

KwaiTana Martial Arts Source book V1.4

For use in KwaiTana V2.3+

Written by James Madden. With help from Neko and Kwai.

As with any anime system, it needs high class martial arts and high speed fight scenes. This add on source book was made to fulfill the desires of the martial arts freaks out there. ^_^

How to build a Martial Arts Character

1. Do the usual conceptual designing as well as getting AM input.
2. Create character as per normal leaving enough Character Points to get Martial Arts.
3. Buy up your style (s) and note the skills that it gives your character.
4. Pick your free moves from the list.
5. Buy up powers/moves with any left over Character Points.

Chi/Ki

There are a few definitions of what chi (Ki in Japan) is. In KT, it will merely be the amount of inner strength the character has to affect the nature of things inside themselves as well as outside. In game mechanics, the amount a character has is equal to $(\text{Brains} + \text{Toughness}) \times 2 \times \text{RL}$. All martial arts powers will need to be fuelled by this chi. Regaining lost chi is a simple matter, merely being alive and not doing hard physical labour gives back the character 1 chi point per hour, total meditation will give back 2 chi per hour. A dragon line is a flow of mystical natural forces typically unseen by the eye, if a character spends any time at or nearby a dragon line, their chi regeneration rate doubles i.e. walking around will become 2 per hour, meditation will become 4 per hour.

There are other (some secret) techniques of regaining chi; these will be described in the powers section.

At times of dire need, a martial arts can use their own Hurt Points to generate Chi Points in which they can use to power special abilities. With every 1 Hurt Point "burnt" off in this method, the martial arts gains 1 Chi Point up to their normal Chi Point limit. The damage taken in such a technique is "real" damage and must be healed in the usual ways by either rest or a healing power.

Note: through game play, just increasing the martial artists Brains and/or Toughness attribute cannot raise Chi. To increase Chi you purchase the advantage More Chi which costs 1 exp per +1 Chi point.

Knockback

Some moves will lead to knocking the opponent back. For these attacks, how far one is knocked back is 1 meter per full 6 Hurt Points inflicted.

Stun Damage

Other moves are specifically designed to stun or quickly bring the opponent to unconsciousness with little or no permanent damage. A character has as much Stun Points as their Hurt Point maximum, any stun damage comes off this total and not Hurt Points. The character still takes pain penalties from stun damage and when you reach zero (0) Stun Points, the character is unconscious. You regain your Toughness $\times$ RL per hour for any lost Stun Points.

Any Hurt Points taken also lowers the amount of Stun Points a character has.

Hit Locations

A lot of martial artists go for a particular hit location. Doing so can immobilize, incapacitate or even bypass any protective wear that the opponent has on. Each limb can take a certain amount of Hurt Points before it is useless, if twice this number of damage is dealt, the limb is beyond repair and essentially gone. A limb does have Stun Points as well and if they reach zero, the limb is useless but will repair in time as per Stun Point regeneration. If the opponent does not attempt to dodge or block the strike in any manner, the striker must roll the Base Difficulty or above to get a successful hit. If the opponent is attempting to dodge or block, the striker must roll above the defence attempt by as much as the Penalty to Hit is.

Location	Base Difficulty	Penalty to Hit	Hurt Points
Arm	10	1 level	Toughness x (3 + RL)
Head	15	2 levels	Toughness x (3 + RL)
Leg	10	1 level	Toughness x (4 + RL)
Neck, Wrist	20	3 levels	Toughness x (2 + RL)

Hit Combos

This is the procedure of doing a fast sequence of moves to an opponent. There are two methods of performing a hit combo.

1) Rolling a critical success or a superb success on a hit roll to the opponent. With both cases, you forgo the additional damage and instead gain an extra attack in which another move can be performed, two extra attacks with the superb critical. Maximum attacks possible are 4 being the initial attack plus 3 bonus, each move will need an attack roll and if failed, the combo finishes.

2) By having a move, which has the "linkable" upper. This modifier allows the martial artist to link into another move thus able to put together a combo. The maximum number of moves able to be linked together is 4, each move will need an attack roll and if failed, the combo finishes.

In neither method can a power initiate or be employed in a hit combo.

Desperation Attack

In a critical situation, martial artists may need to dig deep within themselves and draw out as much power as possible or suffer their doom. As a consequence, the martial artist can execute a powerful set of moves directed at a foe. A desperation attack is just that, a powerful set of up to and including 4 moves or powers that can be used in the one action phase.

To use a desperation attack, firstly the character must be 10 Hurt Points or less and has sustained damage recently. Secondly, the character must have the powers or moves that they want to use in the desperation attack already learnt.

The expenditure of Chi Points and damage of the various powers and moves in the desperation attack are as normal except that all the damage of the moves are tallied up together and then soaked against with one soak roll.

Power + Move Combos

By adding a power to a move, the martial arts can supercharge that move and make unusual effects. Firstly, the martial artist needs to have both the power and the move they wish to combine together. The combination of the power and the move effectively creates a new and unique move for the martial artist. This new move, flashy names are good here, needs to be purchased by a one off cost of character points or EXP, this cost depends on the move cost and the number of aspects of the power you wish to install into that move. **2 CP per power ability + 1/2 of base move cost.**

What the ability does to the move varies greatly and there are too many combinations to write them all here but broken up into broad groups, the power attached to the move can improve the: Accuracy, Damage, Defence, Range or Speed of the move.

The level of the power is also important, as it is the amount of improvement that adds onto the move. Generally, for each level of power, the improvement is +1 (as a number) to one of the above broad groups.

Example: A character wishes a move where by they can punch someone from a distance. The character has a Chi Blast power and chooses that to be combined with a standard punch move. Picking to have the range and extra damage aspects to the punch will do the job nicely; this will put the cost of this new attack, which he will call "Hand of Fate" to 4 CP (2x 2 + 0, since punch is a standard attack). If the character's Chi Blast power level was at a respectable level 4, this would mean that the "Hand of Fate" attack would have the same range of the same power of a 4th level Chi Blast in that Reality Level, and would also do an extra +4 (as a number) damage.

Power + Power Combos

These are powerful techniques which are usually the most kept secrets masters will have, the ability to use 2 powers in the same combat action phase. If these secrets are somehow passed onto a character, there are a list of rules that apply.

Firstly the character must have both powers that will be used in the combo move. Secondly they will need to buy a Meta power that will connect the powers into a combo. The Meta power, usually named after the name of the combo, **costs 3 CP per power level.**

The power level of the Meta power is the effective strength of the combination of powers. Example: a character has a Chi Shock of level 3 and an Aura Boost of level 2 but it's Meta power, called Boosted Shock, and is only of level 2, which means the character can use the full potential of the Aura Boost power but can only use 2 of the 3 levels of the Chi Shock power.

When using the power combo, both powers occur at the same doing some sort of mixed attack. The desired effect should be discussed with the Anime Master before hand.

Martial Arts Advantages/Disadvantages

These advantages and disadvantages can be used in conjunction with the ones in the KT main rulebook. (Version 2.3 and above)

Advantages

Area Specialization	(+2)
Dojo	(+2)
Draconic Heritage	(+7)
Fancy Footwork	(+3)
More Chi Points	(+1 for 1)
Spiritually Attuned	(+4)
Transformation	(Varies)
Vital Points	(+10)

Disadvantages

Area Difficulty	(-2)
Lesser Chi	(-7)
Two Left Feet	(-3)

Advantages

Area Specialization: +2 points

The character is particularly adept in a certain class of move i.e. Kicking, Punching, Weapons etc. The initial buying of that class of move costs 1 CP less, multiple specializations may be purchased (up to AM).

Dojo: +2 points

The character either owns or runs a dojo. The dojo brings in a modest amount of money in but responsibilities do come with being a sensei, tournaments, teaching classes, Dojo destroyers.

Draconic Heritage: +7 points

A character with this advantage has dragon blood running in their veins. This confers some abilities above and beyond the normal person. The character can sense when they come within 10 kilometers of the nearest dragon line. Their regeneration of chi is +1 better with whatever action they are taking. Lastly, full dragons can sense that you are at least partially related to them and will treat the character with respect (usually, there are some nasty dragons out there).

Fancy Footwork: +3 points

The character has extraordinary feet coordination that makes most things using their legs far easier. Any Agility check where the character's legs are involved is 1 level easier; Kicking moves are also 1 CP easier to buy initially but normal cost afterwards.

Spiritually Attuned: +4 points

The character is attuned with the nature of things. By succeeding in a Good Brains roll, the character can sense out where the nearest dragon line is. The character

can also find out how much chi an opponent has but this requires a touch as well as the Good Brains roll.

Transformation: Variable points

This is the ability to change your shape, appearance or awareness to a state which is much more powerful than the character is in their normal form. Whatever the appearance may look like is secondary to the added power that the martial artist gains. The base cost of the transformation is 5 points, this allows the ability to change into some other form, the appearance of which is up to the player but decided before game play and unchangeable after that. Once in the transformed state, the abilities that can be raised for the temporary duration are Statistics, Hurt Points, Skills, and Power Levels.

Base Cost: 5 points

Statistics: 2 points per +1 per statistic

Hurt Points: 1 point per +4 hurt points

Skills: 1 point per +1 to skill level per skill

Power Levels: 1 point per +1 power level per power

Chi Cost: 7 to activate, 1 per round to keep going

Vital Points: +10 points

A character with this advantage has been taught, to some degree, about the pressure points of the human body. With this knowledge the character can either, to a small extent, heal or harm a human better. With each Punch move, a character with Vital Moves may opt for an increase in damage by an extra 1d6. A character can, once per a day, heal a person by altering a person's chi through their bodies by applying pressure to certain areas of the patient's body. A patient can regain 1d6 of Hurt Points by this method.

Disadvantages

Area Difficulty: -2 points

The character finds a certain class of move difficult to do i.e. Kicking, Punching, and Weapons etc. The initial buying of that class of move costs 1 CP more, multiple difficulties may be purchased (up to AM).

Lesser Chi: -7 points

A character with this doesn't have as much control or store of chi as the usual martial artist. Either the character has been cursed some way or hasn't been trained properly and as such regains chi 1 unit less than normal so that sometimes they may not regain chi at all. Also, they can only use their highest style minus one chi per round.

Two Left Feet: -3 points

The character has extraordinary bad feet coordination, which makes most things using their legs really difficult to do. Any Agility check where the character's legs are involved is 1 level harder; Kicking moves are also 1 CP harder to buy initially but normal cost afterwards.

Martial Arts Skills

These extra skills are to be used with the skills in the main rulebook for KT. These skills cost the same as listed in the main rulebook.

Combat

Daikyu
Ground Fighting
Iaijutsu
Kama
Katana
Kusarigama
Naginata
Nodachi
Nunchaku
Rukushakubo (Bo Staff)
Sai
Shuriken
Tanto
Tonga
Wakazashi

Knowledge's

Feign Sleep/Unconsciousness
Feng Shui
Hojoujutsu
Insight
Instruction
Intimidation
Iron Will
Lore
Meditation
Philosophy
Subterfuge
Taunt

Combat

Daikyu (*Agility*)

This is the skill to use the Daikyu, a 7-foot long bow. This type of bow is not suited for horseback use.

Ground Fighting (*Agility*)

With a successful skill roll, you can fight normally and do any reasonable move while prone or on the ground. The character won't suffer the 2 level penalties on a successful roll.

Iaijutsu (*Brains*)

This is the art of sword drawing, it is based on the idea of using one quick lightning stroke to defeat your opponent usually before their can draw their own weapon. While the character's sword is still sheathed, a successful roll of Iaijutsu will allow the character to strike first in the combat round. If both characters have Iaijutsu, the most successful roll strikes first.

Kama (*Agility*)

Skill to use the Kama, a Japanese rice sickle consisting of a handle with a curved metal head attached. They are often used in pairs.

Katana (*Agility*)

This is the skill to use the Katana, the long sword of the Samurai. An elaborate code of honour usually surrounds the making and use of this weapon.

Kusarigama (Agility)

This is the skill to use the Kusarigama, a Kama with a rope or chain attached that has a metal ring or other weight at the end. A entangle move can be attempted with this weapon.

Naginata (Agility)

Skill to use the Naginata, the Japanese pole arm that consists of a long pole with a curved blade at one end. This weapon can do a limited amount of Bo staff moves.

Nodachi (Agility)

Skill to use the Nodachi, the massive two handed sword of Japan typically worn over the shoulder being on average 6 foot long. This weapon can attempt to shatter lesser blades.

Nunchaku (Agility)

Skill to use the Nunchaku, which are made from two wooden sticks connected by a short piece of rope or chain.

Rukushakubo (Agility)

This is the skill to use the Bo staff, wooden staff of Japan usually 8 -9 feet long. This weapon can attempt to sweep the feet out from an opponent.

Sai (Agility)

This is the skill to use Sai, Japanese p arrying weapon consisting of a metal bar with a smaller side hook on either side of the bar. This weapon can attempt to disarm an opponent.

Shuriken (Agility)

This is the skill to use Shuriken; Japanese throwing darts often made into star formations.

Tanto (Agility)

This is the skill to use a Tanto, the Japanese dagger.

Tonfa (Agility)

Skill to use a Tonfa, a wooden bar with a handle attached to it at right angles. The Tonfa is also useful for parrying.

Wakazashi (Agility)

This is the skill to use the Wakazashi, Japanese short sword of the Samurai and usually in companion with a Katana.

Knowledge's

Feign Sleep/Unconsciousness (Toughness)

With this skill you can appear to be sleep or even unconscious to observers. It can also be used to detect if other people are feigning by rolling successfully higher than the opponent got.

Feng Shui (Brains)

This skill will give the adept understanding about the power of chi flows through the Earth and how the flow of the dragon lines can be effected by different factors, especially architecture.

Hojoujutsu (Brains)

This is a series of techniques of binding someone up that makes it extremely difficult to escape from. On a successful hojoujutsu roll, escaping from such bindings is 2 levels harder.

Insight (Brains)

With this ability you can gauge what sort of style and level of skill your opponent has on a successful roll. On higher levels of difficulty, more information maybe gained (extra information up to AM).

Instruction (Brains)

The character is skilled at teaching and knows techniques for inspiring people to learn. If the character passes a Good roll, spending CP gained through experience is one cheaper on skills, styles and learning a new move/power. For each level over Good that is rolled, it is cheaper by one again (this is an optional rule for the AM) although nothing can be reduced less than 1 CP.

Intimidation (Toughness)

This is the skill of psyching out your opponent. It comes in many forms, from subtle suggestions to outright physical threats or harm. On a contested roll with the opponent, whoever wins gains initiative as well as the opponent losing half of his attacks the first round of combat.

Iron Will (Brains)

This builds up mental fortitude and discipline. It provides an effective mental defence against the characters psyche. Any mental attacks done upon a character with Iron Will can use this skill to add on a contested roll.

Lore (Brains)

The character has general knowledge of a particular area of mythology or of the supernatural. Each area needs its own Lore skill.

Meditation (Brains)

Meditation is the technique of where the body remains motionless and the mind stays clear and focused. This state promotes increase Chi regeneration by doubling the amount regained per hour on a successful roll.

Philosophy (Brains)

This skill confers knowledge on a particular form of philosophy, such as Buddhism, Taoism, Shinto, Hindu etc. Each area needs it's own skill.

Subterfuge (Brains)

A character with this skill is well versed in intrigue, concealing and deciphering motives and using them.

Taunt (Brains)

This is the ability to make fun of your opponent, by making funny faces, calling them names or whatever will enrage the opponent. On a contested roll, if the taunter wins, the opponent will lose most rational thought and try to beat up the taunter.

Special Weapon Skills

Some weapons allow certain special moves to be attempted.

Disarm

The trapping and flicking the opponents weapon out of their hands. It can be done by overcoming the opponent's defence roll by 2 levels or more. This move only works on two-handed weapons if you do two consecutive disarming attempts successfully.

Entangle

By wrapping a long rope or chain around your opponent's limbs or torso, you restrict their movement and slow their reflexes sometimes even to the point where a limb is immobilized. On a successful roll 1 level higher than the opponents defence, their Agility dice roll lowers by 1. More attempts of this move can be performed accumulating more Agility penalties.

Sweep

By taking the feet out from underneath an opponent, you gain an advantage having them lying prone on the ground. On a successful roll of 1 level higher than the opponents defence, they are considered prone on the ground.

Weapon Smash

With a strong enough weapon, you can attempt to literally smash or snap an opponents weapon so that it becomes nearly useless as an effective weapon. On a successful roll 3 levels higher than the defence; the weapon the character is striking becomes more or less useless. Note: this move is only effective against mundane weapons.

Oriental Armour

Armour	Soak	Agility Penalty	Area Protected
Bronze Banded	3d	-1d	torso, legs
Full Samurai	5d	-3d	everywhere
Leather	2d	-0d	torso
Partial Samurai	4d	-2d	torso, arms
Reinforced Gi	1d	-0d	torso, arms, legs

Weapon Damage

Weapon	Damage	Init Mod	Reach/ Range	Brawn Needed
Kama	Bwn +2d	0	1m	1
Katana	Bwn +3d	1 draw/0	1m	2
Kusarigama	Bwn +2d	0	2m	1
Daikyu	4d	2 load/0	70m/140m/210m	2
Naginata	Bwn +4d	0	3m	2
Nodachi	Bwn +4d	1 draw/0	2m	3
Nunchaku	Bwn +2d	0	1m	1
Bo Staff	Bwn +2d	0	2m	1
Sai	Bwn +1d	0	1m	1
Shuriken	2d	0	4m/8m/12m	1
Tanto	Bwn +1d	0	1m	1
Tonfa	Bwn +2d	0	1m	1
Wakazashi	Bwn +2d	1 draw/0	1m	1

Styles

Each level of a style costs **8 Character Points** but can be altered through style uppers and downers (see next chapter). The level of the style is used for hand -to-hand combat and for using moves. To strike someone, a martial artist rolls Agility + Style and has to best the move difficulty, the same roll is used to see how well the martial artist hit their opponent.

How the style descriptions work

Name: Name of the style in general terms (AM could name a derivative style)

Description: What the martial art style encompasses and it's general philosophy.

Skills: The bonus skills it gives the disciple of that art, all at the styles level (highest value is used if a character has two or more of the same skill from multiple styles).

Basic Moves: Here you pick the moves that you learned while training in this style, free of charge.

Aikido

Description: This is a defensive martial art based around using the opponents's movements against themselves. Although this style is mainly a self -defensive, offensive moves are used in it, often to provoke a strike from the opponent. Some skill in weapons is also taught so best to know how to deal with an armed enemy.

Skills: Meditation, Tanto

Basic Moves: One Athletics, One Grappling

Bojutsu

Description: This is the art of staff fighting, particularly using the rokushakubo otherwise known as a bo staff. It is a simple weapon but can be lethal in the hands of a skilled martial artist. Or though the bo staff is wooden, it has much greater reach than most swords and as such can be a great advantage.

Skills: Rokushakubo, Naginata

Basic Moves: One Weapons, One Athletics

Capoeira

Description: Invented by Brazilian slaves for self-defence, they hid the true purpose of the art in a stylised dance. It is highly athletic and rhythmic which comes from the music that is played during practicing. It centers more on kicking than using the hands.

Skills: Dancing, Acrobatics

Basic Moves: One Kicking, One Athletics

Jeet Kune Do

Description: This is the fighting style that the legendary Bruce Lee created after studying numerous styles. By using no preconceived ideas, he designed a simple technique that uses the most out of how the human body moves to the advantage for combat.

Skills: Intimidation, Acrobatics

Basic Moves: One Punching, One Kicking

Jujutsu

Description: Based on ancient techniques dated some 1200 years, but has been moved mostly away from a weaponed style to a weaponless one. It is mostly a grappling art but with some strikes to gain handholds. An adept at the art can throw around three times their own weight, sometimes more. The simplified form of this art is known as Judo.

Skills: Ground Fighting

Basic Moves: Two Grappling

Karate Do

Description: One of the most wide spread martial arts used in the world, is a mixture of Kung Fu with a Okinawan style that was a very physical emptied hand style. There are many derivatives of Karate, some focus on rigorous physical training while others go a more traditional bend going for style and even doing some training in melee weapons.

Skills: Sports, Nunchaku or Tonfa (choose one)

Basic Moves: One Punching, One Athletics

Kenjutsu

Description: The art of sword fighting used by the Samurai, which used a variety of swords including the Katana, Wakazashi and the Nodachi. The style doesn't teach blocking as it might damage the valuable swords but they instead teach that an artist of Kenjutsu needs to strike out first. The simplified form of the art that is now considered a sport is called Kendo.

Skills: Katana or Wakazashi or Nodachi (choose one)

Basic Moves: Two Weapons

Kempo

Description: An unusual art dating back centuries and thought to be based on the basic exercises that founded Kung Fu. Since then it has been modified with other styles that range in Japan. In its current form, it has techniques from Karate -do, Tae Kwon Do, Jujutsu as well as some Ninjutsu. Although strange, Kempo is very versatile because of the mixing nature to it.

Skills: Acrobatics, Wrestling

Basic Moves: One Punching

Kung Fu Leopard Style (Pao Pat Mei)

Description: This style relies on the speed and accuracy of the Leopard for its movements. A master of Leopard style will appraise their opponent before striking out, but once that happens, every attack is quick and deadly.

Skills: Acrobatics, Insight

Basic Moves: One Athletics

Kung Fu Shaolin Style

Description: The oldest style of Kung Fu and the one where all the other numerous styles of Kung Fu owe their origins. This style evolved from a series of exercises designed for the monks of the Shaolin temple taught to them by a wandering Indian monk. An Emperor of China seeing how much power the monks had destroyed the temple but not all the masters were killed.

Skills: Insight, Meditation

Basic Moves: One Blocking/Dodging

Kung Fu Snake Style (She Shen)

Description: A highly secretive and deadly style. A martial artist must swear blood oath of loyalty before ever being taught. In combat, an adept sways side to side, evaluating the opponent before striking out in sudden movements.

Skills: Taunt, Subterfuge
Basic Moves: One Punching

Kung Fu Tiger Claw Style (Fu Chiao Pai)

Description: This style is fierce and aggressive after the tiger in which this style emulates. Adepts of this style get in close to the opponent but always at an arms distance so that they can use claw attacks and powerful kicks.

Skills: Intimidation, Iron Will
Basic Moves: One Punching, One Kicking

Muay Thai

Description: Also called Thai Kickboxing, it is a brutal style devoted solely to combat. The training for this style is just as brutal as the fights themselves. Mysticism and ritual find themselves in Muay Thai as superstition holds around this sport.

Skills: Blind Fighting, Ground Fighting
Basic Moves: One Kicking, One Punching

Ninjutsu

Description: Used by Samurai during the feudal era of Japan to spy and assassinate on their enemies. Ninja's are taught to finish a fight quickly; killing is not necessary, the goal is all-important. Ninja's were thought to have had mystical powers because of the ease they could penetrate a castle or defeat a foe.

Skills: Stealth, One weapon skill of choice
Basic Moves: One Athletics, One Weapons

Sumo

Description: The oldest form of combat in Japan, based on a style invented to grapple with an armoured foe on the battlefield and bring them down with ease. The style usually requires the artist to bulk up in both muscle and in weight. The sport of Sumo is highly ritualized and those that follow the sport treat the artists with much honour.

Skills: Iron Will, Intimidation
Basic Moves: Two Grappling

Tae Kwon Do

Description: Invented in Korea, it favours kicks over punches and depending on the teacher, can be a sport or a deadly combat art. Since the ending of World War 2, Tae Kwon Do has spread across the whole world and ranks up there with Karate Do as most popular.

Skills: Sport, Insight
Basic Moves: One Kicking, One Athletics

Tai Chi Chuan

Description: One of the greatest pacifist martial arts, widely used in its basic form as a means of exercise but with hard training over a period of years, it allows the artist to use it as a self defence art. Renown for its almost effortless movements, adepts look like that they are in slow motion while using Tai Chi Chuan.

Skills: Insight, Meditation

Basic Moves: One Blocking/Dodging

Tang Soo Do

Description: This style is ancient in background, originating somewhere in Korea. It was developed by primitive people for when they needed it. Tang Soo Do was influenced by the T'ang dynasty of China, thus the name Tang in Tang Soo Do. Many subsequent styles trace their backgrounds to this style.

Skills: Insight, Sports

Basic Moves: One Athletics

Style Uppers/Downers

The listed uppers and downers can alter the level costing for buying styles. Uppers will increase the base cost while downers will decrease the base cost. A player may usually get any combination of uppers and downers for any single style (AM's discretion).

Uppers

Aerial Training: +1 point

A character with this has experience in attacking and defending while jumping in the air. While performing a move while in the air, a character with this upper finds all aerial moves 1 level easier.

External Training: +1.5 points

A character with this has had added training in using and seeing used External chi powers and as such finds learning them easier. All purchasing of External powers is 1 CP cheaper.

Famous Master: +0.5 points

The character with this has a famous master. The master having done something that has brought great renown to himself, and being their student, some of that renown has attached itself to you.

Good Training: +1 point

The character has spent the greater part of their life training in the martial arts. Because of this, the character has an extra 1D6 to hit or dodge/block to counter any penalties the AM gives.

Internal Training: +1.5 points

A character with this has had added training in using and seeing used Internal chi powers and as such finds learning them easier. All purchasing of Internal powers is 1 CP cheaper.

Prodigy: +1 point

A character with this is extremely bright about a certain area of martial arts. Upon character creation, pick either Combat skills or Knowledge skills for which Prodigy has effect on. The chosen group of skills is cheaper to rise through CP by 1.

Spirit Mentor: +1.0 point

Somehow, a spirit of a once living person has joined the character on their travels. The AM will make up the personality of the spirit but it is usually friendly to the character. The spirit can help the character in worldly knowledge and skills it once knew.

Unusual Sensei: +1.5 points

The character was taught their martial arts from someone out of the ordinary. The sensei could be a dragon, phoenix or even an ancient magician. Because of their unusual background, strange things might be learnt from them and they usually have vast knowledge about mystic things in nature.

Downers

Dojo Enmity: -0.5 points

The dojo (or just sensei) you are training under has a long time feud going on with another local dojo. And as such, students from the other dojo are out to make your character's life as much hell as possible. Every week expect another hopeful to challenge your character to a fight.

External Weakness -1.5 points

A character with this has had hardly any training in using or seeing used External chi powers and as such finds learning them more difficult. All purchasing of External powers is 1 CP more.

Infamous Master: -1.0 points

The character with this has an infamous master. The master having done something that has brought bad reputation to himself, and being their student, some of that reputation has attached itself to you. The master could be guilty of the most heinous of crimes and might even still be doing them.

Internal Weakness: -1.5 points

A character with this has had hardly any training in using or seeing used Internal powers and as such finds learning them more difficult. All purchasing of Internal powers is 1 CP more.

Kicked out of Dojo: -0.5 points

Your character did some really stupid things and got themselves kicked out of the dojo they were training at. Other dojo's and sensei's know about this and might be hesitant in accepting you.

Lazy Student: -0.5 points

A character with this never got off their butt to read their books and now find that learning Knowledge skills 1 CP harder to do.

Pacifist Master: -1.0 points

A character with a pacifist master will find that the sensei will tell the character not to fight and to try to stay out of matters.

Poor Training: -1.0 points

In a certain area of moves e.g. punching, the character has had very poor training in it and any moves that are group, the character loses 1D6 to hit.

Problematic Sensei: -1.0 points

A character with a problematic sensei will find them to be wholly unreliable. The sensei might be a lecher, a total drunk or having occasion for turning into cute furry animals.

Twisted Training: -1.0 points

A character with this downer had a really evil sensei, sending the character through torture after torture to teach them martial arts. The sensei showed only the brutal side of the art and as such, the character cannot do any attacks that do Stun Damage.

Martial Art Moves

A martial artist is proficient in many moves and is able to do phenomenal skills of agility and prowess. But a martial artist also has moves in which they are specialized in and have trained vigorously to be able to perform them without mental thought. It is these moves, which a martial artist has specialized in that can be modified by special techniques of great power (see next chapter).

The cost for each move is as listed. Continuing character can purchase more moves by spending the appropriate Character Points for the move that they wish. The difficulty for pulling off these moves is the roll you need off the characters Agility + Style. If the move is in an opposed roll i.e. attack or defence, then the attack roll must equal or better the difficulty for the move to be performed. Buying moves is a once off cost.

Athletics

Backflip	(4)
Breakfall	(4)
Dive Punch	(5)
Flying Punch	(6)
Flying Somersault	(5)
Jump	(4)
Kippup	(4)
Roll with Impact	(4)
Shoulder Smash	(5)
Somersault	(4)
Tackle	(4)
Wall Spring	(5)

Blocking/Dodging

Air Block	(5)
Circular Parry	(5)
Leap Dodge	(5)
Power Block	(6)
Weapon Block	(5)
Weapon Catch	(6)

Grappling

Air Slam	(6)
Backbreaker	(5)
Basher Hold	(5)
Body Flip	(5)
Choke Hold	(5)
Choke Throw	(6)
Counter Grab	(6)
Disengage	(6)
Joint Lock	(5)
Pile Driver	(5)

Kicking

Axe Kick	(5)
Backflip Kick	(7)
Crescent Kick	(6)
Foot Sweep	(6)
Forward Flip Kick	(7)
Handstand Kick	(8)
Knee Strike	(6)
Reverse Front Kick	(8)
Spin Thrust Kick	(8)

Punching

Claw Hand	(5)
Deflecting Punch	(7)
Disarm	(7)
Ear Pop	(6)
Elbow Strike	(6)
Knife Hand	(6)
Palm Strike	(6)
Spin Back Fist	(7)

Weapons

Dazing Blow	(6)
Impale	(7)
Overhead Strike	(6)
Reflection Strike	(7)
Riposte	(6)
Slice Upper	(7)
Staff Spin	(5)
Staff Sweep	(6)

Athletics

Backflip

The character has the ability to flip backwards and land on their feet. This can be used for a dodge but if failed, the character cannot use any other method of defence that attack.

Cost: 4 points

Damage: NA

Difficulty: 10

Breakfall

This move allows the martial artist to take a throw move relatively unharmed as they tuck in their head and roll off their shoulders. Any knock back taken is considered only half with using Breakfall.

Cost: 4 points

Damage: NA

Difficulty: 10

Dive Punch

And aerial attack where the martial artist jumps up and punches down upon the opponent.

Cost: 5 points

Damage: Brawn +1D6

Difficulty: 15

Flying Punch

A move where the martial artist jumps over the opponent just to quickly turn and punch their back. This is an aerial move but if pulled off, makes the opponent loose 1 attack that round.

Cost: 6 points

Damage: Normal

Difficulty: 20

Flying Somersault

This is a move that allows the martial artist to do a fast jump forward. Being as fast as it is, the martial artist can try to do another aerial move the same attack but at 1 level higher in difficulty.

Cost: 5 points

Damage: NA

Difficulty: 15

Jump

The martial artist can jump up to rooftop level.

This is an aerial move.

Cost: 4 points

Damage: NA

Difficulty: 10

Kippup

A move where the martial artist can get to their feet from a prone position in quick time by kicking out their feet and arching their back up. A character with this can get from a prone position in one attack and still defend.

Cost: 4 points

Damage: NA

Difficulty: 10

Roll with Impact

If an opponent lands a hit on a martial artist, if they have this move, they can elect to Roll with Impact. It adds on a martial artists Agility as a number to their soak roll.

Cost: 4 points

Damage: NA

Difficulty: 10

Shoulder Smash

A simple move where the martial artist charges into their opponent shoulder first. It is very effective in knocking back an opponent, adding on an extra 1D6 to how far the opponent got knocked back.

Cost: 5 points

Damage: Brawn

Difficulty: 10

Somersault

An escape move where the martial artist can roll away from combat. Can be used as a dodge but if not successful, no other defence can be attempted.

Cost: 4 points

Damage: NA

Difficulty: 10

Tackle

The martial artist grabs the opponent and takes them down to the ground. If successful, the opponent is in a prone position.

Cost: 4 points

Damage: Brawn in Stun Damage

Difficulty: 10

Wall Spring

This move allows a martial artist to jump off a wall and move through the air up to their Toughness in meters.

Cost: 5 points

Damage: NA

Difficulty: 15

Blocking/Dodging

Air Block

This move allows a martial artist to perform a parry while in the air whereas they would not normally be able to. This is an aerial move.

Cost: 5 points

Damage: NA

Difficulty: 15

Circular Parry

With this move, a martial artist can block all attempts to hit them in that attack phase with this one defensive move. With one Circular Parry roll, the martial artist blocks all attacks at them that they rolled higher than.

Cost: 5 points

Damage: NA

Difficulty: 15

Leap Dodge

The martial artist jumps with such speed and power that all the attempts to hit them can be dodged. The Leap Dodge roll determines how many, if at all, of the attacks are dodged. If the roll is equal to or higher than the highest attacking attempt, all are dodged

Cost: 5 points

Damage: NA

Difficulty: 15

Power Block

This is a forceful parry that damages the opponent as long as there are weaponless.

Cost: 6 points

Damage: Brawn - 1D6

Difficulty: 15

Weapon Block

This move allows a martial artist to block a melee weapon and not take any damage from it.

Cost: 5 points

Damage: NA

Difficulty: 15

Weapon Catch

The martial artist can with this move, not only block a strike with a weapon but disarm an opponent as well.

Cost: 6 points

Damage: NA

Difficulty: 20

Grappling

Air Slam

With this move, a martial artist can grab an aerial opponent right out of the sky and throw them into the ground.

Cost: 6 points

Damage: Brawn + 2D6

Difficulty: 15

Backbreaker

A very painful move where by the martial artist grabs the opponent and slams their back across a knee or shoulder.

Cost: 5 points

Damage: Brawn + 3D6

Difficulty: 15

Basher Hold

This is a sustained hold where the martial artist repeatedly pounds at the held opponent usually with punches or knees.

Cost: 5 points

Damage: Brawn

Difficulty: 15

Body Flip

The simple move where the martial artist grabs the opponent and throws them over one shoulder. Opponent is then in a prone position.

Cost: 5 points

Damage: Brawn

Difficulty: 10

Choke Hold

The martial artist holds the opponents throat and squeezes in this simple move.

Cost: 5 points

Damage: Brawn in Stun Damage

Difficulty: 20

Choke Throw

By using their momentum, a martial artist can grab an opponent's neck and then throw them to the ground.

Cost: 6 points

Damage: Brawn + 1D6

Difficulty: 20

Counter Grab

Any time a grab is trying to be performed against a martial artist with Counter Grab. They can twist around out of the grasp of the opponent and grabbing them instead. The martial artist can then perform a throw that is 1 level easier to perform.

Cost: 6 points

Damage: NA

Difficulty: 15

Disengage

This move allows a martial artist to slip out an opponents grasp.

Cost: 6 points

Damage: NA

Difficulty: 15

Joint Lock

With this move, the martial artist grabs one of the opponent's limbs and twists it painfully.

Cost: 5 points

Damage: Brawn in Stun Damage

Difficulty: 10

Pile Driver

Move where the martial artist grabs the opponent, turns them upside down, jumps in the air and lands the opponents head against the ground.

Cost: 5 points

Damage: Brawn + 3D6

Difficulty: 20

Kicking

Axe Kick

Martial artist lifts their leg as high as it can go and then strikes down upon the opponent's head or shoulders. This move can make the opponent go to a prone position.

Cost: 5 points

Damage: Brawn + 1D6

Difficulty: 15

Backflip Kick

This move requires the martial artist to do a backflip, then striking out with his feet on the way up. It adds 1D6 to knockback if successful.

Cost: 7 points

Damage: Brawn + 2D6

Difficulty: 20

Crescent Kick

The foot is sent out in a sweeping arc by swiveling at the hip.

Cost: 6 points

Damage: Brawn

Difficulty: 10

Foot Sweep

This low and powerful kick is intended to take the legs out from under the opponent and send them to the floor. If successful, the opponent is on the ground in a prone position.

Cost: 6 points
Damage: Brawn - 1D6
Difficulty: 15

Forward Flip Kick

A martial artist does this move by flipping forward, bringing down a foot upon the opponent.

Cost: 7 points
Damage: Brawn + 2D6
Difficulty: 20

Handstand Kick

A move where the martial artist does a handstand while thrusting their legs at their opponent. This move can counter aerial targets.

Cost: 8 points
Damage: Brawn + 1D6
Difficulty: 20

Knee Strike

The martial artist lashes out at the knees of his opponent trying to injure them. If the strike lands, the opponent has their movement halved.

Cost: 6 points
Damage: Brawn
Difficulty: 15

Reverse Front Kick

The martial artist feigns a kick past the opponents then strikes back hitting their heel against the back of the opponent's head.

Cost: 8 points
Damage: Brawn + 2D6
Difficulty: 15

Spin Thrust Kick

Using the momentum of the spin, the martial artist then thrusts out with kick for a powerful move.

Cost: 8 points
Damage: Brawn + 2D6
Difficulty: 20

Punching

Claw Hand

The martial artist holds their hand in a claw position then rakes at the opponents flesh.

Cost: 5 points
Damage: Brawn +1D6
Difficulty: 10

Deflecting Punch

A move where the martial artist can punch at the arm of the opponent there by effectively parrying a punch from the opponent by interrupting them.

Cost: 7 points

Damage: Brawn

Difficulty: 15

Disarm

With this move, a martial artist can disarm an opponent with a swift strike just above the wrists.

Cost: 7 points

Damage: NA

Difficulty: 20

Ear Pop

In this move, the martial artist slams their cupped hands into the ears of their opponent. If successful, the opponent is disorientated for a round, losing 1 to their Agility.

Cost: 6 points

Damage: NA

Difficulty: 15

Elbow Strike

A quick strike with the elbow.

Cost: 5 points

Damage: Brawn

Difficulty: 10

Knife Hand

An open handed strike with the blade of the hand. It can deaden nerves of an opponent, lowering their Brawn by 1 for a round.

Cost: 6 points

Damage: Brawn

Difficulty: 10

Palm Strike

Using the flat of the palm, the martial artist strikes out usually at the torso of an opponent. It increases the amount of knockback by 1D6 metres.

Cost: 6 points

Damage: Brawn + 1D6

Difficulty: 15

Spin Back Fist

The martial artist spins 180 degrees on their back foot, then lashes out with the back of their fist against an opponent.

Cost: 7 points

Damage: Brawn + 2D6

Difficulty: 15

Weapons

Dazing Blow

It is possible for a weapon just to do Stun Damage. With this move, a martial artist can use the flat of the blade or the hilt to hit the opponent.

Cost: 6 points

Damage: Weapon Type in Stun Damage

Difficulty: 15

Impale

The martial artist runs at the opponent blade first to impale them.

Cost: 7 points

Damage: Weapon + 2D6

Difficulty: 15

Overhead Strike

A strike down with the weapon raised high, onto the opponent.

Cost: 6 points

Damage: Weapon Type

Difficulty: 10

Reflection Strike

A swift and skilful move where the martial artist grabs the opponents weapon then in one motion, swings it around and strikes the opponent with his or her own weapon.

Cost: 7 points

Damage: Weapon Type

Difficulty: 20

Riposte

This move can only happen after the martial artist has successfully parried an attack. After which, they may make a quick counter attack using the opponents lack of defence from their previous attack. The opponents find this move 2 levels harder to dodge and parry.

Cost: 6 points

Damage: Weapon Type

Difficulty: 15

Slice Upper

This move starts with the sword down then the martial artist leaps into the air while swinging the sword in an arc. This counts as an aerial move and can hit aerial targets.

Cost: 7 points

Damage: Weapon Type + 1D6

Difficulty: 20

Staff Spin

The martial artist spins the staff around very quickly. Anyone coming close to the martial artist will take damage.

Cost: 5 points

Damage: Weapon Type

Difficulty: 15

Staff Sweep

The martial artist uses the staff to sweep out the legs of their opponent. If successful, the opponent is considered in a prone position.

Cost: 6 points

Damage: Weapon Type

Difficulty: 15

Move Modifiers

These modifiers can be added on to moves to make them even more effective. The cost of the modifier is added onto the base cost of the move, which is being enhanced, the modifiers are accumulative with cost and power. Any modified move can still be performed without the added effects.

Aerial: +3 points

With this modifier, the martial artist has perfected the move to be able to work to full effectiveness even while the martial artist is airborne. Any penalties to use the move while in the air are cancelled with this modifier.

Armour Piercing: +3/+6/+9 points

The move has been practiced to the point where weaknesses in the opponents armour can be exploited. For +3 points, the effectiveness of the opponents armour is at 75%. For +6 points the effective armour is 50%. For +9 points the effective armour is 25%.

Art of Breaking: +5 points

This modifier can allow the martial artist to destroy any non-living item in which they hit. This attack doubles the amount of damage to the targeted non-living thing or for cinematic purposes; just outright destroy the item.

Chi Burn: +6 points

By "burning" some of the chi within them, a martial artist can do more damage to an opponent. For every 2 chi used, gain +1 (as a number) to the damage roll. The amount spent for the attack must be announced before rolling to strike, the chi is lost on a missed attack. The modified move may be performed without spending any chi at all.

Column Blast: +7 points

Upon completing the modified move, a blast of energy projects up carrying the opponent up into the air wildly. The opponent must make an Agility roll of 20 (good) to

land without taking falling damage. The column blast effect takes 4 chi to in act but need not always be used.

Concussive Hit: +2 points per level

Upon hitting the opponent, the martial artist can generate a concussive explosion that will stun them to a degree according to the power of the explosion. Each level of this modifier adds +1 (as a number) of Stun Damage to the opponent. 2 chi is used for this ability but needed always be used.

Dashing: +3 points

With this modifier, the martial artist races up to the opponent to attack with the move that Dashing is attached to. The martial artist can travel their whole movement rate in the action phase.

Diving Strike: +3 points

The martial artist dives at the opponent to deliver the move. It gives a bonus of 1D6 to defence for that action phase.

Electric Attack: +2 points per level

This creates an electric shock upon a successful hit to an opponent. The discharge causes an extra +1 (as a number) damage per level. This ability costs 2 chi per strike to use.

Extra Range: +1 per level

By using compression of air and a little chi, an attack can be extended past the extremities and become a ranged attack. For every level of Extra Range, an attack can hit a target one meter beyond the reach of a fist or foot. Doing this technique costs 1 chi point per use.

Extra Damage: +1 per level

Through intensive physical training, a martial artist can build up a move into a formidable weapon, increasing its damage to great levels. For every level of Extra Damage, the modified move does an extra +1 damage (as a number) to the opponent. This modifier does not cost any chi to use.

Fire Attack: +3 points per level

With this aura of fire, a martial artist cannot only injure more viciously but can also start fires on combustible materials. The flames do extra damage equal to +1 (as a number) per level, the ability needs 2 chi per attack to work.

Flash Strike: +1 point per level

The move with Flash Strike has been trained to be much faster than usual. For each level, there is a bonus of +1 (as a number) to the initiative for that action phase.

Ghost Hand: +5 points

This modifier allows the martial artist to hit targets, which are out of phase with normal effectiveness.

Ice Attack: +3 points per level

The chill touch of this strike can freeze solid limbs as well as enhance the damage done. The ice do extra damage equal to +1 (as a number) per level, the ability needs 2 chi per attack to work.

Linkable: +6 points

A move that has been made Linkable, allows the martial artist to attack again with another move. Maximum amount of attacks used in a combo is 4 total.

More Knockback: +2 points per level

For each level of this modifier, the opponent suffers a 1 metre extra knockback.

Pain Touch: +4 points per level

This move has been trained with Atemi points to give extra pain to the opponent. For each level of Pain Touch, the opponent loses 1D6 of their dice pool. Pain Resistance can counter this ability.

Martial Art Powers

The abilities listed here are the moves a martial artist may possess which can make them do feats impossible to those of normal people. The character point cost are as listed and experienced character may buy more or improve their existing powers through CP. Each level of a power costs a base of 6 Character Points. The difficulty is what the martial artist must get on a Statistic + Martial Arts Style roll for the power to manifest. For powers that need to hit a target, the same roll is used for hitting it. Power uppers and downers raise or lower the base cost for a power per level.

Internal

Aura Barrier
Aura Boost
Chi Shock
Aura Strike
Chi Gong
Dragon Strike
Drain Chi
Drain Life
Hide Aura
Kiai
San He
Speed Boost

External

Absorbing Field
Air Jump
Aura Detonation
Chi Blast
Energy Deflection
Flash
Form Weapon
Kongjin
Multiple Selves
Projectile Deflection
Shapechange

Internal

Aura Barrier (*Brains*)

This power protects the martial artist from energy attacks directed at them. For each level of Aura Barrier, the martial artist can add an extra 1D6 to soak energy attacks. This power must be activated to be of any use. This power lasts for power level x 2 x RL in rounds.

Initiative Modifier: 2 actions

Chi Cost: 5

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1 to be able to defend against attacks that are out of phase.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

Hardened: +1 Armour piercing attacks gain no benefit when hitting a hardened defence.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Ablative: -1.5 loose 1d of effective armour every time it is successfully hit.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Aura Boost (*Brains*)

With this power, a martial artist can temporarily raise the amount of damage any further energy attacks are done that round. For each level of Aura Boost, gain an extra 1D6 of damage to any further energy attacks done in that round. The boost only last for a round but can be applied to any energy attack the martial artist knows.

Initiative Modifier: 2 actions

Chi Cost: 7

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration,

+1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
-1.0 for an extra 1.5 times cost in chi,
-1.5 for an extra 2.0 times cost in chi.
Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.
Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Aura Strike (Brains)

To use this power, the martial artist infuses their aura with chi, making it visible and larger. The martial artist then lashes out to a single target nearby, the aura of the martial artist then goes back to normal. Aura Strike does Toughness x Aura Strike in damage to the target. Range to the target is power level x (4 +RL) in metr es.

Initiative Modifier: 3 actions

Chi Cost: 6

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.

Column Blast: +1 for the energy to extend upwards after contacting a target. The column has the chance of sending the initial target hurtling into the air.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

Armour Piercing: +1 for 3/4 opponents armour to count, +1.5 for 1/2 opponents armour to count.

Explosive: +1.5 to do an explosion once strike makes contact with anything. Does full damage in 2 m

radius then 1/2 damage from 2m to 4m and 1/4 damage from 4m to 6 m.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Range: -0.5 1/2 range, -1 1/4 range, -1.5 no range and the strike becomes a touch attack.

Must Call out Name of power: -0.5 for a short name,

-1.0 for a medium length name, -1.5 for a long hard to pronounce one.
Recoil: -0.5 per metre knocked back.
Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Chi Gong (Toughness)

This power protects the martial artist from physical attacks directed at them. For each level of Chi Gong, the martial artist can add an extra 1D6 to soak physical attacks. This power must be activated to be of any use. This power lasts for power level x 2 x RL in rounds.

Initiative Modifier: 2 actions.

Chi Cost: 5

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1 to be able to defend against attacks which are out of phase.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Hardened: +1 Armour piercing attacks gain no benefit when hitting a hardened armour.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Ablative: -1.5 loose 1d of effective armour every time it is successfully hit.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Chi Shock (Toughness)

The martial artist charges their auras with energy, sending out a force of energy in a 360 degree arc centring on the martial artist. The range for the shock is (Toughness + Chi Shock) in metres. Everything within the range takes 1D6 damage per level of Chi Shock be it friend or foe.

Initiative Modifier: 3 actions

Chi Cost: 6

Difficulty: 10

- Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.
Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
- Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.
Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.
Less Range: -0.5 for 3/4 range, -1 for 1/2 range, -1.5 for 1/4 range.
Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.
Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Dragon Strike (*Brawns*)

Powering up the fists or feet, the martial artist can cause there physical hand to hand attacks to do more damage than normal. The limb which has been infused glows with a nimbus of light, easily detectable. For every level of Dragon Strike, add an extra 1 point of damage (unsoakable) to a martial art move done against a target. This power lasts for level in attacks.

Initiative Modifier: 1 action

Chi Cost: 3

Difficulty: 10

- Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.
Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
- Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Drain Chi (Toughness)

By abstracting an emptiness of chi in the martial artists aura, then can draw out the chi from other living people and use it to replenish their stores of chi. This power can not make the martial artist go over their limit in chi, just regain already spent chi. The amount taken is 1D6 chi per level of Drain Chi. Considered an energy attack. This power has a range of power level x (4 + RL) in metres.

Initiative Modifier: 3 actions

Chi Cost: 1

Difficulty: 20

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Effect Out Of Phase: +1 for the ability to drain targets which are out of phase.
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
Ignores Armour: +1.5 for the ability of the power to ignore all physical armours.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.
Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.
Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Drain Life (Toughness)

A martial artist with this power can drain the life from a living person and regain any lost Hurt Points they might of lost. The martial artist can not heal themselves over their maximum. The amount regained is 1D6 Hurt Points per level of Drain Life. The same amount is lost by the target. Considered an energy attack. Range is equal to power level x (4 + RL) in metres.

Initiative Modifier: 3 actions

Chi Cost: 8

Difficulty: 20

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Effect Out Of Phase: +1 for the ability to drain targets which are out of phase.
Ignores Armour: +1.5 for the ability of the power to ignore all physical armours.
Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.
Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.
Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.
Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Hide Aura (*Brains*)

By dispersing your aura, a martial artist can take on a ghostly appearance. All attempts to detect a martial artist with Hide Aura activated has a difficulty roll of Hide Aura x 5. This power lasts for power level x 2 x RL in rounds.

Initiative Modifier: 2 actions

Chi Cost: 5

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Kiai (*Brawns*)

Through a loud explosive shout, a martial artist can stun their opponent, sometimes even to unconsciousness. For every level of Kiai, the target takes 1D6 in Stun Damage. This power is considered a physical attack. Maximum range to the target is power level $\times$ (4 + RL) in metres.

Initiative Modifier: 1 action

Chi Cost: 4

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

More Range: +0.5 for $\times 2$ range, +1.0 for $\times 4$ range, +1.5 for $\times 8$ range.

Ray Effect: +1 able to damage all targets in a ray till end of range.

Ignores Armour: +1.5 for the ability of the power to ignore all physical armours.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Recoil: -0.5 per metre knocked back.

San He (*Brawns*)

This is the power that allows the martial artist to root themselves to the ground and there by reducing the effect of any knockback. For ever level of San He, the ma rtial artist cancels out 1 metre of knockback. This power lasts for power level $\times 2 \times$ RL in rounds.

Initiative Modifier: 1 action

Chi Cost: 4

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1.0 to be able to take out of phase attacks.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Movement Restrictive: -1.5 loose your power level in agility pool.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Speed Boost (*Agility*)

With this ability, a martial artist can increase their speed for a very brief amount of time. After using the power, the martial artist gains an extra amount of action phases as they have levels in Speed Boost invariably making them a blur of speed. These actions are treated like normal action phases adding onto the martial artists base amount. The movement rate is also increased Speed Boost level times over the base of Agility x 5 per round. This bonus is given for one combat round only, after which the martial artists speed returns to normal.

Initiative Modifier: 1 action phase, power takes effect next combat round.

Chi Cost: 6

Difficulty: 20

Uppers: Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

Instant Activation: +1 for the extra actions to be given to the martial artist straight away.

Minor Teleport: +1.5 to use up all the speed actions to rocket the martial artist in one action phase to a

distance equal to what they could of travelled if they travelled for a whole round thus appearing like they teleported.

Downers: Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi,

-1.5 for an extra 2.0 times cost in chi.
Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.
Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

External

Absorbing Field (*Toughness*)

The martial artist projects a field that lets them absorb the chi from an incoming attack. The field must be up before the attack. For every level of Absorbing Field, the martial artist cancels out 1D6 damage of the attack and converts it into 1 chi per each 1D6 cancelled. Any damage not absorbed is dealt to the martial artist. This power only works for energy based chi attacks. Duration is level of power x 2 x RL in rounds.

Initiative Modifier: 3 actions

Chi Cost: 6

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1.0 to be able to take out of phase attacks.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Ablative: -1.5 loose 1D6 of effective armour every time it is successfully hit.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Movement Restrictive: -1.5 loose your power level in agility pool.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Air Jump (*Brawns*)

By compressing the air underneath them by using chi, a martial artist can spring off it and jump into the air. For each jump, the martial artist can go up an extra level x 2 metres higher. This is an aerial power and can be used in midair.

Initiative Modifier: 1 action

Chi Cost: 5

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

Increased Distance: +0.5 for x2 amount, +1 for x4 amount, +1.5 for x8 amount.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Aura Detonation (*Brains*)

By forcing chi into someone else's aura, a martial artist can overload it causing it to explode on the owner. Damage to the opponent is 1D6 per level of Aura Detonation. The maximum range is power level x (4 + RL) in metres. Considered an energy attack.

Initiative Modifier: 3 actions

Chi Cost: 7

Difficulty: 20

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.

Column Blast: +1 for the energy to extend upwards after contacting a target. The column has the chance of sending the initial target hurtling into the air.

Continuing Damage: +1.5, Attack does damage every round after initial, being reduced by 1/4 every subsequent round.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

Explosive: +1.5 to do an explosion once blast makes contact with anything. Does full damage in 2 m radius then 1/2 damage from 2m to 4m and 1/4 damage from 4m to 6 m.

More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Ignores Armour: +1.5 for the ability of the power to ignore all physical armours.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.
 Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
 -1.0 for an extra 1.5 times cost in chi,
 -1.5 for an extra 2.0 times cost in chi.
 Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.
 Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.
 Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.
 Recoil: -0.5 per metre knocked back.
 Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Chi Blast (Agility)

A blast of chi which hurtles towards a single target. The look of the blast is very individual to a martial artist. The damage to the target is 1D6 per level of Chi Blast. This is an energy attack. Range is power level x (4 + RL) in metres.

Initiative Modifier: 2 actions

Chi Cost: 7

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
 Armour Piercing: +1 for 3/4 opponents armour to count, +1.5 for 1/2 opponents armour to count.
 Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.
 Column Blast: +1 for the energy to extend upwards after contacting a target. The column has the chance of sending the initial target hurtling into the air.
 Continuing Damage: +1.5, Attack does damage every round after initial, being reduced by 1/4 every subsequent round.
 Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
 Explosive: +1.5 to do an explosion once blast makes contact with anything. Does full damage in 2 m radius then 1/2 damage from 2m to 4m and 1/4 damage from 4m to 6 m.
 Guided: +1.5 to add an extra + 2D6 to hit plus also have the ability to control the blast in the air for power level of actions.
 Homing: +1.0 to add an extra + 2D6 to hit
 More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Rapid Fire : +1 per extra attack up to a total of 4 extra attacks.

Ray Effect: +1 able to damage all targets in a ray till end of range.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
-1.0 for an extra 1.5 times cost in chi,
-1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range,
-1.5 for 1/4 range.

Must Call out Name of power: -0.5 for a short name,
-1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Recoil: -0.5 per metre knocked back.

Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.

Energy Deflection (Agility)

The martial artist can deflect an energy attack directed at them. The amount deflected is 1D6 points of damage per level of Energy Deflection. On a complete deflection, the deflection can hit a target of choice.

Initiative Modifier: 0 actions, can be used as a defensive move.

Chi Cost: 4

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1.0 to be able to take out of phase attacks.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost,
+1.5 for 1/2 chi cost.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
-1.0 for an extra 1.5 times cost in chi,
-1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Must Call out Name of power: -0.5 for a short name,
-1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Recoil: -0.5 per metre knocked back.

Flash (Toughness)

The martial artist emits an extremely bright light centred upon themselves. Anyone looking at them and not having their eyes protected, will have all dice pools reduced by the level of Flash. The effect lasts for power level x 2 x RL in rounds. The maximum effective range is power level x (4 + RL) in metres.

Initiative Modifier: 1 action

Chi Cost: 4

Difficulty: 10

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range, -1.5 for 1/4 range.

Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Form Weapon (*Brains*)

By condensing their chi, a martial artist can form a weapon made out of chi energy. The weapon does 1D6 damage per level. The martial artist uses the Form Weapon power skill to use the energy weapon but the weapon doesn't possess any other special ability ie. the disarming ability of the Sai. The weapons duration is the level of Form Weapon x 2 x RL in rounds.

Initiative Modifier: 2 actions

Chi Cost: 6

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.
Armour Piercing: +1 for 3/4 opponents armour to count, +1.5 for 1/2 opponents armour to count.
Effect Out Of Phase: +1 for the ability to damage targets which are out of phase.
Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.
More Duration: +0.5 for x2 duration, +1.0 for x4 duration,

+1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
-1.0 for an extra 1.5 times cost in chi,
-1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Must Call out Name of power: -0.5 for a short name,
-1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Kongjin (Agility)

This power allows the martial artist to strike from a distance. The martial artist can by mere force alone, make the force of a punch or kick extend away from them and go an extra distance up to their Kongjin level x (4 + RL) in metres. The move the martial artist does after activating Kongjin is the same as listed in the moves chapter. The duration of this power is power level x 2 x RL in action phases.

Initiative Modifier: 2 actions

Chi Cost: 5

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost,
+1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration,
+1.5 for x8 duration.

More Range: +0.5 for x2 range, +1.0 for x4 range,
+1.5 for x8 range.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
-1.0 for an extra 1.5 times cost in chi,
-1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Less Range: -0.5 for 3/4 range, -1.0 for 1/2 range,
-1.5 for 1/4 range.

Must Call out Name of power: -0.5 for a short name,
-1.0 for a medium length name, -1.5 for a long hard to pronounce one.

Multiple Selves (Toughness)

The martial artist can duplicate their aura's outside of their bodies, thereby making a physical copy of themselves. Each use of this power produces one copy. The duplicate mimics the movements of the real martial artist but it can not do anything that requires chi. Each copy exists for the level of Multiple Selves x 2 x RL in rounds.

Initiative Modifier: 3 actions

Chi Cost: 9

Difficulty: 20

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Less Supervision: +1.0 The duplicates have a basic understanding of what the original wishes of them

and can do their own thing although their range of actions is still limited as the real mind is still with the original.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Projectile Deflection (*Agility*)

The martial artist can deflect a projectile attack directed at them. The amount deflected is 1D6 points of damage per level of Projectile Deflection. Any amount not deflected continues onto the martial artist. On a complete deflection, the deflection can hit a target of choice.

Initiative Modifier: 0 actions, can be used as a defensive move.

Chi Cost: 4

Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1.0 to be able to take out of phase attacks.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost, +1.5 for 1/2 chi cost.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi, -1.0 for an extra 1.5 times cost in chi, -1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Must Call out Name of power: -0.5 for a short name,
-1.0 for a medium length name, -1.5 for a long
hard to pronounce one.
Recoil: -0.5 per metre knocked back.

Shapechange (Toughness)

A martial artist with this power can manipulate their aura to such a point that their bodies can also be changed. For each level of Shapechange, 10% change of the original body can be effected. This power can effect race, gender, height, weight even species with enough training. The change lasts for power level x 2 x RL in rounds.

Initiative Modifier: 3 actions

Chi Cost: 7

Difficulty: 20

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Costs Less Chi: +0.5 for 3/4 chi cost, +1 for 2/3 chi cost,
+1.5 for 1/2 chi cost.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration,
+1.5 for x8 duration.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Costs more Chi: -0.5 for an extra 1.25 times cost in chi,
-1.0 for an extra 1.5 times cost in chi,
-1.5 for an extra 2.0 times cost in chi.

Focus: An item needed to activate power, -0.5 common item, -1.0 rare item, -1.5 unique item.

Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.

Must Call out Name of power: -0.5 for a short name,
-1.0 for a medium length name, -1.5 for a long
hard to pronounce one.

Self Destructive: -0.5 to take 1/3 power level (in D6's) in damage, -1.0 for 1/2 power level (in D6's) in damage, -1.5 for power level (in D6's) in damage.