as above, *before* Initiative is rolled and the character rolls at –2 Initiative). All strikes do +3 damage.

REA	Effect	Requires
-1	+3 Damage	-2 Initiative

Pressure Points – Combat Technique

The character is trained to strike vital areas of a target's anatomy. These strikes do additional "Phantom Damage" which does not subtract from Damage Points but is calculated *only* for purposes of causing a Minor, Major, or Critical Wound. If the target has armor the armor subtracts from the real damage first—but if even one point of real damage gets through, all of the pressure point damage is applied. Furthermore, the Damage Modifier roll does not modify the pressure point damage. It is simply added on top of whatever damage was normally done. Normally, Pressure Points can only be performed with an unarmed HTH Combat skill but the GM may rule that it can be used with weapons (Impact damage weapons only).

O1: Special Rules For Soft Martial Arts. To encourage the Pressure Points combat technique amongst martial arts other than Kung Fu (whose block modifiers mitigate the effects), if the character has Tai Chi, Jujitsu, or Wrestling the plus to be blocked is only +1 instead of +2.

2pts – If the target is grabbed or grappled, the character may perform a strike at –2 to hit which adds +2 points of "phantom damage" and is at +2 to be blocked. For a –4 to hit, the attacker adds +4 points of phantom damage (still at +2 to be blocked).

REA	To-Hit	To Be Blocked	Effect	Requires
Normal	-2 / -4	+2	+2 / +4	Level 2

4pts – If the target is grabbed or grappled the character may perform a strike at –2 to hit which adds +4 points of phantom damage and is at +2 to be blocked. For a –4 to hit and +2 to block, the strike does +8 phantom damage.

REA	To-Hit	To Be Blocked	Effect	Requires
Normal	-2 / -4	+2	+4 / +8	Level 3

8pts – With a normal strike at –2 to hit and +2 to be blocked the character does +8 phantom damage. For a –4 to hit (+2 to be blocked), the character does +12 phantom damage.

REA	To-Hit	To Be Blocked	Effect	Requires
Normal	-2 / -4	+2	+8 / +12	Level 3 (15- roll)

20pts – With a normal strike at –2 to hit and +2 to be blocked the character does +12 phantom damage. At –4 to hit and +2 to be blocked, the character does +18 phantom damage.

REA	To-Hit	To Be Blocked	Effect	Requires
Normal	-2 / -4	+2	+12 / +18	Level 3 (15- roll)

Pressure Points in a Grapple:

When a character is using Pressure Points in a Grapple (with any damaging hold-like maneuver) he acts as -2 or -4 to his Grapple Score.

Special Traits

Chi Martial Artists have access to some unusual character Traits. Whether or not these are available to other characters is up to the GM. These Traits may be innate ability or may come from special training (but are not maneuvers in the classic sense). Like any other Trait, these Traits are not halved for Heroic characters. *WARNING: Allowing "mundane," non-Chi characters to take these Traits can greatly unbalance other campaigns (especially the Path-based Traits: Built, Fast, and Iron Will).*

Built [24]

The character is hugely built. This is the most expensive of the three traits. The character gets +4 STR, +4 BLD and +6 DP. As the massive muscles slow the character down, the character suffers an automatic -1 to REA if their REA is 13 or higher (so a 12 REA is still a 12 but a 13 is reduced to 12).

Fast [16]

The character gets +4 to his REA stat. These points act in all regards as normal REA.

Iron Will [16]

The character gets +4 to his WIL stat. These points act in all regards as normal WIL.

Martial Arts Marvel [8]

The character has natural ability with the martial arts. Unarmed HTH combat skills are bought with an *effective* AGI of 14. Additionally, *one* Special Maneuver or Combat Technique the character buys costs 1 point less (the character has natural aptitude with some special move).

Weapons Forms [4]

The character has received special training with weapons related to his martial style. For 4 points the character may specify two hand-to-hand weapons (martial arts weapons) which are known at Martial Arts Level – 1 with a roll of Martial Art Skill –1. If the character wants the weapon skill at a higher level or a higher roll, the entire skill must be purchased separately. Additional weapons may be known for 2 points each.

Weapon Master [8]

The character has been trained by (or is) a legendary weapon master. The character's strike does +1 Base Damage. Additionally, blows from the character penetrate armor better than normal. The weapon damage done ignores 4 points of armor and if this reduces the armor to zero, the armor save automatically fails (otherwise the Penetration Resistance of the armor is not affected)! This Trait requires a 17+ roll at Level 3 or a 15+ roll at Level 4. Only one weapon may be so mastered (each additional mastered weapon is another 2 points).

Weapon Moves

Chi Characters do not normally use weapons, however, when a Chi Fighter is not involved in “honorable” combat (against other Chi characters) or the GM rules that it’s a “no holds barred” game (where, for instance, other players may play cyborgs) then Chi Fighters may need weapons and these rules to give them extra punch.

Note: These rules are NOT balanced with “unarmed” Chi combat. Unless specifically permitted by the GM, you may not take these maneuvers. If the GM allows these, then it should be in a situation where there is not “tournament” combat as a primary campaign element.

Weapons Forms [4]

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Defensive Technique [2, 4, 8]

The character knows how to defend himself expertly with a weapon. When the character begins combat, he has 2, 4, or 6 points of “defensive positioning.” When a character has been hit and has failed to block, he may, *retroactively* increase his block roll by however many points he wishes to spend to make the block successful. Those points are gone, however for the remainder of the combat or until the character takes an 8 REA Long action to re-position himself (regaining all points).

Draw-Strike [2]

The character draws and strikes with a single perfect action. A character with a sheathed weapon pays 1 REA when Initiative rolls are made and gets a +3 Initiative score for purposes of *striking* only (if the roll is made by 5 anyway, the higher Initiative can apply to a *step and strike* maneuver as well). The character must have Level 3 Weapons skill and make a skill roll to fast-draw the weapon for 0 REA. This strike is at –1 to be blocked and does +1 Damage.

Strike-Sheath [2]

This requires Draw-Strike to buy. The character can strike and sheath (or sling) a weapon in a single fluid move. The strike costs +1 REA. If both

moves are used in conjunction, this is extremely impressive giving +3 to Intimidate rolls if the blow had any real effect whatsoever. When used the draw-strike-sheath move is at -2 to be blocked and the character may perform draw-block-sheath actions as though the blade was drawn (i.e. with the two maneuvers together the character blocks normally with a sheathed or slung weapon).

Cleaving Blow [2]

The character's blow ignores armor. Firstly, any Chi Armor bonus may be applied with a weapon (the character's [Chi Focus - 10] is removed from the target's armor). Secondly, any moves like Breaking or Shattering blow may be channeled through the weapon adding their effects to the weapon blow (as well as their damage bonus). Thirdly, as normal strike reduces armor by 2pts and a Full Strike reduces armor by 6 points. If the armor is reduced to 0 or below, the Penetration Resistance of the target is cut by ½ but does not go away entirely.

Crushing Blow [4]

Impact Damage weapons (blunt weapons) may be used with a special blow that does +4 damage and costs +1 REA once per turn.

Trap Weapon [4]

A special block, costing +1 REA may trap a target's weapon if the Block roll is made by 3+. Once trapped, neither party may use their weapon until they are unengaged. The "trapper" (the character who blocked) may break the trap at any time with a 0 REA Medium action. To free a trapped weapon, the trapped character must spend a 5 REA Medium action and make a Weapons Skill roll by more than the trapper. Alternative, the trapped character may spend 5 REA to sheath the weapon, but may not fast-draw it until his next turn. If either party takes a Move action other than a step, the trap is broken.

Feinting Parry [4]

In combat (especially fencing) a party may use a feinting parry. The blocking character pays 1 REA when Initiative rolls are made. When attacked, he may choose to pay +1, +2, or +3 REA. If the block is successful, the next attack the blocker made is at -1, -2, or -3 to be blocked. If the character has the unarmed combat maneuvers Counter Strike or Advanced Counter Strike, this may be combined to allow an immediate counter attack.

Death Flower [4]

The character executes a blur of strikes against different opponents. The character may strike at a cumulative -1 against up to 4 opponents for 2 REA each. All other strikes in the same turn costs +2 REA and maintain the negative to hit.

Life Flower [4]

The character can deflect many incoming attacks from different enemies. 8 REA the character may make up to 8 blocks, each at -1, against up to 8 different opponents. Other blocks during the same turn are made normally. Unlike Death Flower, this move always costs 8 REA, even if the character doesn't use all the blocks.

Chi Maneuvers

Characters with Chi Focus can buy Chi Skills and Maneuvers. These are similar to the “mundane” maneuvers except in that they require the Chi Focus ability as a prerequisite before they may be purchased. These are only a small fraction of the moves that might exist.

Four Point Maneuvers

Chi Bolt – 4pts

Once per turn the character may project his Chi energy in a Chi Bolt or “Chi Fireball.” The visual effect will vary from character to character depending on training and style. The attack hits using the character’s Martial Arts skill (at range!) but if the character’s COR has been sold back, the to-hit roll is at –1 per point of COR below normal. The attack can be aimed with (like any other ranged attack) and it can only be blocked by shields or Chi Blocks. The base damage is WIL – 10 (min of 1), but if the character takes a +3 REA Long action the damage is +2. If the character’s martial art is at L3 the character ignores up to 3 points of negative modifier. If the character’s martial art is at L4 the character ignores –6 points of negative modifier. In Close Combat the Chi Bolt is at –5 to hit (much less effective).

REA	To-Hit	Damage
5+ REA	normal	WIL-10 (+2 Damage for +3 REA Long act.)

Chi Glow – 4pts

The character glows with a Chi aura. Activated as a 2 REA Short action, the character gets a –2 DM vs. all attacks for the turn.

REA	To-Hit	Effect
2	N/A	-2 DM

Chi Strike – 4pts

The character focuses his energy into a chi strike. This effect can be channeled through any strike. It may only be performed once per turn.

REA	To-Hit	Damage
Strike+1	normal	+3 additional

Focused Grip – 4pts

The Chi fighter may spend 3 REA to substitute WIL instead of STR for grappling. Once done, this lasts the entire turn. This may be done any time as a Short action. The character’s squeeze does $2 + 2/5^{\text{th}}$ Base Damage with no negative modifiers due to grappling.

REA	To-Hit	Damage
3	+0	+0

Focused Blow – 4pts

The Focused blow seeks to strike “behind” or “within” the target. It ignores [Chi Focus Skill] of armor and, even if it is successfully blocked, the target takes 1 point of damage. This may only be thrown once per turn.

REA	To-Hit	Damage	Cost
Strike	+0	+0	4

More Maneuvers

These are not intended to be the entire list—a separate book could (and may) be filled with many additional moves for Chi characters. One section, which has been left out entirely are the Expert and Master level moves.

These moves *require* Chi Focus on Level 3 or Level 4—and while that isn’t that expensive it is something most characters aren’t allowed to have (until the GM rules that they’ve achieved “Master” status).

Other categories could include 16 or 32 point moves which—at that price level—could be extremely good or even unbalancing assuming they are limited to NPCs.

It should not be unusual for the characters to encounter someone with a signature move they haven’t seen in the list. On the other hand, if this is over done be prepared for the players to go crazy trying to buy the move for themselves.

Jakota watched from the stands. The arena was a simple warehouse: dirty windows, sawdust-covered floors, and loud fans in the roof that gave the event an industrial appearance.

In the center the two circled: the large American wore a black T-shirt and jeans. He was perfect down to the modest—but visible beer gut and his massively powerful arms.

His opponent, a Japanese man in a black jump suit only slightly changed from the traditional uniform looked a lot more like a ninja. He was almost a foot smaller but his body was compact and powerful.

Of course they both were ninja—and that’s what they were fighting about.

Harmonic Block – 4pts

The character may block any non-Chi attack at +3 to his normal block skill with the Harmonic Block. A non-Chi attack is defined as any attack not using one of these special moves.

REA	Block-Roll
Block+2	+3

Harmonic Palm – 4pts

Similar in appearance to the dreaded “death touch,” ability the character touches or strikes the target with an open palm. The palm is a strike that uses WIL instead of STR for damage purposes. This can only be done once per turn. Because the “blow” is conceptualized and “transmitted” through the touch, the character gets any martial arts bonuses and abilities. The Harmonic Palm takes none of listed negative modifiers due to grapples.

REA	To-Hit	Damage
Strike	normal	Strike

Read Intent -- 4pts

By watching a target's Chi flow in his body, the character can read his actions even as he conceives them. The character takes a 5 REA *Short* action and makes a Chi Focus roll - [target's Chi Focus skill – 10] +/- 3 for each Level of difference. The effects are as follows:

- +2 to dodge attacks from that opponent.
- +1 to block attacks from that opponent.
- -1 to be blocked by that opponent.
- If the roll is missed by -1 to -4 choose only one (if missed by 5 or more the attempt simply fails).

The effects last based on how much the roll was made by: 10+ lasts 4 turns (starting with the one on which it is attempted), 5-9 lasts 3 turns, 0-4 lasts 2 turns, and -1 to -4 lasts 1 turn.

REA	Effect
5 REA	+2 dodge, +1 block, -1 to be blocked

Shattering Blow – 4pts

The character performs a strike that uses his life energy to destabilize non-living objects (and it does quite a bit of damage to living objects as well). Non-living objects suffer *Penetration damage*. There is no armor save and the attack penetrates double the normal amount of armor. It may only be thrown once per turn and other Chi attacks may not be thrown in the same turn.

REA	To-Hit	Damage
Strike+5	normal	+3

Eight Point Maneuvers**Absorb Blow – 8pts**

The character's life force alters itself to absorb even staggering blows. Even if the block fails the character will get a -4 Damage Modifier from the attack. If the attack is ranged . . . or otherwise can't be blocked, the character can simply spend 5 REA to “absorb it.” For +2 REA this can also be added to a block or dodge.

REA	Block Roll	Effect
Block / Dodge+2 (or 5 REA)	+0	-4 Damage Mod

Both of them claimed rights to some ridiculous and utterly unproveable heritage—and it had been determined that winner would take the title as the true successor to the secrets of the art of Ninjitsu

Jakota snorted. Exotic, focused techniques had existed for millennia but these two used much more modern moves—much more refined fighting styles. In the absence of weapons they would both be trained in grappling, focus, and a handful of exotic secrets. In the presence of weapons, these styles, beyond teaching a certain discipline, were obsolete. And yet he was here to examine them—to judge for a very well paying corporation—which was the one true heir.

The big man's school (or whatever it was) mastered a technique they called the Snake-Blow. By using a Chi Wave-Form that could physically alter momentum, the blow could begin as a linear strike but instantly transform into some other move: a back-fist, or perhaps a ridge-hand. Nearly impossible to block unless you could read the Chi Energy . . . and then it was difficult.

The smaller man was practiced in a variety of techniques. Lacking the larger man's power, his spirit was nothing to be trifled with. The technique of the Harmonic Palm—the ability to transmit a blow through a gentle touch by intent alone was well known—in certain circles.

The ninja had refined it to a blade. The touch transmitted the equivalent of a knife blow: deadly with a good strike.

*They circled.
Jakota yawned.*

The things one does for a name, he thought. . .

Burning Chi Bolt – 8pts

The character's Chi Bolt (or Power Chi Bolt) "burns." If the target fails to block the bolt, he will have a chance at the beginning of next turn to make an unmodified Block attempt (standard Block roll) to "extinguish" the Chi Fire or be hit again for ½ original damage. The to-hit modifier remains (keep track of it) but a new damage roll is made. If the character cannot Chi Block (no Chi Focus) he will suffer the damage automatically. This bolt can be thrown for 5 REA if the character is Level 3 in his martial art (and can throw a normal Chi bolt for 4 REA).

REA	To-Hit	Damage
Bolt +1	normal	Chi Bolt, ½ Chi Bolt (or Power Chi Bolt)

Chi Burn – 8 pts

The character's body crackles with Chi "Fire" or "Electricity." Activating this is a 5 REA short action and it remains active for the entire turn. Anyone who strikes the character suffers 1 point of unmodified damage. The burning character does +1 Base Damage with any strike while burning. Grabbing burning character does 2 points of unmodified damage and Grappling with a Burning character does 4 points of unmodified damage. Two burning characters will not effect each other so long as they both burn. The burn damage takes place when the character is struck, or, if already active, at the beginning of each turn the character declares he is continuing to pay the REA. For +4 points the character can *pulse* the burn: for each 5 REA Medium action, a character touching the burning character takes damage again.

Note: In some weird cases it may be possible for opponents to find a way to take more damage than a grapple would do. The GM may disallow this in the interest of balance (i.e. an attacker punches a burning character twice and then grapples him in the same turn: according to the rules he would take 6 damage. The GM can limit it to 4 points unless the burning character has pulsed).

REA	To-Hit	Damage
5	none	1, 2, or 4 pts. +1 Base Damage w/ Burn

Chi Power Bolt – 8 pts

This is a more powerful version of the Chi Bolt and if a character has Chi Bolt, he may "upgrade" it to Chi Power Bolt for 4 points. The bolt can still only be thrown once per turn but does WIL -7 damage instead of WIL-10. Like the normal Chi Bolt, it may also be "enhanced" for +3 REA for +2 damage, making the attack a *Long* action.

REA	To-Hit	Damage
5	normal	WIL-7 (+2 Dmg for +3 REA Long action)

Chi Power Strike –8pts

This is a more powerful version of the Chi Strike and if a character has Chi Fist, he may "upgrade" it to Chi Power Strike for 4 points. The Chi Power. Power Block applies against this strike (Power Block will *not* apply against it if the character chooses to throw it at the +1 REA +2 damage level).

REA	To-Hit	Damage
Strike+1	normal	+5

Chi Techniques

These are special combat techniques that require Chi Focus. Costs, as with all other Chi abilities, are *not* halved for Heroic characters.

Chi Evasion

The character is extremely skilled at dodging or deflecting attacks. At the lower levels, this applies solely to ranged weapon attacks. At the upper levels it is a powerful combat ability.

2pts – Dodge Missile. Fast or Slow missiles may be dodged normally, rather than at -4 (as normal).

Requires	Effect
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Chi Focus Level 2	Normal dodge vs. Ranged
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4pts – Sidestep. The character receives his full AGI bonus (instead of ½) against ranged attacks.

Requires	Effect
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Chi Focus Level 2	Normal dodge vs. Ranged
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8pts – Dance With Fire. The character automatically has the Enhanced Dodge ability vs. ranged attacks. This means he gets his full AGI bonus (AGI – 10) against ranged attacks and any ranged attack that does hit takes an automatic *negative* Damage Modifier equal to that bonus (done before checking for PEN doubling!). Against hand-to-hand attacks the character must pay 1 REA to get the Enhanced Dodge effect.

Requires	Effect
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Chi Focus Level 2	Enhanced Dodge vs. Ranged attacks
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20pts – Whirlwind Dodge. The character gets automatic Enhanced Dodge vs. *all* attacks, both ranged and HTH.

Requires	Effect
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Chi Focus Level 2	Enhanced Dodge vs. all attacks (Ranged and HTH)
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Chi Healing

Description: The character can heal with Chi. This can be done to one's self as well as others. If the character can "Snap Heal" a certain amount of damage this takes 3 seconds and the healer must touch the patient. Otherwise the healing takes time—usually about 30 minutes for one level below the character (so a Level 3 Chi Healer can perform a Lengthy Healing in 3 hours at the Level 2 power) or 9 hours (at the level of the character's healing). A Snap Heal requires a Chi Focus roll at -2 (or, if 10 minutes are taken, a standard roll). Lengthy Healing requires a roll. The Snap-Heal can only be performed once per person per day.

2pts –Acupuncture. The character can produce an anesthetic like effect. This will allow surgery without traumatizing the patient. Additionally, a roll will diagnose diseases and toxins as imbalances in the patient's aura.

Requires

Effect

Chi Focus Level 2Determine general health.

4pts – Herbal Healing. The character can perform a Lengthy Heal of [**Chi Focus – 10**] Damage Points. If an injured person is in the character's care, they get +1 to their CON roll to heal and +1 CON roll vs. diseases or poisons.

Requires

Effect

Chi Focus Level 2Heal CF-10 damage (over 9 hours)

8pts – Harmonize Body. The character can Snap Heal [**Chi Focus – 10**] DP or can perform a Lengthy Healing for [**Major Wound + (Chi Focus – 10)**]. If an injured person is in the character's care, they get +2 to their CON roll to heal and +2 CON roll vs. diseases or poisons.

Requires

Effect

Chi Focus Level 2Snap Heal WIL – 10, Heal MW + (CF – 10)

20pts – Heal. The character can Snap Heal [**Chi Focus**] points of damage and can perform a Lengthy heal for [**Target's Critical Wound + (Chi Focus –10)**]. The character's touch and a Chi Focus roll at -4 can reverse a Dead result (roll at an additional -1 for each 10 seconds that elapses between the death and the touch). The healer recovers 2x his normal damage points with a day of healing. Patients get +4 CON vs. Disease and poison and +4 to CON rolls to heal each night.

Requires

Effect

Chi Focus Level 2Snap Heal (Chi Focus), Heal CW + (CF-10)

Death Touch

Description: The character knows the black art of disrupting a target's Chi to sicken, injure, or kill. To know Death Touch, the character must know both Chi Healing *and* Pressure Points at the same level. The character must touch his target and then make a Chi Focus roll against the target's WIL. If successful, the target will suffer either instant damage equal to the "Snap Damage" or become sick and suffer damage at least [**20 – WIL**] hours later equal to the "Lengthy Damage." When the damage is suffered, the target rolls for effect. If the character wishes to specify exactly when the damage will take place (after that time) he may do so with a Chi Focus roll. Chi Healing will heal Snap Damage from this technique if the healer is at equal level with Snap Heal (does not count as the once per day use). You cannot use Pressure Point attacks with Death Touch.

2pts – Black Medicine. The character can, with a touch, give a target a –3 to a CON roll vs. any disease or poison he experiences within the next WIL minutes. The character can automatically detect the influence (and level) of Death Touch.

Requires

Chi Healing (L1) and Pressure Points (L1) and Chi Focus (L2)

4pts – Wasting. A touch causes Lengthy Damage of [**Chi Focus –10**] Damage Points.

Requires

Chi Healing (L2) and Pressure Points (L2) and Chi Focus (L2)

8pts – Sudden Injury. The character can Snap Damage (once per turn) [**Chi Focus –10**] DP or can perform a Lengthy Damage for [**Major Wound + (Chi Focus –10)**] points. Any CON rolls against the Lengthy Damage are at –2.

Requires

Chi Healing (L3) and Pressure Points (L3) and Chi Focus (L2)

20pts – Dim Mak. The character can Snap Damage (once per turn) [**Chi Focus**] points of damage and can perform a Lengthy Damage for [**Target's Critical Wound + (Chi Focus –10)**]. Any CON roll against the Lengthy Damage is at –2.

Requires

Chi Healing (L4) and Pressure Points (L4) and Chi Focus (L2)

Immunity to Weapons

The character's Chi prevents weapons from damaging the character. This technique does not apply against animal bites, magic spells, and super hero power blasts.

2pts – Closing Wounds. The character heals Penetrating damage as though it were Impact damage. If the character is at Injured condition, a CON roll at -2 is required for each day of healing.

Requires	Effect
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Chi Focus Level 2 Penetration damage is healed as Impact.

4pts – Redirect Life Force. The character takes a -3 Damage Mod vs. any Penetrating attack due to his ability to deflect damage to internal organs. This is done *before* checking for Penetration doubling. The character can block weapons as though the attacks were Unarmed.

Requires	Effect
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Chi Focus Level 2-3 Damage Mod. Vs. Penetrating weapons

8pts – Absorb Weapon. Weapon blows may penetrate but they do so almost bloodlessly. The character *never* takes Penetrating damage from a weapon blow (or shot). All damage from weapons is rolled on the Impact damage table and damage modifiers never double. This damage is treated as Impact in every way (healing). The visual effect may include cuts, torn clothing, etc. but will never result in dismemberment or gaping wounds.

Requires	Effect
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Chi Focus Level 2 Character never suffers Penetrating damage from wpns.

20pts – Weapon Impunity. Weapons suffer a -5 Damage Modifier against the character. This *stacks* with all other Damage Modifiers for Chi Focus!

Requires	Effect
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Chi Focus Level 2-5 DM from weapons

Iron Skin

When the technique is in effect the character's skin may shine like brass or iron or steel. The character gains armor that is not reduced by Chi Focus (although special techniques that reduce armor will work against it). *This armor does not stack with any other armor, worn, natural, or otherwise. If the character has a superior form of protection: use that, otherwise use the defense granted from Iron Skin.*

2pts – Hard Fist. With 10 seconds (-1 per point a Chi Focus roll is made by) of concentration, the character does +1 base damage bonus with a punch due to the metallic hardness of his hand. The character can also punch through objects that would normally pulp his hand, do fingertip pushups, etc.

REA	Requires
None	Chi Focus at Level 1+

4pts – Iron Fingers. The character makes his fingers hard as iron and then strikes with them. The effect costs 3 REA to start but lasts for the entire turn (for however many strikes the character makes). These finger strikes do punch damage, ignore 2 points of armor (in addition to Chi armor piercing), and have a +3 Damage Modifier. The character can block weapons as though the attacks were Unarmed.

REA	Requires	Effect
3 REA to start	Chi Focus Level 2	Ignored +2 armor, +3 DM.

8pts – Iron Skin. If, at the beginning of his turn the character pays 5 REA and pledges to take no offensive actions or movement actions other than Step or Move at no more than walking speed, he gains 9 / 18 armor. Additionally for a 2 REA short action the character gains 2 / 4 armor, does +1 damage with all strikes, and loses 2 points of defensive AGI bonus for the entire turn.

REA	Requires	Effect
5 REA (or 2)	Chi Focus Level 2	9/18 or 2/4 armor, -2 AGI, +1 damage

20pts – Body of Steel. The effect works as above with the following changes: if the character pays 5 REA at the beginning of his turn (with the same limitations as Iron Skin above), he gains 15 / 30 armor. If he pays 2 REA to armor himself he gains 4 / 8 armor, loses 2 AGI bonus, and does +2 damage.

REA	Requires	Effect
5 REA (or 2)	Chi Focus Level 2	15/30 or 4/8 armor, -2 AGI, +2 damage

Kiai

Description: The character has been trained in the art of the *kiai* (spirit shout) which channels his Chi by vocalizing it. The result is a shout that is more felt than heard.

2pts –Shout. The character produces a booming shout that intimidates targets. With a 5 REA Medium action shout (and Intimidate roll) the character gets +½pt per level to his Intimidate score.

Requires	Effect
Chi Focus L1	+.5 to Intimidate rolls per level

4pts – Focus. The character builds Chi power over two turns (5 REA is spent each turn) and deals a devastating blow combined with a powerful shout on the third. The strike does +8 damage or triple the normal amount of damage (whichever is greater). It is commonly combined with Shattering Blow. This is often used to break bonds, destroy objects, or smash through walls.

Requires	Effect
Chi Focus L2	3-turn charge up “breaking blow”

8pts – Tighten. For 1 REA the character performs a Short action that focuses his Chi and tightens his body. For every 2 full points a Chi Focus skill roll is made by, the Damage Modifier of an attack that hits is at –1. This can be performed after a failed block (so a character may block, fail, and then pay 1 REA to Tighten).

Requires	Effect
Chi Focus L2, 1 REA	-1 DM for each 2 full points a Chi Focus roll is made

20pts – Kiai. The character produces an explosive release of Chi that ripples the air, decimating both animate and inanimate targets.

The character must prepare the Kiai with a 2 REA Short action and a Chi Focus Roll. The Kiai starts with a base roll of 10, and for each turn that it is charged (for 2 REA each turn), the roll increases by 1 up to the character's Chi Focus roll. When unleashed, it is an 8 REA Long action and the player makes a Kiai roll at whatever amount was reached. The effects are as follows:

- Made by 1 – 4: Target suffers a Minor Wound (or Minor Failure).
- Made by 5 – 9: Target suffers a Major Wound (or Major Failure).
- Made by 10+: Target suffers a Critical Wound (or Critical Failure).

The Kiai cannot be blocked or dodged and has a maximum range of **[Chi Focus – 10]** yards. A Chi Block made by more than the Kiai roll will subtract one from the success for each point it was made by. The Kiai will knock down even heavy doors with a Major Failure—but the GM should treat a given area of wall as a 4-yard radius for purposes of attempts to destroy structures.

The Kiai will not affect living targets with a Mass of more than 10x the character's (you can't kill a T-Rex with a Kiai). Also, each Kiai costs the character 2 Endurance.

Requires	Effect
Chi Focus L2	Damage targets with a roll

Levitate

Description: The character can levitate or move objects, and possibly himself with the force of his mind.

2pts – Mind Push. The character can exert a gentle push on objects with his mind. This is a 5 REA Medium action and requires a Chi Focus roll. The push is equal to a 1 STR (a gentle 10lb push). If the character is trained with a weapon, he can draw it without touching it (Chi Focus roll to Fast Draw for 0 REA). The weapon may be up to WIL yards away.

Requires	Effect
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Chi Focus Level 1	Gentle push
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4pts – Chi Leap. The character can make Chi assisted leaps. A leap is an 8 REA Long action and propels the character [**WIL – 10**] yards straight up or [**WIL – 5**] yards in distance.

Requires	Effect
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Chi Focus Level 2	Leap [WIL – 10] yards
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8pts – Mind Over Matter. The character can manipulate objects with Telekinesis (STR) equal to WIL. This can be used to wield weapons at range, throw pieces of material at characters, etc. The character's Chi Leap is doubled. The character can "hover" at ½ Walking speed (or levitate in mid-air) for 1 Endurance per minute.

Requires	Effect
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Chi Focus Level 2	Leap [WIL – 10] x2 yards and hover at ½ Walking speed
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20pts – Force Strike. Once per turn, the character can lash out with a strike that does [½ **WIL**] (round up) Impact damage, hits using his Martial Arts score. Against targets *who do not attempt a* Chi Focus block against it (successful or not), the strike pushes them back [**WIL / Target's Mass**] yards. For each yard the target goes back, he must make an AGI roll at –1 to remain standing. If slammed into a wall, he will take damage equal to [**Dist x Mass / 2**] with a random Damage Modifier. This push may be done once per turn (5 REA Medium action). The character can strike numerous targets close together by taking a –2 to-hit cumulative effect for each additional target within 4 yards of a central point.

With an 8 REA Long action the character can lift Mass equal to [**WIL**] (lifted targets are held with an Offensive Score Grapple of WIL but the character must spend 8 REA per turn merely to hold them. The target is *not* inconvenienced beyond simply floating). While this is in effect the character cannot use any other WIL based ranged attacks (i.e. Chi Bolt) on the target character. Targets (or the character himself) move at [**WIL / Mass**] yards per second (round up).

Requires	Effect
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Chi Focus Level 2	Force Strike, Levitate self and others at range.
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Spirit Walk

Description: The character can use his/her Chi to move with paranormal skill. The vibrations of the character's body place it out of phase with the rest of the world for short durations. The character must have Stealth at some level to have this ability.

2pts –Leave No Trace. The character can walk over sand, rice paper, etc. and leave no trace with a successful Chi Focus roll. The effects last so long as the character moves at normal, maximum walking speed.

Requires	Effect
Chi Focus L 2, L 1 Stealth	Leave no trace

4pts – Run Over Water. With a roll the character can run over water, thin roofs, and other materials that would not support the character's weight. The effect lasts as long as the character sprints. This running is silent.

Requires	Effect
Chi Focus L 2, L2 Stealth	Run on unstable surfaces (silently)

8pts – Walk Through Wall. With a roll the character can walk through a wall up to 3 feet thick. This costs the character 4 Endurance (2 at Level 4). For unknown reasons, this skill is impossible to perform if the character is being watched or a wall is being watched carefully by people who do not have Chi Focus. This cannot be used to go through moving walls or to escape from Grapples.

Requires	Effect
Chi Focus L 2, L3 Stealth	Short distance teleportation

20pts – Teleport. The character can teleport short distances with a successful Chi Focus roll. The character can teleport WIL yards. This costs the character 2 Endurance and is an 8 REA Long. If the character cannot fit into his chosen location, the REA is spent but he won't go.

Requires	Effect
Chi Focus L 2, L3 Stealth	WIL yards teleportation

Sample Chi Characters

Jason Chan

15 + 5	PHY 12	STR 13	BLD 13	CON 12 / 25	Minor	8 (12)*
50-7	REF 14	COR 13	REA 14	AGI 14	Major	25
5 + 3	INT 11	RES 11	MEM 11	WIL 12	Critical	50
71 total						

10 Toughness	+10	16 + 9.75	Kung Fu	L4 17- (19- Block)
2 Attractive	+4	4 + 5.75	Acrobatics	L3 16-
4 Wealth	(Wealthy)			
2.25 Big	+1 DP/ +1 BLD			
4 1-Inch Punch		2.25	Chi Focus*	L2 14-
8 Thunder Punch				
8 Chi Strike				
2 Power Block				
40.25 Total				

Harassment (Clan)	-3	2.50	Stealth	L2 15-
Quick Tempered	-2	2 + 2.25	Piano	L3 14- (COR bonus)
Code of Ethics	-1	2.15	Showmanship	L2 13-
Write Up	-2	-1 + 1.00	Climbing	L1 12-
21 + 25.65 (46.65)				

Jason Chan came to the West Coast seven years ago with little more than the shirt on his back. Since then he has become the part owner of a nightclub (Lotus Moon) where he performs once a month with his impressive and renowned skill at the keyboards (he's also known as something of an egotistical and sometimes even crass playboy).

The quick wealth came at a price. Unknown, even to most law enforcement, is a clan with lineage to the ancient Japanese ninja and the modern day Yakuza that has been moving into coastal California. Jason, unwillingly, has become one of their pawns.

A master of the exotic martial arts and trained by his family (about which almost nothing is known) he made the mistake of trading the use of his skills for the initial loan which bought him the club. Ever since he has been in debt (and under a death sentence if he tries to run) to perform "missions" for them.

He has a code of ethics that won't let him kill innocents—and although he's not a "nice guy," he won't kill for the clan or act in a dishonorable fashion against an equally trained foe. He enjoys fighting and has made some appearances (wearing a mask to disguise his real identity) in some of the elite underground fighting circuits. He hopes to pay off his debt to the clan and pursue his own interests but for now he often finds himself directed by them.

Analysis: Chan is a very tough character built around Level 4 Kung Fu and a high REA. His Chi Punch combined with his Thunder Punch can do +7 damage. His weakness is his low defensive grapple—he tries to make up for it with 1-Inch Punch and good damage in close. In tough battles against strong opponents he can alter his fighting style to do several strong blows (a Thunder Punch and a Chi-cross, for instance could give him two chances to score Minor Wounds against even really large opponents.)

Calvin Proudbeer (Remix)

30+15	PHY	13	STR	19	BLD	18	CON	13 /30	Minor	10 (14) *
30-5	REF	13	COR	12	REA	12	AGI	13	Major	30
15	INT	12	RES	12	MEM	12	WIL	12	Critical	60

Total 70

24 Built		4 + 9.50	Jujitsu	L3 16- (17- Block)
6 Toughness	+6 (cheap)	3.25	Combat Meditation	L2 13-
2 Presence	+4	2.25	Chi Focus*	L2 14-
2.25 Big	+1			
2 Face Smash				
8 Chi Power Strike				

46.25 Total

		2.25	Stealth	L2 14-
Curious	-2	2.25	Vehicle Ops (driving)	L2 14-
Code of Ethics (protect weak)	-3	3.25	Mechanics	L2 13-
Minority	-1	2.25	First Aid	L2 14-
Write-up	-2	2.25	Survivalist	L2 14-
		2 + 2.25	History (Native American)	L3 14-

30.25

Calvin Proudbeer, Native American, runs a small historical museum in Colorado on land that was his ancestor's and is now a reservation. Standing almost seven feet tall he is a possessed with a quick (and sometimes surprisingly crude) wit that belies the quieter, spiritual side of his personality. Self taught, he claims to have learned his technique from the spirit of the bear—the aura of which can be seen around him when he uses the Chi strike. The strike itself takes the form of a double handed smash during which his hands and the area around his head glows with the image of a bear mauling with it's claws.

Normally reserved, he spends his days working on his collection of old Thunderbird automobiles he has salvaged from junkyards over the years, acting as a curator for his museum, and meditating. He feels from his conversations with the bear that that a change is coming—that he has been prepared for a reason . . . but now he waits.

Analysis: A character who was actually played (Todd Yankee), he taught us several things about the rules (and this version, while true to the spirit, is not identical to the character played). His strikes are almost too powerful and his grappling score of 19 / 17 is monumental. Proudbeer is a powerhouse of a character (Built tends to do that) and the GM should consider the effect characters like him will have on the balance of a campaign.

The power punch does 15 points of damage, but sucks up what's likely to be his only block. Since he's somewhat slow, against opponents who'll rain multiple blows on him, he'll probably want to grapple. The choice of Jujitsu over, say Karate, means that while he does less damage than a Built character with a high-damage martial art, he gets the defensive advantages of a good block to help make up for his lower AGI.

Trey Logan (Remix)

15-3	PHY	12	STR	12	BLD	11	CON	12 / 26	Minor	9 (18)*
50	REF	14	COR	14	REA	14	AGI	14	Major	26
5 + 8	INT	11	RES	11	MEM	11	WIL	17	Critical	52

Total: 78

16 Iron Will	+4 WIL	4 + 5.75	Karate	L3	16-
4 Attractive	L2	4 + 5.75	Tai Chi	L3	16- (18- Block)
4 Keen Vision	+2	2 + 2.25	Levitate	L3	14-
13 Toughness	+13				
8 Power Chi Bolt					
4 Harmonic Palm					
2 Power Block					
Total: 48					
		3.15	Chi Focus*	L2	19-
Amnesiac	-5				
Honorable	-2	2.25	Vehicle Ops (driving)	L2	14-
Write Up	-2	2.15	Actor	L2	13-
		2.25	Stealth	L2	14-
		10 + 23.55			

Trey Logan starred in some low budget Hollywood karate films and might have been considered a rising star (in those circles) before a rigging collapse injured him critically. The hospital records indicate that he was dead on arrival—but there are no morgue records to confirm . . . and no grave. What exactly happened had been debated in only the most esoteric circles of movie trivia. Until now.

A man of approximately the right age—and with no past—has appeared using the name Trey Logan and wandering the West Coast apparently on a spiritual mission. The resemblance is eerie and he is, if anything, a far superior martial artist to the actor who vanished after the accident three years ago.

For his part, Logan has said that his memory is foggy and that his sense of purpose still somewhat unclear. But he is driven. Driving a beat up Thunderbird, and possessing almost nothing else, he has moved from odd job to odd job and town to town. He has said he knows he's looking for something and that he'll know it when he finds it. . . and, of course, there'll be trouble along the way.

The actor Trey Logan was a slick, wise cracking socialite. The man using his name is quiet, intense, and observant. Sometimes, though, when dealing with the public he shows flashes of his "old personality." When asked if he's the real Trey Logan: "Sometimes I wonder about that, myself."

Analysis: This was the game designer's character who played next to Calvin Proudbeer. As far as Chi powerhouses go, his to-hit rolls aren't outstanding (they're average) and his DP are good, but not great. Still, he has two martial arts that give him excellent versatility (3 punches for a respectable 5 damage . . . 10 points with the Harmonic Palm). At range, his Power Bolt is nothing to sneer at either—he can use it to force opponents in close where he may well have a superior block or superior grappling skills.