

Chapter 1

Introduction

Hello and Wellcome to the Thrash Handbook a sourcebook for the Thrash 2.0 Game. What you will find in this neat little book that took me a little over 4 months to write is conversions of many of the preexisting maneuvers, weird powers and optional rules that did not make its way into the main 2.0 Alpha release of the book.

This is my very first try at a sourcebook for Thrash (since I could never think up anything neat) and I really enjoyed writing it and I will most likely write more as the years go on. All of these things in the sourcebook have been play tested and talked over with my group of players in my Dark Days game (that is now in its second version).

The next sourcebook I plan to write is the one for my Own little world of mayhem and will mostly likely start as soon as this one is done.

Russell Mott for the Mega Book and playing the Strangest Character ever.

Ted McKinnon for his help on the Kung Fu Styles and Chi Mastery Discipline.

All my Players in my Dark Days Game, especially Drew Anderson who keeps pushing me to post on the message board.

Revision History

0.5: Most of the Sourcebook except Weird Power and High Technology Done. Each chapter was broken into single files and handed off to my players as they got done.

0.6: Added Firearm Maneuvers. Fixed Drunken Fighting and Power of Booze Discipline to make them more balanced. Worked with Ted MacKinnon to make Chi Mastery into a better Discipline.

0.7: Updated Maneuvers to change the Move stat to be concurrent with the Thrash Alpha Release. Split Maneuver Modifiers into Groups to correlate with the 2.0 Alpha. Got rid of redundant maneuvers and styles.

0.8: Made the Layout of the files more snazy. Added the rest of the Weird Powers and High Tech. Added Backflip.

0.9: Changed the Revised Insight Skill to make it more balanced. Changed Optional Rules, added Weird Powers Maneuvers. Added Slash Power to Weird Power List. Changed Backflip to Acrobatic Flip and Added Acrobatic Flip Attack to replace Backflip and Backflip Kick.

1.0: Current version of file. Added Disadvantages and Advantages from Mega Book and changed Negative Chi to Dark Chi.

My Thanks to....

Ewen Cluney for giving me another role playing game to play with!

The Thrash Mailing list for most of the stuff that is in here and for just being there when I was bored :p

Chapter 2

Character Creation

New and Revised Skills

Insight (Revised): This is the skill of Analyzing an opponents style in order to predict their next movements and see openings in their defenses. This skill can be used to determine their style of fighting, level of skill, etc. To use Insight you roll Insight Level+Intelligence+1d10 vs the opponents Intelligence+Insight Level+Style Level. If you don't have the skill Expert: Specific Martial Art with the Opponents style you get a -3 penalty on the skill roll. Depending on how much you made the roll by:

Roll By	Made	Effect
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Exactly		Users level of skill with his style (Student, Expert, Master, etc). If style is Hard or Soft, External or Internal.
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1 or 2 points		Exact Skill level and actual Style Known. Any physical disadvantages the character has (breathing problems, old wounds, etc). What form of attack the opponent favors (punches's, kicks, grappling, etc).
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3 or 4 points		Disciplines Known (physical apparent ones only), and levels for each (if a little off)
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Beat Opponent by half or more.		As above. Also Knows exact levels of Disciplines Known.
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Also if you beat the opponents roll you get a +2 to Accuracy for all Defense Rolls vs the opponent for the entire combat, for every 10 rolled this way you add another +1 to accuracy. If you fight this opponent again and you make the roll you only get a +1 to Accuracy not +2.

Also if you make your roll you are automatically considered familiar with the opponents style (And do not get the -3 Penalty for not having Expert: Specific Martial Arts Style).

Expert: Chinese Healing Methods: This is the skill of using Herbs and Acupuncture to heal people. This skill teaches all the chi centers of the body, and what herbs and Acupuncture techniques effect what chi flow. Each Herb has a specific use, some heal certain poisons and others make you stronger or make you immune to pain (pain killers).

This skill can be used to heal damaged energy centers in the body. This works just like Chi Mastery but teaches nothing of chi manipulation. Indian and Korean Mystics are said to have very similar skills (with some regional differences) so this skill can be used for Indian and Korean Healing.

Expert: The Martial World: This is extensive knowledge about the subculture that is the Martial Arts. You know how to find schools for the martial arts in any nation or city with time, you know of unusual happenings in the Martial Arts World and to send messages to others in the Martial World (by what is called the Martial Artist Grapevine).

This skills could help someone find the martial artist who is killing people who is using an unusual but ancient kung fu technique, for example. This skill also enables the martial artist to keep up on current tournaments and who is on top of the Sporting Competitions.

Expert: Specific Martial Art: A martial artist with this skill gives him extensive knowledge about a particular martial art style. This gives him knowledge in History (How the Style came about, including major factors that led to its development and personalities of the style), Philosophy (Understanding of the philosophical side of the style), Personalities (Knowledge of the Major practitioners of the style, at least by name or reputation), Schools (Knowledge of different Substyle's and who the trainers are), Symbols (Knowledge of the distinctive symbols of styles and what they mean).

The Character can also gain information about other Style by taking a -5 penalty to his skill roll. However styles that are more common (Boxing, Karate, or even Kung Fu in ancient China) could be anywhere from a -5 to a -1 penalty. This dose not allow the user to know the different Substyle's

Chapter 2

or schools of the martial art, however.

Perception: This is the skill of being a trained observer. It can be both a trained and learned skill, some people can just pick it up after a while. When trying to notice things you roll Perception+Intelligence+Alertness or Acute Sense (Sight for noticing things, Hearing for hearing noises, etc) level+1d10. When someone is trying to sneak past you, make an opposed check. Using your Perception Skill versus their Stealth or Arts of Invisibility roll.

Science: Specific Martial Art: This Skill is knowledge about the science of martial arts. This skill includes knowing the kinesiology of your techniques. This is the study of kinetics, basically the power and accuracy of your techniques. Many modern schools use Martial Art Science when teaching the martial art, and even older styles have been using science in the martial arts for a very long time. Look at Pakua has an example, Pakua use Geometry in its strikes and stances.

Chapter 2

New Disciplines

Armor Fighting (2 SPs/level)

A character with discipline is practiced in fighting while wearing armor, such that they do not feel its encumbrance as other characters do. For every level of Armor Fighting, reduce the encumbrance penalty for any armor the character wears by 1 point, to a minimum of 1.

Chi Mastery (3 SPs/level)

Chi Mastery is the ability to focus and control your bodies life energy. This allows you to heal or hurt with chi. People with negative chi have a hard time controlling the defensive capabilities of chi. They can master the ways of Death and destruction, but not the ways of defense and life.

With Chi Mastery you can sense someone with Negative Chi in Focus*3 Hexes with a successful roll on Focus+Chi Mastery+1d10 vs the Negative Chi users Focus+Chi Mastery+1d10.

Some one with Negative Chi and the Chi Mastery Discipline can heal even if they have negative chi in there body. Also they can infect people with Negative Chi by making a Finger Tip Attack or a Vital Point Strike. Each point of Damage Destroys 4 Chi. If the opponents Chi goes into negatives that is how much Negative Chi they have, they cannot heal Chi or Health until it is cured.

You can also cure Negative Chi, up to your Chi Mastery Level per 1 Chi point spent.

Chi Mastery also teaches the art of Feng Shui, or Geomancy, it is an understanding of how the power of Chi flows through the Earth. The character can recognize how the flow of the Dragon Lines will be affected by different factors, especially architecture, for which bad designs can often create a hurtful flow of chi.

1. Sense Chi: The character is granted a natural awareness of the forces of chi around them, and this can sense the type and approximate quantity of chi in anyone within line of sight.

2. Chi Healing: By channeling their chi, the character is able to heal others or yourself. This Works the same as the Maneuver "Healing."

3. Dragon Chi: This power enables the character to draw Chi from the Dragon Lines. To do this they must stand on a line (they are quite common) and concentrate, drawing 1-3 Chi points per turn (depending on the strength of the line; GM

discretion), which is used to restore their current Chi total.

4. Soft Chi: Soft Chi, *Chao Jin*, enables the character to shape their chi into arc of force, but of a soft sort, such that it can be used to parry blows and use flips and other less direct attacks on opponents. By spending 5 Chi, the character can reduce the AP cost of the basic parry maneuver to ONE AP, and boost its accuracy by +3 for a turn. Also, they can boost the accuracy of Grappling maneuvers (except directly damaging ones such as Slam) by +1 per 3 Chi spent, to a maximum of the character's Focus.

5. Hardened Chi: The power of "Hardened Chi", or *Shi Jin* enables the character to focus their chi into hard lines of force, thus boosting the damage of attacks. Thus, the character can increase the damage of a direct physical attack by +1 for each 3 Chi spent, though every +2 to damage also increases the AP cost by +1. It can also be used to defend, adding +2 to the character's Defense roll for each 3 Chi spent.

6. Control Body Weight: This effectively grants the character the equivalent of the Reduce Weight Maneuver, except that it costs 3 Chi per turn.

7. Body Chi: This power enables the character to focus their chi directly into their physical abilities, temporarily boosting their physical attributes (Strength, Stamina, Agility). This costs 2 Chi per +1 increase per turn. The bonus can be no greater than ½ your Focus. The Bonus lasts for one round, +1 per 2 Chi spent, with a maximum of ½ your Focus

8. Radiate Chi: This power allows the character to convert their chi into light that emanates from their body. This can come out of their eyes or even their entire body. To simply create illumination costs 1 Chi per turn, but the character can also create a much stronger light, covering a radius equal to their Focus x 2 in hexes, in which Negative Chi effects simply do not work! This costs 8 Chi per turn it is maintained.

9. Negative Empty Chi: This power allows the character to hurl their chi as a disembodied force. This is effectively equivalent to the Kongjin maneuver, except that it costs 6 Chi per use. This attack does no damage to those with Negative Chi.

10. Dim Mak-Death Fist: This power is the first of three stages that uses Chi to destroy rather than heal. Even the most vindictive of Chi Masters will

Chapter 2

not even use this ability on those that have caused him harm. The Death Fist allows you to radiate negative chi around your fist and when you touch or strike an opponent with this attack it causes their chi to burn inside them. When this attack is done it Dose +2 Damage and a number of the opponents Chi Equal to your Focus+Chi Mastery level is Destroyed. This Attack costs 10 Chi and adds +2 AP to the maneuver. This Technique requires at least level 10 in Vital Points (because both knowledge of Chi and the energy points in the body are both key to the Dim Mak).

11. Dim Mak-Death Body: This is the second stage of the Dim Mak, it is that of the Death Body technique. With this ability Masters of the Dim Mak can make opponents physically weak for a short period of time. By Spending 10 Chi and making a Successful Vital Point or Finger Touch Strike the Dim Mak Master can lower one of the opponents Physical Stats (Agility, Stamina, or Strength) 1 per 1 Chi spent over the initial cost. These lowered stats remain in Place for 1 hour per Point of Focus the Dim Mak Master Has.

12. Dim Mak-Death Curse: The Final and most powerful stage of the Dim Mak is that of the Death Curse. For which the Dim Mak is named after, this ability is rarely used by Dim Mak masters. In order to do this deadly ability the Dim Mak master must have a Focus of at least 10 and 12 Levels in the Vital Points Discipline. To do this technique you must make a Finger Touch Attack or a Vital Point strike you then spend all of your Base Chi, and reduce your current base Chi points by 5. If the attack is successful All of the opponents Base Chi is Destroyed. This means they cannot use Chi powers, they have Zero Chi and they cannot Heal or live past even the most common disease: the common cold. This means that the opponent is at -10 to all rolls involving Stamina. There is no known cure the Dim Mak Death Curse.

Chin Na (4 SPs per level)

Chin Na (Grappling Mastery) is the formal training in the Chinese art of joint locks and holds. It is studied by many Chinese martial arts, as it is more of a system than a real complete style. It involves learning the methods of leveraging joints against each other from just about any position possible.

In game terms this provides the following benefits:

1. +1 on damage per three levels when using any Disabling, Hold or Killing Grappling Maneuver.
2. -1 AP when using any Disabling, Hold or Killing Grappling Maneuver.
3. Disabling, Hold and Killing Grappling Maneuvers have a -1 SP cost (In addition to style bonuses).
4. After any successful block/parry of a physical attack (kick or punch only) the character may, at his option, immediately enter a Joint Lock REGARDLESS of current initiative totals if he has the required AP's to complete the maneuver. This will be at -2 accuracy (yes, on top of the terrible Joint Lock accuracy, this isn't easy to do), with a +1 Accuracy bonus per 3 levels of Chin Na.

Drunken Fighting (3 SP per level)

This is the art of fighting with the guise of being drunk. The staggering, unpredictable movements of the Drunken Fighter confuse attackers; the fighter seems to stumble in time to dodge an attack, and accidentally trip to only latch onto an opponent and throw him.

When you use this Discipline you roll Drunken Fighting+Style+1d10 vs the Opponents Intelligence+Insight+Style+1d10. If you have an Acting Skill you add your level to the roll, if your opponent has Drunken Fighting they add their level in it to their roll.

For every point you beat your opponents roll you have a +1 to Accuracy for either Attack or Defense (Choose one) for one turn. After the first turn you do it to an opponent they must try to beat your total again or still suffer penalties (the penalties never change).

The Highest penalty you can give an opponent can not be higher than the characters focus. Use the Maneuver "Drunken Stagger" when fighting Drunk.

If you fight the same opponent again they get a +5 Bonus to their resistance rolls since they pretty much know all your tricks.

Grappling Defense (3 SPs per level)

This discipline is a series of techniques intended specifically to defend against grappling attacks. In any given turn, the character may declare that they are using Grappling Defense. In

Chapter 2

that case, the level of Grappling Defense is added to any attempt to avoid a grappling attack, but there is a -3 penalty to avoid other types of attacks. This penalty also applies to the other Defense Disciplines.

Kick Defense (3 SPs per level)

This discipline is a series of techniques intended specifically to defend against kicking attacks. In any given turn, the character may declare that they are using Kick Defense. In that case, the level of Kick Defense is added to any attempt to defend against a kicking attack, but there is a -3 penalty to avoid other types of attacks. This penalty also applies to the other Defense Disciplines.

Punch Defense (3 SPs per level)

This discipline is a series of techniques intended specifically to defend against punching attacks. In any given turn, the character may declare that they are using Punch Defense. In that case, the level of Punch Defense is added to any defense roll to avoid a punching attack, but there is a -3 penalty to avoid other types of attacks. This penalty also applies to the other Defense Disciplines.

Power of Booze (4 SPs per level)

"Next time I'll fight you when I'm drunk!"

-- Chin, King of Fighters '95

This rather unusual Discipline, most often possessed by practitioners of the Drunken Style of Kung Fu (though occasionally by other drunkards) allows the character to use drunkenness to their advantage.

For every beer or half-serving of liquor the character consumes, they get one "Alcohol Point." These can be exchanged for Chi points on a successful roll on 1d10 + Focus + Power of Booze, or at any time they can be spent on a one-for-one basis to increase the total of a defensive roll. Of course, if the character accumulates more Alcohol Points than the sum of their Stamina + Power of Booze, they'll be pretty wasted and they will have the following adjustments to all maneuvers: -3 Accuracy, +3 AP and -2 Move.

Sword Chi (4 SPs per level)

Sword Chi is an ancient technique whereby the practitioner can empower a sword with their own

chi power. These abilities can't be used with any sword; it must be a blade that is known and named by the character -- any character with this discipline should have a favored sword, which can be drawn upon instantly. If the character has more than one sword that is so prepared, it will take 12 APs of concentration to re-attune oneself to a different one. Preparing a blade for use with Sword Chi requires at least a week of practice with it, and for it to be given a unique name. The sword must also be charged with Chi points -- thereby determining the overall power of its abilities. The character can expend any amount of Chi up to half of their total, and these points remain until depleted.

1. Awareness: The character can sense the flow of Chi around them by concentrating through the sword. Effectively the same as the Sense Chi ability from the Negative Chi discipline.

2. Defense: This ability allows the sword to intercept Chi attacks. The sword does this automatically in the case of non-corporeal attacks such as Empty Negative Chi, Kongjin, etc., but requires a roll to parry against chi blasts and such.

3. Attack: When charged with positive chi, the sword inflicts double damage to beings of negative chi. Likewise, one charged with negative chi will do double damage to beings of positive chi.

4. Resonance: The practitioner can automatically sense the presence of other swords that have been

attuned with Sword Chi, within 300 hexes per level of Sword Chi, getting a feeling for the general direction (not the exact location), and the polarity (positive or negative) general strength of the chi inside the blade.

5. Storage: This power allows the character to store extra chi inside the blade; 2 points per level of Sword Chi. These chi points can be drawn by the owner of the sword any time they are holding it.

6. Healing: In order to use this ability, the character must hold the sword by the blade, using a piece of clean white paper as a sheath to grip it. Further, the person being healed must be sitting, kneeling, or lying down, and relatively still for the duration of the ritual. If the character is wounded, this will heal 1 health point per two chi points within the sword. If they are afflicted with some

Chapter 2

kind of negative chi disease/curse (anything short of The Dim Mak Death Touch), the character will have a 3 in 10 chance of it being negated.

Uchi-ne (4 SPs per level)

This discipline allows practitioners to throw arrows by hand. While, save perhaps in the hands of a master, this cannot equal an actual bow for range and power, it nonetheless can be a potent attack, if only for the element of surprise.

When an arrow is thrown, it uses 5 APs (4 when Uchine is at level 6, 3 at level 10). The range is equal to the character's Strength Bonus in hexes, plus 1 per 2 levels of Uchi-ne. Damage is 2 plus Basic Damage from Strength, plus 1 per 3 levels of Uchi-ne.

The Level in this Discipline is used as the skill level and you can also use the basic Weapon Maneuvers with Arrows.

Vital Points (5 SPs/level)

The art of touching vital points, known as *atemi* or *kyusho* in Japan, *tien-hsueh* in China, *kuepso* in Korea, *huyet* in Vietnam, and *railhasia* in India. Whatever you call it and however you use it, it is the ability to touch different points on the body to trigger nerves and thus cause the body to react in different ways. Those skilled in the art of vital points can be very powerful, able to kill or heal with a touch.

Defending against vital point strikes is possible, but can be difficult. The trick is to cover one's vital points if possible (though that requires at least a passing knowledge of Vital Points in the first place), or preventing the attacker from hitting the point they wish to; this usually lets one avoid the effects of an attack, but occasionally results in a different vital point being struck, which may have better or worse results.

Below is a list of the various vital points abilities. A character who possesses the Vital Points Discipline is considered to have all of the abilities numbered up to their level of Vital Points.

All of the Vital Point Attacks require the use of the Finger Touch Attack. Also for every 3 levels of Vital Points add +1 to the Damage of any Physical Strikes if a successful Intelligence+ Vital points+ 1d10 roll is made. Chi Gung is the only defense against this type of damage, unless the Vital Points masters knows where someone's open

gate is.

1. Healing: The first thing anyone who learns the vital points is taught is how to heal. By making a successful Vital Points+Focus+1d10 roll, they can undo the effects of the Vital Point attacks of Pain, Paralysis, Deafness, and Blindness with but a touch. When caring for someone who is injured, they will increase the rate of healing by 4 Health per day.

2. Advanced Healing: The character's healing abilities are now improved to the point that they can undo any vital points attack that they can do them self (except Blood Flow), and when caring for someone increase the rate of healing by 8 Health per day instead of 4.

3. Pain: With a touch the character can strike a vital point that will cause victim excruciating pain, resulting in a -3 penalty on all die rolls, and a reduction of -3 points to the character's available APs for the next 1d6+(Vital Points level) turns.

4. Partial Paralysis: The character is capable of paralyzing one of an opponent's limbs with a touch. If a given limb is successfully paralyzed, the character loses the use of that limb for the next 2d6 minutes, and this incurs a penalty of -3 to all rolls, and -5 to Move if it is a leg.

5. Finger Snap: By performing a special sort of "finger snap," the attacker can disrupt an opponent's inner ear, thus causing them to lose all sense of balance, and thus be at -7 to all rolls, and incapable of kicking for 3d6 minutes. Performing a Finger Snap attack requires that the attacker be in the same hex as the opponent, and make an attack roll (1d10 + Agility + Vital Points).

6. Blindness: By making a precise strike just below the victim's eyes, the attacker can render them completely blind for 1d6 hours. Attempts to make such a strike are made at -5 on the roll. A successful roll with impact or Breakfall will reduce the duration to 4d6 turns.

7. Full Paralysis: By making three successful partial paralysis strikes, the character can completely paralyze an opponent for 2d6 minutes, rendering them helpless.

8. Blood Flow: By carefully striking at veins, the character can deliver a painful attack whose effects are virtually impossible to resist. This must be used with a narrow impact hand strike, such as a Fingertip Attack or Vital Point Strike, and inflicts an additional +3 damage, which cannot be

Chapter 2

soaked.

9. Dislocation: Dislocation gives the character a knowledge of damaging bone-locking techniques which have been outlawed from most styles. Using this requires that a Joint Lock be initiated. If it is successful and dislocation is used, the attacker can choose to inflict normal rather than stun damage with the Joint Lock.

10. Chi Disruption: This powerful technique allows the character to completely disrupt the capacity to control chi in another person. If this strike is delivered successfully, the victim cannot use any maneuvers which require chi. If they are able to roll with impact or Breakfall, they will merely lose 2d6+3 Chi points Until this attack is healed. Using this attack requires that the attacker determine where the opponent's chi center is (as it varies from person to person), and thus must observe them for ten minutes (or 1d6 rounds if they are making use of their chi in some way or make a successful Insight roll).

11. Amnesia: True masters of the art of vital points can cause amnesia in others by careful application of pressure to different points on the head. This ability cannot be used in combat, since it normally requires at least a minute or so to perform, without interruption. It can be used in three ways; victims can be made to forget an event a few minutes ago (in which case the memory erasure is complete and permanent), to make a victim forget their normal morals (in which case it lasts 1d6 days), or to erase a person's entire identity (in which case it will last only a few hours, unless the attacker spends ALL of their Chi, in which case it will last 1d6 days).

12. Puppet Dance: This rather eerie technique allows the character to grasp another person by the neck and, by applying pressure, animate them like a puppet. Using Puppet Dance requires that the attacker grab the back of the victim's neck (make an attack roll), and then spend two turns to get a feel for the different pressure points that must be used; during this time the victim can attempt to pull away, but after that, they cannot. Once the attacker has control of his victim, he can make them carry out most any normal activities, though those which require rolls are made at -8. Also, while using this power, the character cannot use any maneuvers which require chi or any other forms of vital point attacks. Further, the distraction of working their "puppet" means that their APs are

halved and they are -4 on all combat rolls.

Water Fighting (4 SPs per Level)

Called *suieijutsu* by the Japanese, this discipline allows the character to effectively fight while in water. First, the level of Water Fighting can be used as a swimming skill. Second, if a successful roll on 1d10 + Agility + Water Fighting is made, the usual penalties for fighting in water (AP costs go up by 2, -3 to damage of physical attacks) are reduced by 1 point each per 2 levels of the discipline.

Chapter 2

New Advantages & Disadvantages

Physical

High Pain Threshold (3)

The character can take far more punishment than other people can. The character does not feel the adverse affects of fatigue and all wound penalties are only half. And they die when their Health reaches Stamina times 4 in negatives.

Note: This advantage should only be used if the Optional Rules for Wounding and/or Fatigue are being used otherwise its a waste of points.

Missing Body Part (-1/-2/-3)

This can be a very dangerous disadvantage to have as it can hinder the characters ability to fight.

- & -1 Point: A minor body part is missing, like an eye, ear, fingers, or toes, etc. For any part that deals with perception are at a -2 to all rolls that would require that body part. -1 to Social Rolls
- & -2 Points: This is a major injury like missing a leg or an arm. For a leg all movements are halved. For a character function normally, they should have something to replace the missing limb. If an arm is missing, the character can not use any two-handed swords, unless there are strong and skilled enough. Refer to the weapons section in Thrash as to the rules on using a two-handed sword with one hand. They are also at a -2 to all grappling rolls. -2 to Social Rolls.
- & -4 Point: This is really bad. If both legs are missing, no normal move possible, and no kick maneuvers. If both arms are missing, no maneuvers that require your arm. To use chi blast or any thing like it must be done differently (Eye or Mouth blast modifier.) -4 to Social Rolls

Quick Healer (6)

You Heal quicker than others and as a result you add your Stamina Bonus to the amount of Health you heal each day.

Superior Grip (5)

A character possessing this advantage holds weapons more securely than others, adding 5 to the target number for disarming them. This can also be used to hold items one size larger than normally permitted (characters able to hold a two-

handed weapon normally will be able to hold them in one hand).

Slow Healer (-6)

You seem to always heal damage slower than other fighters. You take your Stamina Bonus (if Positive) or 2 Away from all healing attempts (whichever is greater). This disadvantage may not be taken with the advantage Fast Healing.

Mental

Addiction (-1/-3/-5)

The character is addicted to something, usually a drug, such as speed or meth. You must take this drug daily and depending on the drug you may have adverse effects.

If you want to overcome the use of the drug you must roll Stamina+Will Bonus each for up to 14 days. For -1 point the Difficulty is 10, for -2 its 15 and for -3 its 20. If you fail a roll you have to start all over and receive double the penalties.

Alcoholism (-3/-5)

You are addicted to Alcohol and cannot resist get plastered when you see Alcohol. Any time an Alcoholic is in the presence of alcohol, he must roll 1d10+Will+Focus Bonus vs 15 (if he has the -3 point version) or 20 (if he has the -5 point version). If he fails he goes on a "binge" for 1d6 hours, followed by an hangover twice as long, during which all Stats are at -3. When on this Binge their will be constant mood swings and sometimes other side effects

Should you choose to get rid of Alcoholism you must roll 1d10+Will+Stamina Bonus+Focus Bonus every vs 15 or 20, to withdrawal. A failed roll means you loose 1 point from one of your statistics, roll randomly on a 1d10 to determine which. However if you are ever in the site of Alcohol you must roll vs 10 (for the -3 Point version) or 15 (for the -5 Point version) to resist taking a drink. If you fail you are addicted to Alcohol again.

Concentration (3)

You have the ability to focus your mind, to shut out any distractions and annoyances. Any negative modifier to a dice roll, which arises, from a distraction or other inauspicious circumstance, the GM must roll Will + Focus + 1D10 verses a difficulty of 15 to remain focused. By remaining

Chapter 2

focused you get a +3 to any one task, however if you fail you get a -4 to the one task.

Languages (Varies)

This advantage allows a character to speak and/or read and write in any given language. Instead of treating the language like a skill it has 5 levels of fluency as noted below:

Fluency	Character Points
Basic: Simple Conversation	1
Fluent Conversation	2
Completely Fluent with slight accent	3
Native Accent	4
Imitate Dialects	5
Literacy (If not standard)	+1

A character begins the game with 3 Language points. All points could be spent on a single native language or be bi or tri lingual. However this Advantage is complete optional since most Anime characters all speak English or Japanese any way.

Nightmares (-1)

You experience a horrendous nightmare every time you sleep, and memories of them haunt you during your waking hours. Sometimes the nightmares are so bad they cause you to have penalty of -4 on all your actions for the next day (GM's discretion). Some of the nightmares may be so intense that you mistake them for reality. A crafty GM will be quick to take advantage of this.

Weak Willed (-2)

You are highly susceptible to domination and intimidation by others; you are, in fact, unable to use your Will freely. You can employ your Will only when survival is at stake. In game terms, this means when you roll for anything that uses your will you are at half of you Will.

Social

Dark Secret (-1/-2/-3)

You have some sort of secret that, if

uncovered, would be of immense embarrassment to you and would make you a pariah among other fighters. This can be anything, from having murdered your mentor, to having been working for some criminal organization. While the secret is on your mind at all times, it will only come up in stories once in a while. Otherwise, it will begin to lose its impact.

For -1 point the secret is only embarrassing (you like to watch Teletubies, like wearing pink colors, etc) and receive a -2 to all Social Rolls for those that know about it. For -2 Points the secret will get you banned from most places (you secretly eat people, child molester, etc) and have a -4 on all social rolls). And for -3 Points if your secret is found out you will be hunted down and killed (Is actually a Alien, Killed loved one, etc) and will have a -6 on all social rolls and have some one more powerful than you (or a group of low powered people) after you.

Dependent (-3)

You are devoted to the protection of someone. You may describe your dependent, though the GM will actually create the character. This character may be a friend or relative, or simply someone you admire & consider important. Dependents have an instinctive way of getting caught up in the action of stories, and are frequently irresistible to a character's enemies as leverage to be used against the character.

Enemy (-1/-3/-5)

You have an enemy, or perhaps a group of enemies, who seek to do you harm. The value of the disadvantage determines how powerful these enemies are. The most powerful enemies (Shadoloo, for instance in Street Fighter) would be worth -5 pts while someone near your own power would be only -1 pt. You must decide who your enemy is, and how you became enemies in the first place.

Hatred (-3)

You have an unreasoning hatred of a certain thing. This hate is total & is largely uncontrollable. You may hate an animal, a class of person, a color, a situation--anything. You constantly pursue opportunities to do harm to the object of your hatred or to gain power over it; so much so that your reason is clouded.

Chapter 2

Intolerance (-1)

You have an unreasoning dislike of a certain thing. This can be an animal, a class of person, a particular style, or just about anything at all. You have a -4 on all dice rolls where the object of dislike is involved.

Poor (-2 per level)

If you have no effective Resources, then you have no money, you live on the streets, you have no transportation other than maybe a bike, and you often times eat at the sufferance of those willing to feed you. At the first level you just have no money but for each additional level use the Resources table to determine your debt.

Shy (-1)

You are distinctly ill at ease when dealing with people, and you will try to avoid social situations whenever possible. All rolls concerned with social dealings are made with -4 penalty, and any roll made while you are the center of attention is made at -8 penalty. Don't expect such a character to make a public speech.

Martial Arts/Special

Animal Companion (2/level)

An animal companion is an animal with which the character has an empathic rapport. The level of the Animal companion background determines how deep the rapport is, and thus how well they can command their "pet." Such companions are very rare in fighting games an anime, the only really notable exception being Nakoruru and Galford from Samurai Shodown. The character gets the Animal Control maneuver as a basic maneuver.. See Weird Powers for the full rules on Animal Companions.

Area Difficulty (-3)

The character has trouble with one category of maneuvers (this cannot include Supers). For all maneuvers in this category, the character is at -2 Accuracy, -2 Damage, and all such maneuvers cost an additional 2 APs.

Area Specialization (3)

The character is particularly adept at a certain class of maneuvers (Athletics, Evasion, Focus, Grappling, Kick, Weapons, etc.; characters may not specialize in Super Attacks). As such,

increase the accuracy of all such maneuver by +1, +1 Damage, and reduce their AP cost by 1 point.

Curse (-1/-3/-5)

There character has had some kind of curse placed on them. For -1 the Curse is relatively easy to get rid off, like apologizing to the one who cursed you, it should be the story hook of at least one adventure. For -3 this should be some kind of quest taking up at least two adventures. And for -5 points it should be the focus of an entire campaign. Certain types of curses can be considered a Transformation instead (see Weird Powers for more details).

Dark Chi (-5)

Somehow, the character has Dark Chi, yet you live on. This is not outwardly obvious to others most of the time, unless their Focus is 8 or higher, in which case their physical appearance is affected by it, becoming more sinister and demonic. Energy and flame attacks you perform are typically black or purple in color. Dark Chi is chi that is dead and instead of giving life it takes away. However the character has learned how to control it to keep himself alive but every day he Loose's 20 Chi that must be replenished. He can Heal normally but he cannot regain Chi Naturally or through Meditation. Once your Chi reaches 0 you die, there are no two ways about it you just die unless you can learn how to control it.

Regardless, the Dark Chi's biggest effect is on the mind and soul. The more powerful the character becomes, the more warped each becomes, and the more power they will desire. Mundane concerns, especially those relating to others quickly become unimportant, and they start to lose touch with humanity. You get a penalty for all social rolls equal to the characters Focus Bonus (except Intimidation witch you get a Bonus to).

As a side effect of your Dark Chi any maneuver that uses Chi destroys a number of Chi equal to the Characters Focus Bonus.

Dead (-6)

You're toast, bought the farm, extinct, DEAD! Because of your condition, you may also have other abilities, e.g. Negative Chi or Teleport. Healing may also be a problem for the Dead character. You cannot heal unless you have

Chapter 2

Regeneration or magic, you have a -6 on all Social rolls because they sense something is wrong with you.

Mounted Combat Training (3)

The character has been trained to fight while mounted. You do not receive the usual penalties associated with fighting while mounted (That is the Extra -2 Penalty to Accuracy).

No Punch Training (-3)

You simply does not know how to punch properly; you never learned how for some reason or another. This disadvantage is only appropriate for characters whose styles do not rely too much on punching. Thus, it would be reasonable for a character who knows Brawling, Wu Shu, or Karate, but should be disallowed completely (and not wanted in the first place) for Sanbo or Boxing, and especially kickboxing. In game terms. If you do have to punch, you do so somewhat awkwardly, and the Statistics of the maneuver are as follows in addition to whatever else the maneuver as follows: -2 Accuracy, and -3 Damage.

If you want to learn punch maneuvers later, they cost +1 SP each.

Now You've Made Us Mad (3)

"Don't make me angry . . . you wouldn't like me when I'm angry."

-Bruce Banner, the Incredible Hulk.

When you have surpassed your rage threshold, you gain double the bonuses (+4 to damage and +6 to APs, rather than +2 and +3, respectively). On the down side, you also take an additional -2 penalty to accuracy on all maneuvers when in a blind rage.

Self-Destructive Power (-2/-6)

One of the characters special powers (a Maneuver or Discipline, usually) causes harm to them when used. For -2 points it does 4 damage, and for -6 points it takes of one third of their total base Health (i.e., 1/3 of the amount they have when in full health, not of their current HP total) each time they use it.

Soft Hearted (-1)

You cannot stand to watch others suffer, not necessarily because you care what happens to

them, but simply because you dislike the intensity of emotion. If you are the direct cause of suffering, and you witness it you will experience days of nausea and sleepless grief. You avoid situations when you might have to witness suffering, and will do anything you can to protect others from it as well. Whenever you must witness suffering, you have a -4 penalty to all rolls for the next hour.

Chapter 3

Thrash Styles

An Yin Kung Fu

This is a Tibetan Buddhist martial art that emphasizes Meditation above all else. Students learn combat strictly from a defense point of view, since they are not supposed to be aggressive toward any creature.

Patience, silence and concentration are considered the hallmarks of any advanced student of An Yin Kung Fu. Any student who has learned this style of combat has already taken a vow of silence for a year. During this year the student does not speak, read, or receive any form of entertainment, they did this to the point where all they did all day was stare at a blank wall. As a result characters are extremely patient.

Availability: Only found in Tibetan Monasteries.

Prerequisites: Focus 6, Will 6, Calm 3.

Bonus:

+5 Chi.

Palm Strike, Break Fall at Level 1.

+1 AP per level

+6 SPs per level thereafter

Athletics: Any

Block: Any

Evasion: Any (-1 SP)

Focus: Any (-1 SP)

Grappling: Any

Kick: Any (+1 SP)

Punch: Any

Weapons: Any (+1 SP)

Disciplines: Chi Mastery, Iron Will, Meditation.

Quote: "Just because I'm patient doesn't mean I can't best you in combat!"

Arnis/Kali/Escrima

These are three closely related styles that are all stick-fighting arts from the Philippines. Although they provide some training with knives and basic unarmed techniques, they primarily rely on a pair 30" wooden sticks. The primary forms within these styles are *muton* (one two sticks), *solo baston* (one stick), and *espalda y daga* (a stick and a knife). Kali stylists use knives more than practitioners of Arnis or Escrima, though there are dozens, even hundreds of substyles within these three. A practitioner is known as an *estocador* or *bastonero*.

The statistics for this style can also be used for Jojutsu, the Japanese art of fighting with the jo, or

short staff.

Availability: These styles are usually only found in large cities, though in the Philippines they are very common.

Prerequisites: None.

Bonus:

Double Strike and Riposte at first level.

+1 AP per Level.

+6 SPs per level per thereafter

Weapon Training: Knives, Staves, Swords.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: None Except for Head Butt.

Weapons: Any (-2 SP)

Disciplines: Counterattack, Light Feet.

Quote: "I use two sticks; you might avoid one attack, but not both."

Black Tiger (Shan Tung)

The Black Tiger style is very aggressive, and specializes in dealing with several enemies at once, even those which are hidden or unseen, sometimes even to the point of paranoia. The Shan Tung school has been locked in a bitter rivalry with the Tiger Claw School (see below) for some time, and the students are taught to consider themselves to be superior in their internal training.

Availability: Shan Tung is rare outside China, Hong Kong, and Taiwan.

Prerequisites: Agility 6, Strength 6

Bonus:

+6 SPs per Level thereafter.

+1 APs per Level.

Claw Hand and Multiple Dodge at Level 1.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: Any

Kick: Any

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Counterattack, Meditation.

Quote: "How high you can jump! Too bad you've

Chapter 3

neglected to learn cunning, instead opting to know how to escape!"

Bak Mei Kung Fu (White Eyebrow)

According to the traditional legends of the school, it was founded by a Taoist Priest who was known as much for being a failed spy and traitor, and a teacher of martial arts (his name, Bak Mei, is really a nickname, "white Eyebrows," referring to the fact that his hair had turned white). This contradiction of naming the school after a man who betrayed it to the enemy is just one of the many contradictions within Bak Mei. In fact, one could say that Bak Mei is just one contradiction after another.

In fighting style, Bak Mei is also contradictory. Defense are supposed to be soft and flexible, while attacks are taught as hard and destructive.

Bottom line, Bak Mei expects students to display cleverness (what they call "wit"). After all, since there's no rules in combat, and since circumstances always change, it is only with quick wittiness that one can prevail.

Availability: Only in Mainland China.

Prerequisites: Agility 6, Intelligence 6.

Bonus:

Knuckle Fist, Phoenix Eye Fist and Stop Kick at First Level.

+1 AP per Level.

+6 SP per Level thereafter.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (-1 SP)

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Combo Mastery, Combo Talent, Counterattack, Kick Defense, Punch Defense.

Quote: "Hey you wanna fight? Here you can hit me first ((wham)), hehe. Just kidding!"

Bando

Bando is a somewhat defensive fighting art from Burma, which concentrates on close-in fighting. Students are normally taught the basic stances and footholds first, then blocks and parries, and attacks last, with instructions to use them with great care. Striking forms are named

after animals, and will number at least twelve (depending on the sub-style).

Availability: Bando is a common martial art in Burma, and with the Ghurkas. Many ex military will know this style.

Prerequisites: None.

Bonus:

For Maneuvers Select one of the Animal styles bellow, that determines your starting maneuvers:

Boar: Elbow Strike and Head Butt.

Bull: Shoulder Smash and Tackle.

Cobra: Phoenix Eye Fist and Vital Point Strike.

Deer: Acrobatic Flip and Danger Sense.

Eagle: Deflecting Punch and Power Block.

Monkey: Monkey Grab Punch and Multiple Dodge.

Paddy Bird: Drunken Monkey Roll, Jump and Wall Spring.

Panther: Claw Hand, Eye Rake and Jump.

Python: Choke Hold and Joint Lock.

Scorpion: Joint Lock and Phoenix Eye Fist.

Tiger: Claw Hand and Foot Sweep.

Viper: Vital Point Strike and Phoenix Eye Fist.

+1 AP per Level.

+6 SP per Level thereafter.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any (-1 SP)

Kick: Any

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Disruptive Taunt, Meditation.

Quote: "What you have learned is a great power, and it must be used with great care."

Chi Hsuan Men Kung Fu

One of the most ancient and strangest martial arts in existence. Even its name, Chi Hsuan Men means "Unusual Style." Started in the 5th Century B.C. as a defense system for the bureaucrat class of the ancient Chinese dynasties. All the movements involve the use of "the white hade fan," actually a fanlike metal weapon used for both disarming opponents and poking them.

The Chi Hsuan Men master will attempt to calm any enemy with both a relaxed pose and with friendly words. Then, preferably when the enemy is off-guard, the fan can be whipped out of the sleeves and used either to disarm or attack. Masters are extremely rare and usually train only

Chapter 3

one or two students at a time, treating them as apprentices.

Availability: You must find a Master to teach you, there are only about 5 or 6 in the whole world.

Prerequisites: None

Bonus:

+6 SP per Level thereafter

+1 AP per Level

Weapon Training: Fans

Disarm (Weapon) and Finger Tip (Weapon) Attack at First Level.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: None Except for Vital Points.

Weapons: Any (-1 SP)

Disciplines: Meditation and Vital Points.

Quote: "What!? This fan is better than any sword"

Crane Style (Bok Pai)

One of the major styles of kung fu, the White Crane Style was, according to legend, created by a lama priest. He had witnessed a battle between a crane and an ape; the crane was able to win out by using its long legs, great wings, and pecking movements.

The result is a very aggressive and sophisticated fighting style. Training is rigorous, requiring the learning of numerous stances and movements. The overall strategy is simple but effective; evade, intercept, penetrate, destroy. This style concentrates on sweeping arm and leg attacks, and continuous turning movements. The most important, attack, however, is the Crane Fist, a beak-like formation of the thumb and fingertips used to strike with a powerful pecking motion.

Availability: Bok Pai Kung Fu is taught in Taiwan, Hong Kong, and Singapore.

Prerequisites: Agility 6.

Bonus:

+6 SPs per Level thereafter

+1 APs per Level

Crane Fist, Crescent Kick and Crane Stance at level 1.

Athletics: Any (-1 SP)

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (-1 SP)

Punch: Any

Weapons: Any (+1 SP)

Disciplines: Blind Fighting, Body Hardening, Iron Fist, Kick Defense, Meditation.

Quote: "Remember the way of the crane; evade, intercept, penetrate, destroy!"

Chao Ta

Roughly translated as "a million lucky punches," this somewhat unusual style was created from traditional kung fu techniques specifically for use by aspiring Hong Kong movie actors. Although it can be used for real combat, Chao Ta's main emphasis is looking good on the silver screen. This includes an ability to act (the level of the style can be used as an acting skill) as well as doing stunts.

Availability:

Prerequisites: Charisma +2.

Bonus:

+6 SP per Level thereafter

+1 AP per Level

Fake Attack, Greased Lightning and Impact Sponge at level 1.

Athletics: Any (-2 SP)

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: None.

Quote: "What, didn't you see me in Legend of the Deadly Gunman IV? I played the buddy part -- my first big break!"

Choy-Li-Fut

Choy-Li-Fut is a more aggressive variant of the Shaolin style, which concentrates on long hand techniques. A practitioner will dive into the fray, often facing several opponents at once.

Availability: Choy-Li-Fut can be learned in various monasteries and martial arts schools in China, Hong Kong, Taiwan, and parts of the U.S.

Prerequisites: None

Bonus:

+6 SP per level thereafter

+1 AP per Level

Chapter 3

+5 Chi

Circular Parry, Knife Hand at First level.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: Any (-1 SP)

Weapons: Any (+1 SP)

Disciplines: Iron Hand, Kick Defense, Meditation, Punch Defense.

Quote: "Never hold back! Don't hesitate for an instant when a foe comes at you!"

Cotton Fist (Mein Ch'uan)

Like Aikido and other styles, Mein Ch'uan concentrates on internal, circular, and deflecting movement. It also concentrates a great deal on spiritual development and such, but one thing sets it apart from other such styles; concepts of honor are ignored completely in favor of the pursuit of victory.

A master of Cotton Fist enters combat cautiously, carefully evaluating the opponent's technique, usually avoiding their attacks and lashing out with hand strikes when it is safe to do so.

Availability: A student does not choose to study Mein Ch'uan. Rather, a master chooses him; they usually prefer arrogant youths who can be easily enticed by power and profit.

Prerequisites: Agility 6, Focus 7.

Bonus:

+6 SP per Level thereafter

+1 AP per Level

+5 Chi

Circular Parry and Palm Strike at level 1.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: Any

Kick: Any

Punch: Any

Weapons: Not Available.

Disciplines: Counterattacking, Combo Mastery, Iron Will, Iron Fist, Meditation, Punch Defense.

Quote: "Think, young man! Imagine this power you could attain! And think of the prize money from those tournaments!"

Dog Boxing (Kuo Ch'uan)

Kuo Ch'uan is a highly secretive school of kung fu, whose basic tenet seems to be to appear silly so that others won't take the fighter seriously -- and thus underestimate them. The style uses paw attacks and such that look simply ridiculous, and fighters will frequently make barking noises, walk around on all fours, and so forth. This policy is especially important for dealing with the public; practitioners are to make the style seem stupid, pointless, and weak to outside observers, losing any unimportant fights and giving dumb-looking demonstrations. Again, the purpose of all this is to make the opponent underestimate them, and thus catch them off guard.

Availability: Kuo Chuan is rare outside of China, and is often considered a dead style.

Prerequisites: Charisma +1, Agility 6.

Bonus:

+6 SP per level thereafter

+1 AP per level

Acrobatic Flip, Drop Kick and Palm Strike at level

1. Athletics: Any (-1 SP)

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: Disruptive Taunt, Ground Fighting, Meditation.

Quote: "You are truly powerful! I can't possibly...What's wrong? Why you lying on the ground like that?"

Dragon Spirit (Gui Long)

Believed to be the last surviving style from the mythical Warring States Period, Gui Long is said to have been created in the second century B.C. by Hei Feng ("Black Wind"), a swordsman of epic proportions who was later revealed to be a Feng Long, air dragon.

The training is long and difficult, taking five years, during which the student must live with the master. Training is given to family members and prospective students in equal measure, and those who are not family members might as well be by the time they've lived in the master's home that long.

Chapter 3

Students learn a range of hand-to-hand techniques, but the core of Gui Long is swordsmanship, a discipline known as Chien Shu. This transcends the mere manipulation of metal, since it is believed that all great swords are living things, and if the sword was not imbued with living chi by its creator, then the wielder is the one who must give it life.

Availability: Gui Long is very rare, usually only found in mainland China.

Prerequisites: Agility 6, Focus 6.

Bonus:

+6 SPs per level thereafter

+1 APs per level

+5 Chi

Crescent Kick and Knife Hand at level 1.

Weapon Training: Swords

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: Any

Kick: Any (+1 SP)

Punch: Not Available except for Disarm.

Weapons: Any (-1 SP)

Disciplines: Blind Fighting, Iron Will, Meditation, Sword Chi.

Quote: "It is a fine blade, but it is not truly alive. Not yet."

Drunken Style

The Pu style, also known as Ts'ui Pa Hsien (Eight Drunken Fairies Form) is one of the most deceptive of the martial arts. A master of the style appears to be little more than an ordinary drunk. If engaged in combat, he stumbled about, seemingly ready to drop to the floor at any time, yet apparently on "accident," he delivers devastating attacks and daring dodges, singing or yelling incoherently all the while. As silly as it seems, the Drunken Style is very difficult to learn; the movements are in reality complex and calculated.

Availability: Schools are only found in Hong Kong and Singapore. Admission is usually by invitation only, and becoming a student may mean swearing allegiance to a Triad Society.

Prerequisites: Agility 6, Focus 6, Stamina 6.

Bonus:

+6 SPs per level thereafter

+1 APs per level

Drunken Stagger, Multiple Dodge, Palm Strike at

Level.

Drunken Fighting and Power of Booze level 1..

Athletics: Any (-1 SP)

Block: Any (-1 SP)

Evasion: Any (-1 SP)

Focus: Any

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: Counterattacking, Combo Mastery, Combo Talent, Drunken Fighting, Kick Defense, Meditation, Power of Booze, Punch Defense.

Quote: "Me? I'm just an old drunk. I ain't gonna hurt you at all. I-- Hey, whydja' fall down there?"

Eagle Claw (Xing Chiao)

Also known as Fann Tzu, the Eagle Claw style is very aggressive and acrobatic, using many high kicks and claw attacks. Practitioners are taught to quickly move in, unleash a flurry of attacks, and then retreat to a safe distance, only to move back in once more.

Availability: Finding training is the hard part; Xing Chiao is usually only taught by hermits who live out in the wilderness of China -- and they expect their students to adopt a similar lifestyle, only seeing the master a few times per week, and practicing on their own the rest of the time.

Prerequisites: Calm 2.

Bonus:

+6 SPs per Level thereafter

+1 APs per Level

+5 Chi

Acrobatic Flip, Claw Hand, Crescent Kick at level 1.

Athletics: Any (-1 SP)

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: Light Feet, Iron Will, Meditation.

Quote: "Not bad. Now, like this! Good, good. Keep practicing. I'll see you next week."

Eight Trigrams (Pakua)

Pakua, or "Eight Trigrams," is an internal fighting style that derives its philosophy and

Chapter 3

techniques from the I Ching ("Book of Changes" -- a divination manual, considered to be among of the greatest works of classical Chinese literature). From this, it derives not only the concepts of the eight directions, eight steps, eight palms, and so forth, but also the idea that the universe is in a constant state of change, and the martial artist must likewise be in constant motion, "walking the circle," in order to compensate.

Availability: Schools that teach Pakua are exceedingly rare outside of China, and for proper training, it is necessary to go to China anyway. Training can take years, and will occupy virtually ALL of the student's waking hours for that time.

Prerequisites: Agility 6, Intelligence 6, Focus 6

Bonus:

+6 SPs per level thereafter

+1 APs per level

+5 Chi

Foot Sweep, Palm Strike and Pakua Circle Form at Level 1.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP).

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any (+1 SP)

Disciplines: Chi Mastery, Chin Na, Iron Will, Meditation, Punch Defense.

Quote: "Listen to me. No motion must be wasted. Every movement has significance."

Eighteen Weapons (Shi Ba Ban Wu Yi)

This style is almost totally devoted to the use of melee weapons. The training is grueling, taking ten or more hours per day for up to a year. Once the training is complete, however, the character can pick up and use almost any melee weapon, and will have worked with more or less every such Chinese weapon there is. A practitioner of this style normally carries one obvious weapon, and three hidden ones.

Availability: Eighteen Weapons is one of the more esoteric styles of kung fu, and usually only available in China and Hong Kong.

Prerequisites: Agility 6, Stamina 6.

Bonus:

+6 SPs per Level thereafter.

+1 APs per Level.

Weapon Mastery at level 1.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any (+2 SP)

Kick: Any

Punch: Any

Weapons: Any (-2 SP)

Disciplines: Body Hardening, Kick Defense, Meditation.

Quote: "Yeah, but I can use a polearm too! Okay, fine! A staff! How about an axe? A whip? A sword? Manriki-gusari? Kris? Dagger?"

Hapkido

Hapkido, "the way of coordinated power," is a Korean style created during the early 20th century, which synthesizes techniques from many different styles, including Hwarang-Do, Aikido, Jiu Jitsu, and Tae Kwon Do, in an attempt to strike a balance between "hard" and "soft" styles. Like most Korean styles, it uses kicks more than punches.

Availability: Although not as common as Tae Kwon Do, Hapkido schools can still be found throughout America, some are run by veterans of the Korean War who studied the style in its country of origin. Hapkido frequently attracts martial artists who have studied other styles, and it is also sometimes taught to soldiers.

Prerequisites: None

Bonus:

+6 SP per Level thereafter

+1 AP per Level

Displacement and Footsweep at Level 1.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (-1 SP)

Punch: Any

Weapons: Can not select Weapon

Maneuvers.

Disciplines: Blinding Fighting, Grappling Defense, Kick Defense, Iron Fist, Meditation, Punch Defense.

Quote: "Hapkido teaches you the best techniques for defending yourself. You must tailor its techniques to match your own abilities and

Chapter 3

shortcomings."

Hsing-I

Many people believe that internal arts are synonymous with soft and circular, developed by monks who preach serenity and peace.

Hsing I proves them wrong.

Developed for military training by a Chinese General from spearfighting techniques, Hsing-I is hard and linear. It uses quick stepping footwork to close gaps, low, powerful kicks to destabilize, and punching techniques based on the Chinese Five Elements (Fire, Earth, Metal, Water, Wood) and their relationship to one another. Hsing-I Chu'an, or "Form and Will Boxing", focuses on perfect structure (Form), like all internal martial arts, and intent (Will). The shocking power of Hsing-I strikes, rising from a combination of proper biomechanics and chi, can be attested by any who have felt them delivered properly. Hsing-I grappling, following in the same line, tends towards the uncomplicated, quick, and brutal. A simple style with no frills, Hsing-I may be boring to observe, but is lethal in practice. Interlocking strikes and kicks flow smoothly and brush aside opponent's defenses; attacks are nullified with structured parries and grabs leading to further punches. Despite its hard nature, Hsing-I, like all internal arts, must be practiced relaxed. Tenseness leads to loss of power.

Students who wish to develop the true power of Hsing-I, and not merely a feeble, external approximation of the art, must be truly dedicated. Finding a true sifu is a labor in itself. If accepted by the teacher, the true work begins. Long hours must be spent on perfecting the stance and footwork of the style before any offensive abilities can be learned; this exhausting process can take many months. The student will typically be then taught the 5 Element Fists, an interlocking system of hand strikes.

Availability: Hsing-Yi schools are virtually unknown outside of China.

Prerequisites: Will 6, Focus 6.

Bonus:

Knuckle Fist or Palm Strike (choose one),
Deflecting Punch at level 1

+6 SP's per level thereafter

+1 to Base AP's per level

+1 to punch damage

Weapon Training: Polearms

Athletics: Any (+1 SP)

Block: Any (-1 SP)

Evasion: Any

Focus: Any (-2 SP)

Grappling: Any (+1 SP)

Kick: Any (+2 SP)

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Chi Mastery, Chin Na, Combo Mastery, Combo Talent, Meditation, Punch Defense.

Quote: "Not...quite. Move your hand...there. That's perfect. Now, maintain, and stay relaxed."
[Sits down and pulls out the morning paper]

Hwarang-Do

One of the most complex of the martial arts, Hwarang-Do is a Korean style created some 2,000 years ago. It originated with a Buddhist monk named Won Kwang Bopsa, who developed the style that ultimately became Hwarang-Do.

A master of Hwarang-Do prefers to take time to evaluate his opponent before attacking, and tends to counter incoming attacks more than initiating his own. The response to an attack will usually be in some way opposite; linear attacks such as punches and kicks will be countered by circular responses such as parries or throws. Hwarang-Do makes considerable use of weapon techniques, and also is reputed to grant a number of supernatural abilities.

Availability: Finding a Hwarang-Do school is difficult in the U.S., and the easiest way to find such a school is to go to Korea; in South Korea there are a number of monasteries where it is taught, and in North Korea the Communist government has converted two monasteries into martial arts schools, often used to train agents for other Communist countries.

Prerequisites: None

Bonus:

+6 SPs per Level thereafter

+1 AP per Level

Crescent Kick, Footsweep and Wheel Kick at first Level.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (-1 SP)

Chapter 3

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Counterattack, Meditation.

Quote: "The ability to fight is a gift to be used for self-defense. You must never fight to create violence."

Jeet Kune Do

Jeet Kune Do, "the way of the intercepting fist," is the martial art created by the legendary Bruce Lee. He assembled JKD after studying countless other styles, cataloguing the various techniques and ways in which the human body could be used in combat, and synthesizing them into a simple, versatile fighting style with no patterns or preconceived notions.

Availability: Since Lee's death, JKD has become an extremely popular and widely taught style, and instructors of the style can be found in nearly any city.

Prerequisites: None

Bonus:

+6 SPs per Level thereafter

+1 AP per level

Select 6 SPs worth of Maneuvers at First Level as your starting maneuvers.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: Chin Na, Combo Talent, Combo Mastery, Counterattacking.

Quote: "Hey, whatever works."

Kalaripayit

Kalaripayit, "battlefield practices," is a style from southern India, based on a form of boxing used by the Brahman caste which dates back to the 6th century AD. Kalaripayit stylists train in four levels of fighting; *verumkai* (unarmed), *kolthari* (stick-fighting), *angarthi* (other weapons), and *marumadi* (knowledge of vital points). Masters of Kalaripayit are known as gurus, who are skilled in the *Ayurvedic* healing system of India.

Availability: Kalaripayit is not taught outside India, where practitioners train under gurus whose training compounds also serve as "hospitals" for

the practice of the healing arts.

Prerequisites: Medicine at 2 or higher.

Bonus:

+6 SPs per Level thereafter

+1 APs per Level

+5 to Chi

Body Flip and Breakfall at Level 1.

Starts with 1 Level in Vital Points at Level 1.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: Chi Mastery, Chin Na, Iron Will, Meditation, Vital Points.

Quote: "Fight only for self-defense; whenever possible, heal rather than hurt."

Leopard Style (Pao Pat Mei)

The Leopard style is only similar to the Tiger Claw style in that it is based on the prowess of one of the great hunting cats; the differences between the two are as wide as the differences between tigers and leopards. Where a tiger relies on raw power and tenacity, the leopard (a smaller, more fragile animal) relies on speed and accuracy. A master of Leopard style will take the time to appraise their opponent before attacking, but that's about the extent of the style's subtlety. They will explode into action the moment a hint of offensive activity is detected, aiming to beat their opponent to the punch rather than defend against the attack. When attacking, he or she will use intercepting attacks to disrupt his opponent's attacks and strike or (preferably) strike first, blasting through defenses with a flurry of Leopard Paw strikes and low kicks. The Leopard style is almost entirely a linear style – circular movements will be used to 'regain the centreline' of an opponent. It makes up for the predictability through raw speed and ferocity. Grappling in the style tends to be instantaneous – joint shears and short, quick throws rather than holds and groundfighting.

Availability: Training is only available in remote monasteries in China, Vietnam, and Laos.

Prerequisites: Agility 6.

Bonus:

Chapter 3

Knuckle Fist (Leopard Paw), Deflecting Punch at level 1

+6 SP's per level thereafter

+1 to Base AP's per level

+1 Bonus to Base AP's (in addition)

Athletics: Any (-1 SP cost)

Block: Any (+1 SP)

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any

Punch: Any (-1 SP cost)

Weapons: Any

Disciplines: Chin Na, Combo Master, Combo Talent, Counterattack, Light Feet.

Quote: "While a perfect defense cannot lose, one must attack to win."

Lua

Lua is a Hawaiian martial art, similar to Jujutsu in some ways, which in the 1800s was made illegal for anyone not a part of the royal family. The principal focus of Lua is on the dislocation and even breaking of joints. Although it can be used quite effectively at medium range, it is truly fearsome when used in grappling range.

Availability: Outside of Hawaii (where it is, in fact, illegal), Lua schools are nearly impossible to find, save the one in Southern California, taught by Alohe Kolomona Kaihewalu.

Prerequisites: None

Bonus:

+6 SP per Level thereafter

+1 AP per Level

Choke Hold and Joint Lock at level 1

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any (-2 SP)

Kick: Any

Punch: Any

Weapons: Any (+1 SP)

Disciplines: Chi Mastery, Chin Na, Grappling Defense, Meditation, Vital Points.

Quote: "Please, come closer. I'm no threat to you..."

Marma-Adi

Indian boxing is as old as wrestling itself, and was (much like Pankration) rather dangerous

affairs. The introduction of Western style boxing in the 1890s drew the attention away from the traditional styles, with a notable exception in the style muki boxing. This extremely rough and brutal form of boxing can still be found in various places in India, like for instance the Benares area.

The system known as marma-adi uses pressures and precise strikes to vulnerable points on the body. It is based on theories of periodic (time-dependent) energy flows streaming through the body along lines called meridians. A strike centered on an active meridian is said to cause damage way out of proportion to the physical power used in the strike. This is a philosophy very close to the Chinese principles of dim mak that are known in various Kung Fu styles. Lessons in marma-adi is given to chosen students in secret.

The striking techniques uses all the common hand and foot weapons, including the knuckles, ridge of the hand, palm of the hand, fingertips and elbows. Kicks are delivered with the ball of the foot, the instep, the heel, and the big toe. Northern styles generally kick high, while Southern schools seldom kick above the waist, a pattern repeated in China. Patterns use sequences of techniques executed against imaginary opponents, analogous to Japanese kata and Korean poomse or tul.

The warrior of a village often practice medicine, yet again something which is repeated in China. This is not particularly strange, as it is often easier to attack the human body when one knows how it works.

Availability: A small village deep in the jungles of India and a few villages in Mainland China

Prerequisites: None.

Bonus:

+6 SPs per Level

+1 APs per Level

Dead-Leg Kick, Uppercut, and Fingertip Attack at level 1.

Athletics: Any

Block: Any

Evasion: Any (+1 SP)

Focus: Any (-2 SP)

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any

Disciplines: Chi Mastery, Kick Defense, Meditation, Vital Points.

Quote: "Three leaves, crushed, make tea. Once in

Chapter 3

the morning, once in the evening. Come see me again if the fever doesn't go down in three days."

Monkey Style (Tai Seng Pek Kwar)

Despite the fact that it looks downright silly, the Monkey Style of Kung Fu can be (literally) surprisingly effective in combat. It is based around the movement of monkeys; practitioners learn to be at once relaxed and constantly alert, rolling smoothly away from attacks, yet ready to strike back instantly.

A true master of the Monkey Style will have taken the monkey bit to heart, rolling around and going "ook" before a battle, and pretend to be wounded far worse than he is, whimpering all the while, until he appears helpless -- which is when he launches a full-scale attack.

Availability: China, Hong Kong, Singapore, and on the west coast of the U.S.

Prerequisites: Agility, Charisma 7 (+2).

Bonus:

+6 SPs per Level thereafter

+1 APs per level

Drunken Monkey Roll, Foot Sweep, Trapping Punch.

Athletics: Any (-1 SP)

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (-1 SP)

Punch: Any

Weapons: Any

Disciplines: Combo Talent, Disruptive Taunt, Ground Fighting.

Quote: "Ook! Eeek! — What do you mean, 'silly'?"

Pankration

The Pankration is a brutal all-out combat style developed over 2,000 years ago in Greece. In Pankration matches, only biting and gouging were prohibited, making it an all-encompassing mix of Hellenic boxing and wrestling. The greatest of Pankration fighters were seen as being virtually invincible in combat and are said to have been able to exhibit superhuman abilities through the power of pneuma (Greek for "inner energy") -- essentially Chi powers, though normally only applied in direct, physical ways.

When practiced by the Romans, it was reduced to a mere blood sport, and fighters were armed

with the caestus, a weighted and spiked glove. However, in this era very few true Pankration practitioners were willing to participate in the bloody Roman battles.

Availability: In the modern age, there are numerous schools of Pankration, though the majority of these are in Greece.

Prerequisites: Strength 6, and Stamina 6.

Bonus:

+6 SPs per Level thereafter

+1 AP per Level

Pin and Uppercut at Level One.

+1 Damage with Punchs and Grapples.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (+1 SP)

Grappling: Any (-1 SP)

Kick: Any (+1 SP)

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Grappling Defense, Kick Defense, Meditation, Punch Defense.

Quote: "I embody thousands of years of Greek traditions! I'll crush you like an egg!"

Panantukan

Panantukan is a form of Filipino kickboxing. It is an interceptive art, one which possesses some techniques Bruce Lee incorporated into Jeet Kune Do. Panantukan focuses on "limb destruction", using blocking techniques to damage an opponent's attacking limb.

Availability: At present, Panantukan is one of the lesser-known martial arts in the world, but many Arnis/Kali/Escrima schools teach it.

Prerequisites:

Bonus:

+6 SPs per Level thereafter

+1 APs per Level

Axe Kick, Power Block and Spinning Back Fist at Level One.

Athletics: Any

Block: Any (-1 SP)

Evasion: Any

Focus: Any (+2 SP)

Grappling: Any

Kick: Any (-1 SP)

Punch: Any

Weapons: Any

Disciplines: Counterattacking, Kick Defense,

Chapter 3

Meditation, Punch Defense.
Quote: "For every action....."

Pentjak-Silat

The national defense style of Indonesia, Pentjak-Silat (literally, "self defense by fencing/fending off" or "to fight by regulated, skillful body movements in various combinations") is believed to have originated in the Sumatran Minangkabau kingdom and proliferated during the Srivijaya kingdom (seventh to fourteenth centuries). Legend attributes it to a peasant woman who observed a tiger and a large bird fighting for several hours; at the end of the day her husband came and, enraged, tried to strike her, but she easily evaded his attacks, using the methods of the animals she'd seen. She then taught it to her husband and the art began to spread (currently there are over 150 recorded sub-styles). Scholars, however, believe that there is some Chinese influence to be seen in Pentjak-Silat.

Pentjak-Silat is considered a pusaka, a holy ancestral inheritance, and as such many of the masters of the art are descended from the original Minangkabau practitioners. The style uses a wide array of melee weapons as well as a number of unarmed techniques, though the overall focus varies a great deal between sub-styles. Students learn basic combat methods, followed by etiquette, then rahasia, or vital points, then weapons. The final stage of the art is to pursue kebatinan, or spiritual training (essentially chi powers).

The stats for Pentjak-Silat can also be used for Bersilat, a Malaysian art believed to have been heavily influenced by Pentjak-Silat. Bersilat is composed of two parts; pulut, dance-like movements used for public displays, and buah, a highly pragmatic combat form used only in secret.

It can also be used to represent Kun-Tao, a somewhat generic form which, though not directly connected to silat (taking much influence from Chinese styles), shows certain similarities. Even today, it is taught in the most stringent secrecy, and is most popular in Java, Sumatra, the Celebes, Borneo, Singapore, and many parts of Malaysia.

Availability: Pentjak-Silat is very rare outside of Indonesia.

Prerequisites: None

Bonus:

+6 SPs per Level thereafter

+1 APs per Level

Elbow Strike, Knee Strike and Musical Focus at level 1.

Weapon Use: Any 3 (one must be Knives)

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: No Grappling Allowed, Except

Body Flip.

Kick: Any

Punch: Any

Weapons: Any (-1 SP)

Disciplines: Meditation, Weapon Art.

Quote: "Know yourself, know your weapons, and know your opponent. Then you will not fail."

Phoenix Eye (Fong Ngan)

Phoenix Eye is a very aggressive style, which depends on charging the opponent and crowding them, forcing the wrong moves. The name is a reference to both the Phoenix Eye Fist and the fact that the martial artist maintains constant eye contact with an opponent. Practitioners are usually adept at intimidating opponents, and only rarely retreat.

Availability: Fong Ngan can be learned all over the world.

Prerequisites: None.

Bonus:

+6 SPs per level thereafter

+1 APs per level

Deflecting Punch, Knuckle Fist and Phoenix Eye Fist at first level.

Athletics: Any (-1 SP)

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (+1 SP)

Punch: Any (-1 SP)

Weapons: Not Available.

Disciplines: Blind Fighting, Counterattacking, Meditation, Punch Defense.

Quote: "NEVER lower your eyes to an opponent!"

Praying Mantis (Tong Lun)

This unusual style is based on the fighting techniques of the praying mantis, both in catching

Chapter 3

its prey and fighting other mantises. The heart of the style is the Mantis Claw, or Gou, which is practiced relentlessly, becoming a powerful piercing attack. Tong Lun, being a very creative art, now has several competing sub-styles.

Availability: Mantis Style can be found almost everywhere. Often with other Kung Fu Styles.

Prerequisites: Agility 6

Bonus:

+6 SPs per Level thereafter

+1 AP per level.

Gou Grip, Gou Strike, Lau, and Negative Gou at First Level.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any (-1 SP)

Kick: Any

Punch: Any (-1 SP)

Weapons: Any.

Disciplines: Chi Mastery, Chin Na, Body Hardening, Meditation, Vital Points.

Quote: "The gou is the heart of this style, and you must practice it until you perfect it. And then keep on practicing until it is better than that."

Short Hand (Li-Chia)

The Short Hand style is so named because it's based around fighting at a very close distance, such that the martial artist relies primarily on close-range boxing maneuvers. In combat, a stylist will advance slowly and deliberately, until they reach the opponent, at which point they simply deliver as many blows as possible.

Availability: Schools can be found all over China, as well as in Singapore, Hong Kong, Taiwan, and the U.S.

Prerequisites: None

Bonus:

+6 SPs per Level thereafter

+1 APs per Level

Deflecting Punch, Knuckle Fist, Palm Strike at Level 1.

Starts with 1 level of Iron Fist at first level.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (+1 SP)

Punch: Any (-1 SP)

Weapons: Any (+1 SP)

Disciplines: Body Hardening, Iron Fist, Kick Defense, Meditation, Punch Defense.

Quote: "Move with deliberation, and do not back down."

Snake Style (She Shen)

The snake style is highly secretive, and equally deadly. A stylist learns to tap the power of negative chi, and in combat sways slowly from side to side, and at the first sign of an opening lashing out with a finger strike, delivering a negative chi attack.

There are less than fifty practitioners of this style worldwide, and any who learn it must swear a blood oath of loyalty -- and those who betray it pay with their lives.

Availability: She Shen is exceedingly rare, and usually only known in mainland China.

Prerequisites: Agility 6, Intelligence 6, Will 6.

Bonus:

+6 SP per level thereafter

+1 AP per level

Fingertip Attack, Palm Strike and Vital Point Strike at level 1.

+1 Damage with Hand Strikes.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: Any

Kick: Any

Punch: Any

Weapons: Any (+1 SP)

Disciplines: Chi Mastery, Chin Na, Meditation, Counterattacking, Vital Points.

Quote: "Fool. I could kill you with but a touch!"

Tiger Claw (Fu Chiao Pai)

Tiger Claw Kung Fu takes its inspiration from the power and ferocity of the tiger. A practitioner is aggressive in combat, getting relatively near the opponent, but keep them at arms length with kicks, using clawing attacks when they get too close. The Tiger Claw school and the Black Tiger school have a long-standing and vicious rivalry going. Fortunately, their teachers do not approve of brawling, so this rivalry is carried out mostly in the form of taunts and insults.

Availability: For the most part, Fu Chiao Pai can

Chapter 3

only be learned at monasteries in Tibet and China.

Prerequisites: Strength 6

Bonus:

+6 SP per Level thereafter

+1 AP per level

Claw Hand, Crescent Kick, Foot Sweep at level 1.

+1 Damage to Kicks..

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any

Kick: Any (-1 SP)

Punch: Any (-1 SP)

Weapons: Any

Disciplines: Arts of Invisibility, Kick Defense, Meditation.

Quote: "Oh, look! It's one of the kao-hu* of the Black Tiger school!"

*Kao Hu can mean "Tiger Cub" or "Fierce Baby Sheep."

Wu Shu

Partly derived from Kung Fu, Wu Shu ("military art") was created during the period between 2,000 and 771 BC, ultimately forming a complete martial art. During the Warring States period (770 to 221 BC), the leaders advocated Wu Shu in their armies, and hoarded masters of this art. Over time, Wu Shu was further refined, ultimately reaching its present-day form. In communist China, Wu Shu is the official national martial art, and is practiced by millions of people, including virtually all Chinese, espionage agents.

Today, it is a highly structured style of kung fu, which emphasizes continual motion and highly acrobatic movements, and attacks are by far emphasized over defensive maneuvers. Students will spend time mastering barehanded and melee weapon fighting techniques, and will also receive some amount of political indoctrination.

Availability: Wu Shu can be found nearly anywhere in China, but is very rare elsewhere.

Prerequisites: Agility 6

Bonus:

+6 SP per level thereafter

+1 AP per level

Axe Kick, Crescent Kick, Knife Hand at level 1.

-1 AP to Kicks.

Weapon Use: Chain Weapons, Knives, Polearm,

Staves and Whip.

Athletics: Any (-1 SP)

Block: Any

Evasion: Any

Focus: Any (+1 SP)

Grappling: Any

Kick: Any (-1 SP)

Punch: Any (+1 SP)

Weapons: Any

Disciplines: Body Hardening, Iron Hand, Kick Defense, Punch Defense.

Quote: "I do not seek merely to fight; I seek to find perfection in fighting technique."

Wu Tao Kung Fu (Splashing Hands)

Splashing Hands was developed at the Shaolin temple in Mainland China in the 1500's for the guards at the gate. This is a very close in grappling system that uses many punches and close in kicks. Splashing hands is named for the way the hands move as if they are shaking off water from them.

Because the Splashing Hands system is an infighting system most of there techniques must be done while in grappling range. Blocks and Strikes along with the rolling hands technique entice the opponent into an attack and pull him off balance.

If an opponent tries to withdraw the master of Splashing Hands continues striking with jabs, elbows and uppercuts. Once the opponent falls to the ground the master continues striking him until he is subdued.

Availability: Training in Splashing Hands can only be found in Taiwan, China and some parts in the US (mostly in California where there still is a Shaolin Temple).

Prerequisites: Agility 6.

Bonus:

+6 SPs per Level thereafter

+1 AP per level

Multiple Punch, Counter Grab at level 1.

+1 AP to the cost of Kicks.

+1 Damage to Punches.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any

Grappling: Any (-1 SP)

Kick: Any (+1 SP)

Punch: Any (-1 SP)

Chapter 3

Weapons: No Weapon Maneuvers
Disciplines: Chin Na, Combo Mastery, Combo Talent, Iron Will, Meditation, Punch Defense.
Quote: "Come to me, I have better things to do than wait for you to attack."

Tien-Hsueh Kung Fu (Touch Mastery)

In broad terms, Tien-Hsueh is simply the Chinese name for the art of touching vital points, used to varying degrees by practitioners of martial arts styles from all over the world. However, the true art of Tien-Hsueh Touch Mastery requires a far more complete knowledge of the human anatomy, and can be far more deadly. Masters of the style can kill with the touch of a finger. Not necessarily instantly, but surely. This is the true Dim Mak Death Touch, which destroys the victim's Chi, and with it their capacity for healing.

The master of this art often controls very powerful organizations, but there are rarely more than a dozen practitioners of it in the world. Students must be born into the family of a master in order to be accepted, though such a prospective student is as likely to receive a quick death as training. It can truly be said that the masters of Tien-Hsueh bury their mistakes. If they do survive the training, a student will never be free of the Touch Masters, & if they disobey a master, or fail on a mission, they will be immediately killed.

Availability: Tien-Hsueh is not taught in schools. It is supposed to be a secret, though rumors of its power have spread all over the world. Only the Masters themselves and their few chosen disciples practice this style.

Prerequisites: Traditional Chinese Medicine at level 3.

Bonus:

+6 SP per level thereafter

+1 AP per level

+5 Chi

Danger Sense and Finger Tip Attack at level 1.

Starts with one level of Vital Points at First Level.

Athletics: Any

Block: Any

Evasion: Any

Focus: Any (-1 SP)

Grappling: Any

Kick: Any

Punch: Any (Killing -1 SP)

Weapons: Any (+1 SP)

Disciplines: Chi Mastery, Chin Na, Iron Will, Meditation, Vital Points.

Quote: "Now stay calm and let the chi flow through you. Once you feel the power in you release your chi into a single touch. This is the essence of the Dim Mak."

Chapter 4

Maneuvers

New Modifiers

Attack Method Modifiers

Ascension Strike (+4): The maneuver (which must have some kind of upward motion) is done with such force that it throws the opponent upward into the air. Unless they can recover while in mid-air (such as with the Air Roll maneuver), the opponent will be momentarily vulnerable. They lose 6 APs, and if the attacker can catch up with them (usually with a Jump) they can often get a free attack in. The Ascension Strike also increases the damage by +2 and the AP cost by +3.

Banishing Strike (+3): A variation of the Power Strike modifier, the banishing strike, in addition to doing more damage and looking cool can be used as a Parry to negate energy-based projectile attacks. Damage is increased by +3, the maneuver cost an additional 3 Chi, and one additional AP.

Charge Attack (+2): A charge attack is where you charge up an attack to a certain level to do more damage. It is very similar to a Prepared Strike. But it works differently. The Charge Attack goes up to level three. It starts at level one, then by expending AP equal to your Focus, you increase the level of that attack. Now, the nice thing of this modifier is that you can expend as much or as little you want until you reach your new Charge level you want the attack to be. That means throughout the battle you can be charging up your attack in small increments or in one large sum. However, if you are hit while you are charging you will lose half the AP you were spending and it will not go toward the Charged Attack. For every level of the charge attack you achieve you do +2 Damage and +2 Accuracy to the maneuver.

Combo Breaker (+3): This maneuver may be used to interrupt another person's combo move, anytime after the first move of the combo is attempted. It may not be included in _any_ sort of combo itself, and may not be used with any sort of ranged attack. The following modifiers apply when interrupting the combo: +3 Accuracy, and +3 Damage, but it increases the AP cost and Chi cost of the maneuver by 3.

Ducking Maneuver (+2): The maneuver is performed quickly, while ducking. This makes it

a Crouching Maneuver, and as such it can be used to evade Aerial Maneuvers. The AP cost is also reduced by 1.

Double Image (+4): Another image of the attacking character appears on the other side of the victim, doubling the number of attacks done, but the damage is only increased by x1.5, instead of x2.

Empty Force (+2): This modifier is similar to the Kongjin but it can be applied to any attacking maneuver. The Empty Force strike allows a martial artist to strike at an opponent from a distance as if they were right next to them beating the crap out of them. Sometimes this just appears as a character moving his hand in the air and you'd get smacked. Empty Force adds +1 Accuracy, +2 to the AP Cost, -1 to the Damage and -1 Move and costs 3 Chi. Also instead of the Strength Damage it uses Focus Damage, also for each 2 Points of Focus your Attack has a Reach of 1 hex. Prerequisites: Focus 8.

Enhanced Knockback (+2 per Hex): This modifier makes it so you can knock back someone with a punch or kick (no grappling ones) For every 2 points spent you knock them back 1 hex. If you knock them back and there's an obstruction in their path (like a wall), then they take the remaining Hexes as a bonus to damage. GMs should use this wisely. With this attack you could knock them up (Upper Cuts or Upper Kicks) or using this with an Aerial Attack crushing them. Either way you will get the damage bonus.

Guard Breaker (+3): The maneuver is performed with exceptional power and chi force behind it, so that it cannot be blocked (though it can be dodged). The maneuver counts as a super. Also, it does an additional 2 damage, but the AP cost is increased by +3.

Insulting Strike (+2): The maneuver is performed in such a way that it is delivered with an insult. As such, it counts as a taunt, and adds Rage points as per a successful Disruptive Taunt. Prerequisite: Disruptive Taunt 2.

Pain Clutch (+3): This is a Sustained Hold option used to induce such intense pain from applied pressure to critical nerve clusters & pressure points that increases the possibility of damaging your opponent by increasing the damage by +6, but it is only Stun Damage (and

Chapter 4

can only be used with Grappling Maneuvers). Yes, you are going to hurt somebody.

Unlike the Stunning Strike option this attack is fully capable of being upgraded to a Killing strike. This modifier can only be added to Maneuvers that are sustained holds. Prerequisite: Vital Points 1.

Shield Attack (+4): The maneuver is now performed in a manner similar to a power strike, but with a full-body energy shield around the character, which can absorb incoming energy attacks (up to 3 points of damage per point of the character's Focus). This also adds +5 to damage, +3 to AP cost, and makes the maneuver cost 5 Chi.

Slash Strike (+1): This modifier makes the attack be surrounded by a wave of slash energy. This increases the damage by +2, and costs an additional 1 Chi point. Prerequisites: Slash Power.

Spinning Strike (+4): The character is made able to spin around while performing the particular maneuver (must be a physical strike, usually a kick) such that they can deliver several strikes at once. The Maneuver adds +2 to Damage and +2 to the AP Cost but the character rolls to attack eight times. Also, the Move for the attack is raised to +6. Prerequisites: Agility 7

Tail (+3): This modifier allows someone who has a tail to attack with that tail. This modifier can only be added to Grappling, Kick or Punch Maneuvers. They receive a -2 Accuracy and a -2 AP. Prerequisites: Tail Advantage.

Spin Strike (+2): The character spins around and takes a extra step, using the extra force of the spin to add +3 damage to the strike. This also adds a +1 to Accuracy, and extends the effective range of the maneuver by one hex.

Movement Type Modifiers

Skipping (+1): A rapid step forward is taken at the moment of attack, allowing for greater distance to be covered without over extension (cf. Lunging). Adds +1 move, -1 AP.

Projectile Modifiers

Electric Blast (+1): The chi blast is electricity-based, increasing damage by +1 and reducing the AP cost by 1 point.

Flaming Blast (+1): Normal chi blasts are just pure chi energy; this one is an actual ball of

fire. The damage is raised by +2 points, and whenever it is used there is a risk of a fire.

Ice Blast (+1): The chi blast consists of freezing energy. This increases the damage by two points, and if it inflicts damage equal to or greater than Focus+Will then he can't act for 2 turns.

Irresistible (+2/+4): When a chi blast is irresistible it automatically overrides any chi blast which defends against it/it defends against. No damage roll is called for - the opposing chi blast dissipates and is lost, and the Irresistible chi blast continues to strike for full damage (and woe to the person so struck - either his chi blast was his defense, or the irresistible chi blast was used as a defense against HIS attack; he thus gains no defensive maneuver!). Increase chi cost by 2. For +2 points, the attack counts as a super. For +4 points, the attack counts as a normal attack.

Light Blast (+2): A beam made of pure light, sort of like a laser beam. Due to the speed and directness of the beam, the blast has +3 to Accuracy, and the AP cost is reduced by 2 points.

Mist (-2): Instead of launching a chi blast, the character creates a cloud of mist that will engulf the opponent and give them a -4 penalty to the next attack as well as damaging them.

Ricochet Blast (+2): This allows the chi blast to bounce off an object or a wall or a person before striking the opponent. This makes it more difficult for the opponent to tell where the attack is coming from. The opponent is at a -3 to defend against this attack with an additional -1 for each surface it is bounced off of. It costs 2 Chi per extra surface.

Return Blast (+2): The chi blast will return back to the character if it does not strike the target. It does not harm the character it is returning too. Range is half the distance of a normal Chi Blast and costs, if it does not hit only 1/2 Chi. If it hits, you pay the full Chi Cost.

Shadow Blast (+1): A shadow blast is a blast of dark power. The blast is either purple or pure black and gives the subject a feeling of never ending cold. When there is a shred of darkness in the area the shadow blast is +2 to Accuracy and -1 to the AP Cost. However if there is light then it is -4 Accuracy and +2 to the AP cost and range is reduced by half.

Slash Blast (+1): This maneuver allows a chi blast or similar maneuver to be composed of

Chapter 4

slash energy. This reduces the AP cost by -2, and increases the damage by +2 and costs +2 extra Chi. Prerequisites: Slash Power.

Sonic Blast (+2): The Chi blast is composed of *sonic energy*; essentially making a powerful and tightly bound formation of sound waves and chi energy. This makes the blast considerably faster thus lowering the AP cost by 2 and adding +1 to Accuracy, but increasing the chi cost by 1.

Tunneling Blast (-1): Instead of sending the chi blast normally, the user sends the blast into the ground where it will tunnel through the earth and emerge to hit the target. The tunneling blast will not strike the opponent until the next round unless the opponent is out of range from where it was sent into the ground. Can counter Aerial maneuvers. Suffer knockdown.

Vacuum (+3): This acts as a sustained hold and will continue to do damage until the opponent breaks free or when the fighter releases him. To determine how long it is maintained, roll a Focus +Will + Strength + 1d10 contested roll. Can not hold the opponent for more then half your Focus.

Vertical Blast (+2): The chi blast shoots upward, striking anyone in that hex. Can ONLY be used to Counters Aerial maneuvers (which will result in knockdown)

Water Blast (+1): The chi blast is a blast of water. The Opponent is Knocked Back 2 hexes and has a +1 Chi Cost. If there is something in the way of the character before the knock back is done they take 1 damage per hex not moved.

Weapon Blast (+2): The attack is thrown from your weapon, be it sword, axe, or sharp pointy stick. This Lowers the Ap cost by -1 but increases the Chi Cost by +1.

Word Formation (-2): This modifier is a really weird one. The fighter uses their chi to create actual words that they can yell at the opponent. Damage is halved and costs -1 chi

General Modifier

Automatic Defense (+2): The character has learned the maneuver in such a way that they will reflexively avoid attacks (including most projectiles). As such, when the maneuver is used the character may make a second roll, using the same accuracy, to attempt to dodge a single attack against them. Adding this to a maneuver

lowers the Accuracy by 1 and increase the Move cost by +1.

Close Maneuver (-2): The character has been trained in such a way that the maneuver can only be used in grappling range (i.e., not only in the same hex, but right next to the opponent).

Desperation Maneuver (-3): The maneuver can only be used when the character is down to 10% of his Health.

Enraged Use (-2): The maneuver can only be used when the character reaches or exceeds their Rage Threshold, though the maneuver does not affect the character's current rage unless otherwise stated. Obviously, this cannot be selected for Supers.

Personal Immunity (+4): This advantage makes the Attacker immune to the damages &/or effects of their OWN attack. If you plan to be using AOE attacks this is a good option to consider so as avoiding the possibility of blowing yourself up as well if the attack is delivered close to home.

Example: The Shock Treatment.

Signature Move (+4): A move with this modifier has been trained extensively and when used add +2 to the Accuracy of the maneuver. At an AP cost of +1 this move may also count as a Dramatic Pose if the character has the advantage.

Upgrade (varies): This is a special modifier that allows a character to "upgrade" a maneuver with particular modifiers to be used on a specific maneuver. When you choose this modifier you chose a number of other Modifiers that can be added to any of your maneuvers. The cost of Upgrade is determined by adding up all the costs of the modifiers and dividing by 2. Now you may ask how the hell do I use Upgrade? Well say you do a Heavy Punch and your upgrade has the following modifiers: Increased Speed, Guard Breaker and Power Strike. You could choose to use one or all of them when you attack. You can only use this "upgrade" as many times as your Focus in any given battle. Using this modifier cost 2 Chi per "upgrade" and you are only allowed two upgrades per round.

Super Modifiers

Rage Consumption (-2/level): For every level of Rage Consumption, the maneuver takes up another "bar" of super, up to the character's maximum capacity. Prerequisites: Super Battery 1

Chapter 4

Total Chi Consumption (-4): When used, the maneuver takes up ALL of the character's current Chi points.

Air Dash Modifiers

Multi-Air Dash (+1/+2+3): Works like Multi-Air Jump except it is with Air Dash.

Diagonal (+1): The character will dash forward, back to the ground, diagonally.

Spin Slash Modifier

Vertical Spin (+0): Instead of the blade circling around the character horizontally, it now is done vertically and can be used against Aerial opponents.

Chapter 4

New Maneuvers

Athletics

Acrobatic Flip

Acrobatics, Defense, Evade

The character is able to flip completely over, landing on their feet in any direction. This can be used in place of a Dodge (though failure means the character cannot Roll With Impact, etc.), or offensively, combined with an Axe Kick, basic Punch or Kick, or Backhand, adding +2 to Accuracy and Damage. *Note: This move replaces Backflip and Backflip Kick is no longer used instead Acrobatic Flip Attack is.*

Prerequisites: Agility 6.

Style Points: 2

Accuracy: +2

Action Points: 4

Chi Cost: None

Damage: None/Special

Move: 4+(Agility Bonus)

Acrobatic Flip Attack (Template Maneuver)

Acrobatics.

This maneuver is used to deliver a flipping or springing attack at the opponent. This maneuver is a template maneuver that can be added to any Appropriate Athletics, Kick, Punch or Weapon maneuver adding the bonuses listed below. *Note: This move replaces Backflip Kick and Tumbling Strike.*

Prerequisites: Acrobatic Flip, Agility 6.

Style Points: 4

Accuracy: +2

Action Points: +1

Chi Cost: None

Damage: +2

Move: +2+(Agility Bonus)

Air Elbow

Acrobatics, Brawling

The character flies forward at the opponent (in the same manner as a Flying Somersault), and brings his elbow down on them.

Prerequisites: Agility 7, Flying Somersault, Jump

Style Points: 3

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 3+(Focus Bonus)

Air Roll

Aerial, Defense

This is an aerial version of the Roll With Impact maneuver. It functions in much the same manner as a standard Roll With Impact, except that it is performed in the air, and this allows the character to recover from Ascension Strike maneuvers.

Prerequisites: Roll With Impact, Jump

Character Points: 2

Accuracy: +0

Action Points: 3

Chi Cost: None

Damage: None

Move: 3

Air Smash

Acrobatics, Brawling

In this move, which is best suited to the larger warriors, the character leaps high into the air, and simply lands on the opponent in an effort to flatten them. This is an Aerial Maneuver.

Prerequisites: Jump

Style Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 6

Move: 1+(Agility Bonus)

Clothesline

Brawling, Move

This is simply a running arm smash. It can also be used while standing still. Victims suffer a Knockdown.

Prerequisites: None

Style Points: 6

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 2+(Agility Bonus)

Dive Punch

Acrobatics, Brawling

The character dives downwards, bringing one or both fists into the opponent.

Prerequisites: Jump

Style Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Chapter 4

Damage: 5+(Strength Bonus)

Move: 1+(Agility Bonus)

Drunken Stagger (Template Maneuver)

Defense, Dirty Tricks, Evade

This is a sort of broken walking/falling movement, which can be used to enter combat range or as a dodge. This is a template maneuver that can be added to any attack. Doing so makes it a Drunken Attack.

When an Attack with this Template is used the Attack roll counts as a Defense roll.

Prerequisites: Drunken Fighting 1.

Character Points: 2

Accuracy: +2

Action Points: +2

Chi Cost: None

Damage: None

Move: +2

Fancy Footwork (Template Maneuver)

Defense

This has all the appearances of the classic boxer's "bob & weave" maneuver that makes them a little harder to hit, shuffle a little farther than expected and maybe even a little faster on the money because their actions are distracting or deceptive to their opponent.

This maneuver can be used with any Basic Punch or Kick Maneuver. Although it is considered a Sustained Block maneuver it can only be maintained for rounds equal to the boxer's Agility, unless they wish to spend Chi to extend it for 1 round per point of Chi spent.

Once activated the fighter drops into a shuffling dance of constant motion. The fighter gains all the benefits of being in a constant Blocking Stance, but is still able to perform any other maneuver that they desire. It also imposes a -3 to Accuracy of anyone trying to hit the boxer. Fancy footwork provides the fighter with a +1 to Accuracy and Move, even to those maneuvers that only have a fixed & or no Move. These bonuses are cumulative up to the fighters Focus.

Prerequisites: Agility 6.

Style Points: 4

Accuracy: +0 initial, plus special

Action Points: +0

Chi Cost: +1

Damage: +0

Move: +1

Flying Punch

Acrobatics, Brawling

In this rather deceptive move, the fighter flies up into the air above and past the opponent, and then quickly redirects the attack so that the punch lands in the opponent's back. When this move is used, the fighter moves two hexes past the opponent, and then swings into the hex behind them. This is an Aerial Maneuver.

Prerequisites: Agility 6, Focus 6, Jump

Style Points: 4

Accuracy: +1

Action Points: 10

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 3

Flying Somersault

Acrobatics

A variant of the usual jump, in the Flying Somersault the character flings themselves forward, flipping over in the air. It is similar to a normal Jump, but faster, and the movement is more horizontal than vertical. As such the character moves forward and adds +3 Damage to any maneuver used after this movement. This is an Aerial Maneuver.

Prerequisites: Agility 7, Jump

Style Points: 3

Accuracy: +1

Action Points: 5

Chi Cost: None

Damage: None

Move: 3+(Focus Bonus)

Special Modifiers

- & **Cannonball (-1):** The character tucks and rolls while flying through the air. This looks cool, but slows them down a bit. Increase AP cost by +2. This modifier can also be applied to Air Elbow and Flying Air Throw.

Greased Lightning (Template Maneuver)

This form lets the character unleash a torrent of attacks, even though they aren't as effective. The character's Base APs are increased by +9 for the round in which it is used, but all attacks are at -3 Accuracy and do half damage and the damage is stun damage only.

Prerequisites: Agility 7, Fake Attack

Chapter 4

Style Points: 2

Accuracy: -3 to all attacks used

Action Points: Special

Chi Cost: None

Damage: Special

Move: Standard

Kung Sao (Template Maneuver)

Concentration

Literally, "forcing the crowd to cheer," in this maneuver, the character must build up their energy over the course of the round, concentrating through a total of 10 APs, then unleashes a particularly spectacular looking attack (this is usually done with flashing kicks and whatnot, but can be used with any punch or kick maneuver). When this is done properly, the attack is at +4 to Accuracy and the character's leaping distance is doubled, though the damage is normal.

Prerequisites: None

Style Points: 3

Accuracy: +4 (see above)

Action Points: 10

Chi Cost: None

Damage: Standard

Move: Standard

Leaping Rake

Aerial

In this maneuver, the character leaps past the opponent, raking them with their claws as they do so. The Light and Heavy Attack Templates can be added to this maneuver.

Prerequisites: Agility 6, Claws, Jump.

Style Points: 5

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 6+(Agility Bonus)

Pounce

Aerial

The mutant leaps at the opponent and lands on them with their claws. This is an Aerial Maneuver and if executed successfully, causes a Knockdown. After a Pounce the mutant may attempt to grapple with the opponent, in which case the first such maneuver attempted is at +4 to Accuracy.

Prerequisites: Agility 8, Claws, Jump.

Style Points: 6

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 6+(Agility Bonus)

Shoulder Strike

Brawling

As opposed to the shoulder tackle, the shoulder strike involves gaining a firmly rooted stance and striking with the shoulder to the enemy's torso region, with the intention of caving in his rib cage. It is seen most often in two widely different styles - the comparative forms of Tai Chi and the Myamoto Musashi influenced forms of Japanese swordplay. The Japanese version advocates closing, then striking with a bound (single step through the opponent, rather than a rushing tackle); the Chinese version is described above. In both cases the closing occurs before the actual attack, rather than during it. It is possible to counter arm locks with this attack, by moving into the lock with a shoulder strike before the lock is fully applied, to drive the person from his balance and thus escape the lock.

The defender also must make a Strength + 1d10 vs the attacks roll to avoid being knocked back one hex, if the attacker so wishes.

Prerequisites: None

Style Points: 2

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1+(Agility Bonus)

Chapter 4

Block

Impact Sponge

This maneuver is used defensively, and allows the character to fold up upon receiving a blow and fall down, making it look as though they've taken the maximum possible damage. If it is used successfully, the character actually takes no damage, and if the roll fails, they still only take half damage.

Prerequisites: Roll With Impact

Character Points: 3

Accuracy: +1

Action Points: 4

Chi Cost: None

Damage: N/A

Move: 1

Chapter 4

Elemental Maneuvers

General Elemental Maneuvers

Elemental Aura

This maneuver causes the character to be surrounded by an aura composed of their element. This lasts for one turn per two points of the character's Focus. The basic effects are as noted below:

- & **Air:** The aura is composed of whirling wind. This provides the character with a +4 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the winds.
- & **Darkness:** The aura is one of a total darkness, through which the character is barely visible. The character is effectively invisible. All Difficulties to spot the character are increased by 10. However, sensing his chi lowers this to +5. This form also increases the character's Base Action Points by +2.
- & **Earth/Ice/Metal/Wood:** The character is surrounded by solid armor composed of their element. This provides a bonus of +8 to soak rolls, but imposes a penalty of -2 to Agility. Wood elementals may instead opt for a *Leaf Shield Aura*. This consists of a whirling cloud of leaves that surrounds the character, and effectively defends as per an Air Aura.
- & **Electricity:** The character is surrounded by an aura of crackling electricity. Anyone physically striking the character (or doing so with something that conducts electricity) will take damage based on the character's Focus. The damage from physical attacks is likewise increased by +4.
- & **Fire:** The aura is a raging flame; anyone physically striking the character takes damage based on the elementals Focus, and the damage of all physical strikes is increased by +4.
- & **Light:** The aura is composed of blazing light, adding +1 to the damage of hand to hand strikes, and increasing the character's Base APs by 2.

& **Sound:** The elemental creates a field of intense sound around themselves. This is audible only as a faint humming to those outside the field, but anyone inside it is immediately deafened for the duration of the time they are within the field (i.e., in grappling range of the character) plus 1d6 turns. Also, any sound based maneuvers see their damage increased by +2.

& **Time:** The elemental takes a "step" into a parallel dimension, this has a very curious effect for the attacker and all of the observers the elemental seems to "split in two". While in this state, the character cannot be harmed -- they are not on the same physical plane and all blows pass through them, but the elemental can harm opponents with physical attacks (which are -10 to be parried and do normal damage). However, there is one drawback; executing a Chi Blast or similar maneuver while in this state would be suicide; the time elemental's body is in a very unstable form to begin with, and projecting that much energy will disrupt their dimensional structure, essentially causing them to cease to exist, their particles scattered across the cosmos.

& **Water:** The aura is composed of swirling water. This provides the character with a +4 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the moving water.

Prerequisites: Focus 5, Meditation 2.

Style Points: 4

Accuracy: N/A

Action Points: 10

Chi Cost: 8

Damage: Special

Move: None

Elemental Empowerment

This maneuver allows the character to draw power from their patron element restoring Chi or gathering Rage points (choose one) at a rate of 3 Chi or 4 Rage per turn while in direct contact with a large quantity of their element; for a fire

Chapter 4

elemental a roaring flame, for a water elemental a lake or river, for a wood elemental a mighty tree, and so forth. Regardless of what it might do otherwise, when Elemental Empowerment is being used the character cannot be harmed in any way by the elemental source they are using; electricity would not shock an electricity elemental, fire would not burn a fire elemental, etc.

Prerequisites: Focus 5, Meditation 1.

Style Points: 3

Accuracy: N/A

Action Points: 8/turn

Chi Cost: 2 to initiate

Damage: N/A

Move: None

Elemental Form

This power enables the character to physically transform into a being composed of their element. This lasts for one turn per two points of the characters Focus.

- & **Air:** The character becomes composed of swirling wind. This provides the character with a +7 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the winds.
- & **Darkness:** The character becomes a being of living shadow. While in this state, the character cannot be harmed by physical attacks, and because they are weightless they can fly (as per the Flight maneuver). Further, shadow-based attacks are at +1 Damage.
- & **Earth/Ice/Metal/Wood:** The character becomes a golem-like being composed of their element. This provides a bonus of +12 to soak rolls, but imposes a penalty of -3 to Agility.
- & **Electricity:** The character becomes a dynamo of crackling electricity. Anyone physically striking the character (or doing so with something that conducts electricity) will take damage based on the characters Focus + 4. The damage from physical attacks is likewise increased by +6.
- & **Fire:** The character becomes a living inferno of raging flame; anyone physically

striking the character takes damage based on the elementals Focus + 4, and the damage of all physical strikes is increased by +6.

- & **Light:** The character becomes a being of living light. While in this state, the subject cannot be harmed by physical attacks, which pass right through them. Further, because they are weightless, they can easily fly (as per the Flight maneuver), and as an added bonus, light-based ranged attacks are at +1 Accuracy.

- & **Sound:** Not available.

- & **Time:** Not available.

- & **Water:** The character becomes a being of living water. This provides the character with a +6 bonus to all soak rolls. The character also gains the ability to move and flow like water; this has countless possibilities, including fitting through small places, etc.

Prerequisites: Focus 7, Meditation 2.

Style Points: 9

Accuracy: N/A

Action Points: 12 to activate

Chi Cost: 14

Damage: Special

Move: None during activation

Elemental Rage Super

This fearsome power, an advanced version of Rage Blaze, enables the elemental to summon their full potential for a short time. For the duration of an Elemental Rage the character becomes a fountainhead of power and destruction.

While Elemental Rage is maintained the character is considered to have an Elemental Aura (as per the maneuver) and may use any non-super maneuvers directly related to their element without any Chi cost. The modifiers listed below are applied to all maneuvers attempted while using Elemental Rage.

Prerequisites: Focus 5, Elemental Aura, Rage Blaze, Meditation 3.

Style Points: 5

Accuracy: +1

Action Points: -2

Chi Cost: 18 to activate

Damage: +2

Move: +2

Chapter 4

Elemental Vortex

When this power is used, the character seems to be swallowed up by a swirling vortex composed of their element, and then deposited by a similar vortex that descends from the sky.

The character effectively vanishes from their present location, and reappears somewhere else, which can be virtually anywhere on the planet, though they will not reappear until the end of the scene, a few minutes or even several hours later (GM discretion). Elemental Vortex cannot be used to go anywhere within line of sight of their starting position.

- & **Light:** The character moves instantly, as a result of the fact that they travel at the speed of light.
- & **Time:** While the Elemental Vortex normally allows for one passenger at best, a Time Elemental can bring along everything and everyone in a radius equal to their Focus in hexes. Further, their traveling is not limited to this world; as a time elemental can manipulate time and reality they can travel to other dimensions! In fact, the greatest of time elementals prefer to carry on their battles to parallel planes to avoid wreaking havoc on the real world (as in X-1999). Because of this The Chi Cost to do this is 20 instead of 10.

Prerequisites: Elemental Aura, Meditation 1.

Style Points: 6

Accuracy: N/A

Action Points: 8

Chi Cost: 10

Damage: None

Move: Special

Elemental Wall

This power calls forth a wall composed of the element, whose surface area in meters cannot exceed the characters (Focus + Stamina) squared. For Ice, Earth, Metal, and Wood this is a physical obstruction, having 4 health points per square meter. Air creates a wall of intensely moving wind, which throws those who try to move through it out unless they can make a Strength roll. Fire and Electricity create a wall that damages those who touch it, inflicting damage based on the characters Focus plus 2 for each turn of exposure. An elemental wall will last for a number of minutes

equal to the characters Focus times three.

- & **Darkness:** The wall is made of inky blackness, and anything passing through will take damage based on the character's Focus, plus 4.
- & **Light:** The Wall is made of light similar to the light blast, anything passing through it will take damage based on the character's Focus, plus 4. X2 that if the victim has negative chi or is damaged by light.
- & **Sound:** The wall of sound can be heard as a powerful, low vibration. Anyone attempting to move through the wall will be unable to hear anything while inside it (and will be deafened for 1d6 turns thereafter), and must make a Stamina + Will + 1d10 roll to avoid being knocked unconscious.
- & **Time:** The wall is actually a dimensional door! Characters passing through will be transported to God knows- where for about 1d4 hours. If used to trap opponents a contested roll of 1d10+Mediation level against 1d10+victim's agility+style must be made. If the victim fails, he/she must do a will roll against a difficulty of 18, spending 1 day on another dimension for each point of the difference resulting of 18-roll made if the victim loose.

Prerequisites: Focus 7, Meditation 2.

Style Points: 6

Accuracy: N/A

Action Points: 12

Chi Cost: 8

Damage: Special

Move: None

Impervious to Element

Many elementals possess this ability, which makes them largely immune to attacks based on their element, though magically based elemental attacks will still do half damage. This power is constant and has no cost, and can't be turned off even if the character wants it to.

- & **Fire:** Can be totally immune to fire (however, explosions still do 1/3 of their usual damage due to the impact).
- & **Ice:** Will be impervious to freezing energy attacks and will have a bonus of their Will + Focus to their soak roll against any

Chapter 4

assault with physical ice (e.g., Ice Crystal Blast, being stabbed with an icicle, etc.).

- & **Electricity:** Will find themselves as a living battery, conducting electricity without any harm.
- & **Wood:** Will be totally immune to toxins (unfortunately, this also includes beneficial drugs, and nerve gas still has full effect). Physical attacks from wooden objects (including weapons made of wood) do half damage.
- & **Light:** Will find light based attacks (chi light blasts, laser beams, etc.) simply pass through them.
- & **Time, Water, Metal, Air and Earth:** Will take no damage from attacks directly related to their element.

Prerequisites: Focus 5, Stamina 6, Meditation 3.

Style Points: 4

Accuracy: N/A

Action Points: N/A

Chi Cost: None

Damage: N/A

Move: N/A

Air

Control Weather

This power enables the character to command the weather in somewhat limited ways; they can alter the temperature, summon clouds or fog, and so forth.

Prerequisites: Focus 8

Style Points: 3

Accuracy: N/A

Action Points: 16

Chi Cost: 5

Damage: None

Move: None

Flight

This power enables the character to actually fly by riding the air. This triples the characters Speed for

short-range purposes. For distance flying the character can go up to (Speed+Focus Bonus x 10) + 50 miles per hour.

Lifting weight is as per their normal lifting ability on the ground. Ground-based attacks cannot normally affect the character - only Aerial and projectile ones or attacks that counter aerial maneuvers.

Prerequisites: Focus 8

Style Points: 5

Accuracy: N/A

Action Points: 10 to activate

Chi Cost: 9

Damage: None

Move: Special

Smoke

This power creates a field of smoke that covers a one hex radius per two points of Focus. This smoke will impede vision, effectively blinding those in the area of effect. The cloud of smoke will remain until something (like the wind) causes it to blow away.

Prerequisites: Focus 6

Style Points: 3

Accuracy: N/A

Action Points: 8

Chi Cost: 4

Damage: None

Move: None

Summon Storm

This power enables the character to call forth a powerful thunderstorm. The initial summoning takes three turns of intense concentration (no other actions possible), during which the sky will swirl madly with dark clouds. When that is done, the storm will form, and remain so long as the character continues concentrating (2 APs per turn, to a maximum of Focus x 4 turns), and for 2 minutes per point of Focus thereafter.

During the period in which the character is concentrating to maintain the storm, they may summon forth lightning bolts. These effectively function as Chi Blasts (Electric, Homing), the stats are still the same.

Prerequisites: Focus 8

Style Points: 8

Accuracy: N/A

Action Points: Special

Chi Cost: 15

Damage: Special

Move: None

Wind Strike

This maneuver is effectively the same as Kongjin, except that the damage is caused by a

Chapter 4

burst of air.

Darkness

Darkness

The things we see are but a reflection of light on objects, and this maneuver enables the character to

create an area of total darkness by just "removing" the light particles out of the area. Characters can create an area of darkness equal to their focus in hexes. When in the area opponents are effectively Blind, but the elemental can still see their chi.

Prerequisites: Focus 5

Style Points: 5

Accuracy: N/A

Action Points: 12 to activate

Chi Cost: 4, 2 per turn.

Damage: None

Move: None

Shadow Meld

This power allows the character to fade into shadows, completely disappearing. When this is done, the character becomes a physical part of the shadow, effectively two-dimensional and immune to damage, but also incapable of action until they leave it. This can be maintained for a number of hours equal to half the character's Focus.

Prerequisites: Focus 7, Stealth 2

Style Points: 4

Accuracy: N/A

Action Points: 6 to activate

Chi Cost: 4

Damage: N/A

Move: None

Shadow Merge

This power allows the character grab a hold of his opponent and sends him into the shadows where he will take damage. The opponent will emerge two hexes behind the shadow elemental and suffer knockdown. You must be adjacent to or in the same hex as your opponent.

Prerequisites: Shadow Meld

Style Points: 4

Accuracy: +0

Action Points: 8

Chi Cost: 4

Damage: 4+Focus Bonus

Move: 1+Focus Bonus

Shadow Teleport

This power enables the character, while Shadow Melded, to teleport to any shadow whose location they know, within 50 miles times the character's Focus.

Prerequisites: Shadow Meld

Style Points: 5

Accuracy: N/A

Action Points: 8

Chi Cost: 7

Damage: N/A

Move: None

Shadow Whip (Template Maneuver)

This power forms a whip out of pure shadow. It functions as per a normal bullwhip, with the bonuses below.

Prerequisites: Focus 7

Style Points: 4

Accuracy: +2

Action Points: 6 to form the Shadow Whip, +0 Otherwise

Chi Cost: 6

Damage: +3

Move: None

Steal Shadow

This power allows the elemental to temporarily steal someone's shadow. To do this, the elemental must successfully Grab the opponent, and make a contested roll on 1d10 + Focus + Will. If he succeeds, he has "stolen" the opponent's shadow.

This appears as another shadow being cast from the elemental in a random direction, and, more importantly, it takes half of the victim's current Chi with it, now usable by the elemental. After a number of minutes equal to 5 times the character's Focus, the shadow will go back to its proper owner.

Prerequisites: Focus 7, Drain Chi

Style Points: 5

Accuracy: N/A

Action Points: 9

Chi Cost: 5

Damage: Special

Move: None

Chapter 4

Earth

Dust Storm

The elemental can rise a dust storm that will last for 1 minute per point of focus. The area must be a

place full of dirt or dust in order to perform the maneuver. The area covered will have a radius of 1 hex per 2 points of the character's focus and opponents will be effectively blinded.

Prerequisites: None

Style Points: 5

Accuracy: N/A

Action Points: 8

Chi Cost: 8

Damage: none

Move: none

Fissure

This power causes the earth to literally split open. This can be made to happen anywhere within a number of hexes equal to the characters Focus, and the fissure made will be large enough to cause one person to fall in (thus, the most common tactic is to have it open up under someone suddenly). A fissure

will be about 10 feet deep, requiring a short climb to get out of, costing the character 20 APs (10 if they

have the Climbing skill). This can only be used in places where there is earth (i.e., dirt, stone, sand, etc.) for ground. An artificial floor cannot be fissured, though it is possible to do so to cement and asphalt, albeit for 16 APs and with a -4 penalty to Accuracy.

Prerequisites: Focus 6, Shockwave

Style Points: 5

Accuracy: +2

Action Points: 14

Chi Cost: 8

Damage: The fall will normally inflict 4+(Focus Bonus) damage.

Move: None

Sand Pit

The elemental can turn a portion of ground (any ground, even asphalt) with a diameter of 1 hex (or 1 hex per point of focus if a Mega-attack) into quicksand. Victims will sink into the sand pit at a rate of 1 ft per turn and the only ways to go out of the pit are levitation, flight or a jump against the

attacker's attack roll.

The pit has a depth of 3 meters per 2 points of focus (or 1 meter per point of focus if a Mega attack). Victims lose initiative and half their AP for the first 2 turns, while in the sand victims will be -3 to all athletics & evasion maneuvers for their legs are entangled. Attempts of escaping the sand pit will have a penalty of -2, per every 2 turns spent sinking, for each instant it is more and more difficult to break free, not to mention that once the victim is totally immersed it's a matter of minutes for the victims to die from asphyxia.

Prerequisites: Elemental Wall, Focus 6

Style Points: 5

Accuracy: +3

Action Points: 6

Chi Cost: 8

Damage: Special

Move: none

Electricity

Energize

By transforming his own energy into electrical charge, the elemental is able to "recharge" batteries or similar devices that work with electricity. The cost of doing so is as follows:

Object	Chi Cost
Single Battery	1 per 3 batteries
Energy Clip (Man Sized)	5 per clip
Energy Clip (Vehicle Size)	10 per clip
Energy Clip (Starship size)	20 per clip
Car Battery	3 per 1 batteries
High Tech Device	20+

To recharge a battery, the character must touch its terminals (the metal bits that make contact with what it powers). The character can also do the reverse, taking energy from objects and replenishing their Chi. In this case the amount of Chi gathered is the same as the cost of recharging it.

Prerequisites: None

Style Points: 3

Accuracy: N/A

Action Points: 6

Chapter 4

Chi Cost: Special

Damage: N/A

Move: None

Soldering

This is a very useful power for anyone with engineering interests. When repairing any small metallic object, electrical wiring, electron device, etc., the elemental can, in essence, weld objects instantaneously and automatically by mere concentration. The character gets a bonus of +6 on all basic repair rolls and +3 on all Engineering rolls because of the extreme accuracy of the "tool" being used. This ability lasts for 1 minute per point of Focus.

Prerequisites: Focus 5

Style Points: 2

Accuracy: Special

Action Points: 12 per turn

Chi Cost: 3

Damage: N/A

Move: None

Fire

Feed/Extinguish Fire

This maneuver enables the character to magnify normal fires (not these from fire based chi powers and maneuvers or magical fire), increasing their size a number of times over equal to the character's Focus (e.g.; with Focus 6 a fire can be made six times the size). This effect only lasts for as long as the character concentrates, and fires will return to normal afterwards. The elemental can also use this power to lower or even extinguish normal fires within a 2 hex radius of themselves.

Prerequisites: Focus 5

Style Points: 3

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: Special

Magma Blast

This powerful and dangerous maneuver creates a stream of molten rock at the opponent. The range is equal to the characters Focus in hexes.

Prerequisites: Chi Blast (Fire Blast), Focus 8

Style Points: 7

Accuracy: -1

Action Points: 10

Chi Cost: 8

Damage: 10+(Focus Bonus)

Move: None

Melt Earth

The elemental can turn any rock-based ground portion into a lava-pit. The pit has a 2 hex diameter (or 1 per 2 points of focus if a Mega-attack) and will last for 1 turn per 2 points of the character's focus. Characters trapped in the lava pit will suffer damage each turn spent in the pit and each turn the victim has a chance of getting out the pit by beating the attacker's roll on a Agility + Style roll (levitation or flight maneuvers can get the victim out of the pit with no problems). If a Mega-attack the only way out of the pit (apart of flight and levitation) is a jump (with a penalty of -2) or a super jump.

Prerequisites: Magma Blast

Style Points: 7

Accuracy: +3

Action Points: 8

Chi Cost: 8

Damage: 15+(Focus Bonus) per turn

Move: none

Smoke

This power creates a field of smoke that covers a one hex radius per two points of Focus. This smoke will impede vision, effectively blinding those in the area of effect. The cloud of smoke will remain until something (like the wind) causes it to blow away.

Prerequisites: Focus 6

Style Points: 3

Accuracy: N/A

Action Points: 8

Chi Cost: 4

Damage: None

Move: None

Ice

Ice Slick

This power causes an area of the ground to be covered with a layer of ice that makes it difficult for others to move. The Ice Slick will cover a number of hexes equal to the characters Focus, which can be a number of hexes equal to their Focus times two away. Characters (other than Ice Elementals)

Chapter 4

who walk on the area of the Ice Slick are at -2 to all physical-related rolls, and must make a roll on 1d10 + Agility every turn to stay standing.

Prerequisites: Focus 4

Style Points: 4

Accuracy: +4

Action Points: 9

Chi Cost: 5

Damage: Special

Move: 2

Ice Slide

This power enables the character to move freely on ice, sliding around at rapid speed without the possibility of slipping.

Prerequisites: Focus 5, Agility 7

Style Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: 3 per minute

Damage: None

Move: 10+(Agility Bonus)+(Focus Bonus)

Light

Bend Light

This maneuver enables the character to "fragment" light into its separate colors, as well as affect the path of light. This power doesn't seem like all that much, until you have lasers firing at you, or you fight another light elemental! Against Light Blasts and lasers, the character can perform a normal Parry (costs 2 chi) to divert the blast away from them, thereby taking NO damage.

Prerequisites: Focus 6

Style Points: 4

Accuracy: +2

Action Points: +0

Chi Cost: 2

Damage: None

Move: None

Darkness

The things we see are but a reflection of light on objects, and this maneuver enables the character to create an area of total darkness by just "removing" the light particles out of the area. Characters can create an area of darkness equal to their focus in hexes. When in the area opponents are effectively Blind, but the elemental can still see their chi.

Prerequisites: Focus 5

Style Points: 5

Accuracy: N/A

Action Points: 12 to activate

Chi Cost: 4, 2 per turn.

Damage: None

Move: None

Illumination Star

Super

This exceedingly powerful display allows the character to summon forth an incredibly powerful burst of light and energy. This is in many ways similar to a Chi Star, but even more powerful, as the heat generated is simply incredible. Anyone in the area of effect must also make a roll on 1d10 + Stamina + Will or be blinded for 2 turns (obviously, characters who are already blind don't have to worry about this). Likewise, characters whose eyes are artificial don't have to worry about this, though the light is intense enough that sunglasses or even protective goggles are insufficient. Illumination Star covers a radius in hexes equal to the character's Focus Bonus+1.

Prerequisites: Focus 9

Style Points: 7

Accuracy: Special; automatically hits anyone in the area of effect.

Action Points: ALL (must be the only action that turn)

Chi Cost: 18

Damage: 18+Focus Bonus

Move: None

Light Shifting

This power deceives senses, for the elemental manipulates light in a way that the attacker sees the character closer than he really is. Close physical combat is useless and Chi blasts are at -3 to accuracy. Maneuvers with the Chi charge modifier will result unaffected however and anyone to the side of or behind of the elemental will clearly see the illusion.

Prerequisites: Focus 6

Style Points: 6

Accuracy: N/A

Action Points: 8 to activate

Chi Cost: 4

Damage: None

Move: None

Chapter 4

Light Ball

The character can create a sphere of light of a diameter equal to their focus in hexes. A contested roll is needed if used to blind an opponent, in which case the opponent is blinded for 1d4 rounds (-5 to all appropriate rolls). If the elemental wants to move the sphere he can do it by investing an additional Chi point and AP per round, moving it a number of hexes equal to his Focus.

Prerequisites: Focus 5

Style Points: 3

Accuracy: +1 (When applicable)

Action Points: 3 to activate

Chi Cost: 3

Damage: None

Move: None

Super Vision

This maneuver endows characters with the ability to clearly see through the entire visible spectrum, as well as in infrared to ultraviolet. The elemental also gets night vision (60 feet) from this and +2 on perception rolls and initiative when in dark areas. However, this maneuver is based on light manipulation, and as such it doesn't work in areas where there is no light at all.

Prerequisites: Focus 7

Style Points: 4

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: None

Move: N/A

Metal

Flechette

This power enables the elemental to hurl a number of small shards of metal at the opponent equal to the Characters Focus Bonus+1. Flechette has a range equal to the characters Focus in hexes. Opponents hit by the Flechette receive a -1 penalty to all rolls for every 3 Health points lost from it, due to the pain from the numerous pieces of metal stuck into them. The metal shards will disintegrate after a few hours.

Prerequisites: Focus 6

Style Points: 6

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: 4+Focus Bonus

Move: None

Magnetism

This power enables the elemental to attract or repulse iron-based objects. The character can manipulate 10 pounds per 1 Chi spent; this uses 6 APs and the object's movement is limited to attraction/repulsion (towards or away from the character). If used offensively, reinforcing the impulse of a thrown weapon, the character gets a bonus of +3 to Accuracy; this costs 2 Chi and uses 1 AP (in addition to that of throwing it in the first place). If used defensively by trying to deflect an incoming bullet or thrown weapon, the character must make a Will+Style+1d10 roll against the attackers attack roll+2; this use costs 6 Chi, but no APs.

Prerequisites: Focus 6

Style Points: 5

Accuracy: Special

Action Points: Special

Chi Cost: Special

Damage: N/A

Move: None

Soldering

This is a very useful power for anyone with engineering interests. When repairing any small metallic object, electrical wiring, electron device, etc., the elemental can, in essence, weld objects instantaneously and automatically by mere concentration. The character gets a bonus of +6 on all basic repair rolls and +3 on all Engineering rolls because of the extreme accuracy of the "tool" being used. This ability lasts for 1 minute per point of Focus.

Prerequisites: Focus 5

Style Points: 2

Accuracy: Special

Action Points: 12 per turn

Chi Cost: 3

Damage: N/A

Move: None

Sound

Mimic

This power lets the sound elemental perfectly mimic any noises or voices they have heard previously by making a roll on 1d10 + Intelligence + Focus.

Chapter 4

Prerequisites: Focus 5

Style Points: 2

Accuracy: N/A

Action Points: N/A

Chi Cost: N/A

Damage: N/A

Move: N/A

Silence

The elemental is capable of creating an energy field in which sound cannot travel, thereby ensuring total silence within its area of effect. This covers a 1-hex radius per 2 points of the character's Focus, and, amongst other things, effectively prevents Sorcery from being used in its area of influence. This remains for one turn per point of the character's Focus.

Prerequisites: Focus 7

Style Points: 4

Accuracy: N/A

Action Points: 7

Chi Cost: 6

Damage: N/A

Move: None

Time

Summon

The elemental can summon any object with a weight equal to the character's psychic level times two in pounds to appear directly on his/her hands or wherever they want no matter the object's actual location. The limitation of this power is that the object to summon must have been in possession of the character for about an hour or more time if possible in order to impregnate the object with the character's "psychic print"

The objects summoned can be moved in a straight line if done so at the very instant the object is summoned (i.e., a character can summon a spear/rose/whatever heading straight to his/her opponents), such objects are +2 to accuracy. More than one object can be summoned on a single round if the objects don't weigh more than the limit and are not very separate one from the other.

Prerequisites: Focus 8

Style Points: 8

Accuracy: Special

Action Points: 10

Chi Cost: 8

Damage: Special

Move: None

Temporal Quicksand

The character grabs his/her opponent and makes a contested Focus+Style+1d10 roll. If the opponent loses, they will "phase out" as per Ghost Form, but they then start sinking into the ground as if it was quicksand, (for a number of seconds equal to the number of points by which the attacker's roll exceeded theirs) then phase in again. As the victim is re-appearing on a solid object, this will cause him/her a damage of 4+Focus Bonus per each second sinking (this damage cannot be soaked, though earth, metal, ice, or wood elementals with Impervious to Element may take half damage if the surface is mostly of their element). Further, as the opponent has part of his/her body "buried" on the ground he/she will be effectively immobilized.

Prerequisites: Focus 10, Elemental Aura, Ghost Form.

Style Points: 6

Accuracy: Special

Action Points: 8

Chi Cost: 10

Damage: Special

Move: 1+(Agility Bonus)

Water

Lower Water

This powerful maneuver enables the elemental to take control of big volumes of water in several ways:

- & First, the elemental can reduce or increase the volume of a water (initial volume cannot exceed 100 gallons per point of Focus Bonus) as many times over as the amount of their Focus (e.g. Focus 6 can increase water to 6 times as much or reduce it one sixth). This costs 1 Chi/turn and takes 1 AP/turn. When the elemental ceases concentrating, the water will return to normal.
- & Second, the elemental can manipulate water in a way that he/she can dissipate any water based attack that threatens to harm them (such as a summon wave). This costs 5 Chi and takes 3 Aps. The character also needs to succeed a Parry roll, but adds their Will to the total of the roll.

Chapter 4

- & And lastly, the character can create a 2 hex radius bubble that lasts for two minutes per point of Focus (great for underwater traveling!); the elemental can move the bubble at will, the move is the same as the character's. This costs 4 Chi and takes 6 APs to generate and 1 AP/turn thereafter.

Prerequisites: Elemental Wall

Style Points: 8

Accuracy: Special

Action Points: Special

Chi Cost: Special

Damage: N/A

Move: Special

Summon Wave

This maneuver sends out a wave of water in a straight line, such that it will strike all who are in the hexes along that line. It has a range equal to the characters Focus in hexes, and causes a Knockdown if it hits.

Prerequisites: Focus 6

Style Points: 7

Accuracy: +2

Action Points: 10

Chi Cost: 8

Damage: 6+Focus Bonus

Move: None

Swimming

ALL water elementals can swim. Face it, you simply CAN'T have a natural affinity for water if you don't get wet now and then. However, an elemental with this maneuver can do a more than that while in the water. They can move along with ease, going at incredible speed (base move is equal to the characters Will Bonus times five!), and they are at +1 to the Accuracy and Move of ALL maneuvers while swimming in this manner, and have no penalties while fighting in water.

Prerequisites: Agility 5

Style Points: 4

Accuracy: N/A

Action Points: N/A

Chi Cost: 2/minute

Damage: N/A

Move: Special

Water Breathing

This maneuver enables the elemental to inhale

water normally, as though it were air.

Prerequisites: none

Style Points: 2

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: N/A

Water Vortex

This maneuver is a water-based equivalent of the Whirlwind maneuver, and apart from its composition, functions as such.

Water Walk

This maneuver enables the character to literally "walk" on any liquid surface (even acid, though the character will still take damage). However, the character's move is halved unless the Swim maneuver is also possessed.

Prerequisites: None

Style Points: 2

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: Special

Wood

Alter Wood

The character is able to increase/decrease wood's health points as much as the wooden object's total X character's focus(or "/" for the inverse).

Prerequisites: None

Style Points: 3

Accuracy: N/A

Action Points: 5

Chi Cost: 3

Damage: N/A

Move: None

Animate Plants

This power enables the elemental to cause plants to become animated, and mentally command them to move. The only limit to how many can be controlled is in the characters mental ability to command them - each plant controlled in this manner takes 4 APs per turn, and 2 Chi per turn.

Chapter 4

Animated plants can take any reasonable actions (GM discretion), though they will generally be rather

slow (Agility 3 at best in most cases), though larger plants (big trees, etc.) will be very tough and strong.

Prerequisites: Focus 7

Style Points: 4

Accuracy: N/A

Action Points: 4 per plant controlled per turn

Chi Cost: 2 per plant controlled per turn

Damage: N/A

Move: None

Grow/Wither Plants

The elemental can grow normal plants up to 2 times their size per Chi point spent or wither them: 1 Chi for small plants and 5 Chi for normal size trees.

Prerequisites: None

Style Points: 2

Accuracy: N/A

Action Points: 6

Chi Cost: special

Damage: N/A

Move: none

Soul Merge

In order to do this maneuver the character must be surrounded by vegetation, in a place like a park or similar (woods are the perfect place). The Character expands their Chi all over, then temporarily fuses their soul with that of the place, making the character "one with the nature".

For the duration of the maneuver, the character gains the following bonuses: Can never be taken by

surprise, as they are aware of EVERYTHING that is happening within the place (as per Clairvoyance), can See Auras (as per the maneuver) even if the subject is hidden, and can anticipate their opponents every move gaining a +3 to the Accuracy of all their maneuvers (as per Mind Reading). And finally, when combined with the Animate Plants maneuver the character can make truly terrific things performing any maneuver he/she knows using trees and other plants as the character's own limbs and with the same accuracy as the character's.

Prerequisites: Focus 8

Style Points: 8

Accuracy: N/A

AP Cost: 10

Chi Cost: 3/turn

Damage: N/A

Move: N/A

Splinterburst

This power enables the elemental to hurl a number of small splinters of wood at the opponent equal to his Focus Bonus+1. This has a range equal to the characters Focus in hexes. Opponents hit by the Splinterburst receive a -1 penalty to all rolls for every 3 Health points lost from it, due to the pain from the numerous pieces of wood stuck into them. These splinters will disintegrate after a few hours.

Prerequisites: Focus 5

Style Points: 6

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: 4+Focus Bonus

Move: None

Staff

This conjures into being a wooden staff into the elementals hands. The staff can extend up to 1 hex per point of Focus. The summoned staff is treated like and can be used like any other normal staff. The staff will remain for minutes equal to the characters Focus bonus after leaving the elementals hands.

Prerequisites: Weapon Training (Staves), Wood Elemental

Style Points: 4

Accuracy: +0

Action Points: 2

Chi Cost: 3

Damage: N/A

Move: None

Chapter 4

Evasion

Mounted Dodge

This is the maneuver used to evade incoming attacks while mounted on a horse or motorcycle. When you do this maneuver you dismount the horse/motorcycle

Prerequisites: Drive 3 or Riding 3.

Style Points: 1

Accuracy: -1

Action Points: 5

Chi Cost: 0

Damage: N/A

Move: 1+(Agility Bonus)

Chapter 4

Firearms

The following are a small selection of maneuvers relating to the use of guns. "Styles" which do not specifically deal with firearms (see Gunfighting, above) do *not* allow for the selection of any of these maneuvers, the only exception being Special Forces, for which the point cost of Firearm maneuvers is increased by 1.

Virtually all Firearms maneuvers have their basic combat stats listed as modifiers; these are applied to those of the firearm being used.

All the Firearms Maneuvers Require Weapons Training: Firearms in order to use them.

Ambidextrous Firing (Template Maneuver)

This maneuver allows the character to hold a gun in each hand and fire them (in single shots only) simultaneously without penalties (though both guns must be aimed at the same target, unless firing in bursts).

Prerequisites: Agility 6.

Style Points: 4

Accuracy: -2

Action Points: As per firing a single gun (if using two different types, take the greater of the two) +3

Chi Cost: None

Damage: +0

Move: None

Bullet Time

This maneuver enables the fighter to dodge bullets in a seemingly miraculous fashion. When using this maneuver it enables the fighter a free Dodge maneuver against each and every bullet and/or gun fired projectile attack directed at them for the duration of the turn, while still being able to perform whatever else they were attempting to do.

Prerequisites: Agility 6.

Style Points: 3

Accuracy: +3

Action Points: 5

Chi Cost: None

Damage: None

Move: 2+Agility Modifier

Crippling Shot (Template Maneuver)

This is a shot to a particular limb (usually a leg) intended to disable that limb, if only temporarily. If the Crippling Shot is made successfully, the victim makes a roll on 1d10 + Will + Stamina; if this fails, they temporarily lose

use of that limb

Prerequisites: Target Shot

Style Points: 5

Accuracy: +1

Action Points: +2

Chi Cost: None

Damage: Special

Move: None

Double Firing (Template Maneuver)

An extension of Ambidextrous Firing, this maneuver effectively allows the character to use the gun in each of his hands independently, firing and even spraying two different targets with each attack.

Prerequisites: Ambidextrous Firing

Style Points: 4

Accuracy: +0

Action Points: As per firing a single gun (if using two different types, take the greater of the two) +2

Chi Cost: None

Damage: +0

Move: None

Grenade Plant

In this deadly and dirty move, the fighter sticks a live grenade onto the opponent's clothing (this may be more difficult when dealing with certain fighters' outfits), and quickly moves away just before the grenade blows.

Prerequisites: Agility 7, Weapons Training: Tactical Weapons.

Style Points: 6

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: 10, including any special effect for the grenade.

Move: 1

Pistol Whip

This is simply smacking someone with your firearm. Add your usual Basic Damage from Strength, and +2 if you use a rifle rather than a pistol.

Prerequisites: None

Style Points: 1

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: Special

Chapter 4

Move: 1

Quickdraw (Template Maneuver)

This maneuver allows the character to pull his gun with lightning speed and squeeze a shot off in the same motion. This can normally only be done with a pistol.

Prerequisites: None.

Style Points: 4

Accuracy: -2

Action Points: +1, +2 if Drawing Two Pistols at Once.

Chi Cost: None

Damage: +0

Move: None

Ricochet Shot (Template Maneuver)

This maneuver allows the character to fire a shot and have it bounce off of something to hit the target. Obviously, this has to be something that the shot could realistically have a bullet bounce off of it (rather than getting lodged in or going through), though there are possible special cases (for instance, if you are using a laser weapon, a Ricochet Shot would use a mirror).

Prerequisites: Target Shot

Style Points: 4

Accuracy: +2

Action Points: +2

Chi Cost: None

Damage: -2

Move: None

Speed Loading

This maneuver allows the character to almost instantly reload their gun. This normally takes 3 APs for a clip (or with a speed loader when using a revolver), or 6 APs for a revolver or shotgun. If a successful roll is made on 1d10 + Style (if it is Special Forces or Gunfighting; otherwise Firearms skill) + Agility, reloading only takes 1 AP. If the roll fails, it takes the normal amount of time.

Prerequisites: None

Style Points: 4

Accuracy: +0

Action Points: 1

Chi Cost: None

Damage: N/A

Move: None

Spinning Blast

Robotic

The robot fires an eye blaster while spinning its head in a 360 degree arc, damaging everyone surrounding it on the same hex or adjacent hexes.

Prerequisites: 360 degree rotating head, Concealed Weapon (blaster, in the eye)

Style Points: 5

Accuracy: +3

Action Points: 5

Chi Cost: 6

Damage: 11

Move: None

Spin Spray

Acrobatic

This can only be done while executing full auto or emptying the entire clip of your weapon. While firing you spin 360 degrees in place while laying down a curtain of deadly lead!

You must have at least as many bullets remaining as hex facings you intend to fire into to pull this off. As you spin in place you are allowed to select 1 target per hex facing within range of your gun and fire at them all in the same round. Roll to hit the first target normally and roll damages accordingly. Shift your hex facing 1 step, roll to hit the second target and roll unmodified damages accordingly. Shift your hex facing 1 step, roll to hit the third target and roll unmodified damages accordingly. Shift your hex facing 1 step and continue until completing a full 360 spin in place. The true terror of this attack is that a fighter with a full-auto weapon could hit a maximum of 6 people.

Prerequisites: Target Spray

Style Points: 5

Accuracy: -2 per hex spun

Action Points: 12

Chi Cost: None

Damage: Special

Move: Special

Target Shot (Template Maneuver)

This maneuver allows the character to target a specific portion of the opponent's body, though doing so is more difficult than a normal attack.

Prerequisites: None

Style Points: 4

Accuracy: -2

Chapter 4

Action Points: +2

Chi Cost: None

Damage: Standard

Move: None

Target Spray

This is a suppression fire effect that makes everyone dive for cover. This doesn't do any real damage, as you are firing well over their heads, but it does force everyone in a 60 degree arc from the shooter to make a Will + 1d10 roll Verses a difficulty of The Attackers Weapon Roll. If they fail to score a success vs. this maneuver, then the Defenders will "hit the deck" so-to-speak and incur the same result as if they had been knocked down. This is a great "opening move" to get your opponents into an initially disadvantaged position by forcing them to burn Approved Actions in the next round trying to get back up, thereby allowing you a free action to "mow them down" for real.

Prerequisites: None.

Style Points: 3

Accuracy: +3

Action Points: 5

Chi Cost: None

Damage: N/A

Move: None

Chapter 4

Focus

Acid Breath

Projectile, Energy

This rare and, frankly, disgusting, power, allows the fighter to expel a spray of foul acids at the opponent. The acid is painful, and burns even after it strikes.

The acid attack has a range equal to half the fighter's Stamina, in hexes. Once it hits, it does damage as usual, plus an additional 2 per turn for 2 turns.

Prerequisites: Focus 6

Style Points: 6

Accuracy: +1

Action Points: 10

Chi Cost: 5

Damage: 8+(Focus Bonus)

Move: None

Aura Barrier

Aura, Chi

This power causes the character's aura to become infused with chi energy, such that it creates a sort of barrier that protects from attacks. When it is active, add the character's Focus to any soak rolls. This lasts for 1 turn per point of Focus.

Prerequisites: Focus 6

Style Points: 5

Accuracy: N/A

Action Points: 10 to activate

Chi Cost: 6

Damage: None

Move: None

Aura of Silence

Aura

Using this power makes the character almost completely silent, increasing the total of any roll for attempting to be stealthy by the character's Focus times two. This lasts for 10 minutes per point of Focus.

Prerequisites: Focus 5, Stealth 2

Style Points: 4

Accuracy: N/A

Action Points: 8 to activate.

Chi Cost: 5

Damage: None

Move: None

Aura Strike

Aura, Chi, Concentration

This power causes the character's aura to visibly manifest, its size at least twice that of the character's. It can then be used to perform a single attack before it vanishes back into the character. Whatever the attack, it effectively uses the character's Will + Strength + Focus as the base attribute (to determine modifier on the Basic Damage Chart).

Prerequisites: Focus 7

Style Points: 6

Accuracy: +2

Action Points: 8

Chi Cost: 9

Damage: Special

Move: None

Bear Stance

Concentration

This is a solid, two-legged stance. Both legs are bent and the feet are pointed slightly outwards. The arms are held in a wrestler-style position, with the hands cupped forward in knife hand position. In this stance, the character cannot retreat, and attacks are limited to the Overhead Fore-Knuckle Fist, Backhand, and Basic Kicks. Further, Circular Parry is not possible. This effectively adds a bonus of +3 to the character's Style.

Prerequisites: None

Style Points: 4

Accuracy: N/A

Action Points: 2

Chi Cost: N/A

Damage: N/A

Move: None

Beast Focus (Template Maneuver)

Chi

This power enables the fighter to use Focus maneuvers through his animal companion. The character may use any Focus maneuver with the effects originating from their animal companion. Apply the modifiers listed below.

Prerequisites: Animal Companion 4

Style Points: 4

Accuracy: -1

Action Points: -2

Chi Cost: +0

Damage: +0

Move: +0

Chapter 4

Chi Barrier

Chi, Defense

The Chi Barrier maneuver creates a small wall or shield of energy (this can be transparent or glowing or whatever). This is used defensively, and can absorb up to 2 points of damage per point of the character's Focus. Used offensively, it inflicts 7 damage to opponents.

Prerequisites: Focus 6

Style Points: 4

Accuracy: +2

Action Points: 3

Chi Cost: 5

Damage: Special

Move: None

Conceal Aura

Aura, Chi, Meditative

This power enables the character to completely cover up their aura, such that any powers that would otherwise allow their aura to be detected or read simply will not work on them. When activated, this lasts for a number of hours equal to the character's Focus.

Prerequisites: Focus 8

Style Points: 3

Accuracy: N/A

Action Points: 4 to activate

Chi Cost: 3

Damage: None

Move: None

Crane Stance

Concentration, Defense

This is a special stance, with one leg straight, on the ground, the other bent so the ankle touches the knee, and the arms are outstretched, with the elbows up and the hands down in a Crane Fist position. When in this stance, the character cannot advance, retreat, or dodge, and the only attacks possible are the Crane Fist and Crescent Kick. However, the character receives a bonus of +4 to their style while in this stance.

Prerequisites: Crane Fist, Crescent Kick

Style Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: N/A

Damage: N/A

Move: None

Energy Cage

Chi

The Energy Cage causes 7-8 convex columns of chi energy to shoot up from the ground around the user, striking everyone and everything within one hex range. The Cage can be maintained for as many turns as the user has Focus. This Attack has a Area of Effect equal to Half the characters focus rounded down.

Prerequisites: Focus 8, Chi Blast

Style Points: 6

Accuracy: 0

Action Points: ALL

Chi Cost: 12

Damage: 8+(Focus Bonus) per turn

Move: 1

Fake Attack (Template Maneuver)

Dirty Trick

This enables the character to deliver a normal punch or kick attack, making it look exceedingly powerful, even though they're actually faking it. An opponent who responds with an Impact Sponge (see below) takes NO damage, while anyone else takes half the usual damage.

Prerequisites: None

Style Points: 1

Accuracy: -1

Action Points: +1

Chi Cost: None

Damage: Special

Move: +0

Force Shout

Chi

This is an advanced form of the Stunning Shout, which enables the character to yell with such power that they can actually physically knock over opponents. A Force Shout must be directed at one opponent; the victim must make a Stamina + Will +1d10 roll against Attacker's Focus + Will + 1d10, if they fail the roll, they will suffer a Knockdown, and 1 hex of knockback for every two points they beat the opponent by.

Prerequisites: Focus 5, Stunning Shout

Style Points: 4

Accuracy: N/A

Action Points: 8

Chi Cost: 4

Damage: None

Move: None

Chapter 4

Formation Slash

Chi, Energy, Killing

The character sweeps their hands or weapon around, creating a short-lived formation of energy in the air. Anyone touching the energy formation, whether because it was created around them or because they were foolish enough to run into it, takes damage as below. The character can make any number of "lines" in the formation; a more elaborate one will take longer to make, but will do more damage.

Prerequisites: Focus 6, Slash Power.

Style Points: 4

Accuracy: +0

Action Points: 4, plus 3 per line

Chi Cost: 3, plus 1 per line

Damage: 4+(Focus Bonus), plus 2 per line.

Move: None

Hidden Weapon

Chi

This is essentially the "Highlander" effect. The fighter merely has to reach for their weapon as if it was holstered or sheathed normally and magically it appears! There are no dice to roll on this, as the fighter merely draws their weapon from seemingly nowhere into hand as though pulling it from a regular holster or sheath. This maneuver must be bought for each weapon, not weapon type, but each weapon being carried in this fashion and no more weapons can be carried in this fashion than the fighters Focus. The weapon is essentially hidden in a different plane of existence, it will stay there for your Focus in hours, +3 Chi per extra Hour.

Prerequisites: None

Style Points: 5

Accuracy: N/A

Action Points: N/A

Chi Cost: 3 to activate, +1 Chi per Weapon.

Damage: N/A

Move: None

Hua Chin (Template Maneuver)

Chi, Energy

Hua Chin is a powerful combination chi and physical attack. It must be delivered with a Knuckle Fist or Palm Strike, which is modified as listed below. Further, it will temporarily destroy 4 points of the opponent's available chi.

Prerequisites: Focus 6, Knuckle Fist or Palm Strike

Style Points: 3

Accuracy: +1

Action Points: +1

Chi Cost: 3

Damage: +3

Move: +0

Image Attack

Move

This maneuver allows the character to move suddenly and extremely quickly, such that they leave an after-image of themselves for a brief moment, disorienting the opponent while the character moves into position for an attack. The character can move a number of hexes equal to their Focus times two, in the manner of Teleportive Motion (see below), except that the opponent must make a roll on 1d10 + Intelligence + Insight to realize that the image is not the character; failure means that the character is expecting an attack from in front when the other character is somewhere else, and thus they can be surprise attacked.

Prerequisites: Focus 8, Agility 8, Teleportive Motion

Style Points: 6

Accuracy: N/A

Action Points: 8

Chi Cost: 10

Damage: None

Move: 8+(Focus Bonus)

Internal Chi Strike

Chi, Force

This strike uses vibrations of chi to transmit blows through intervening barriers, such as armor or even walls. This blow will go through barriers to transmit force, negating most armor and allowing some pretty nifty block-breaking tricks. Mystic-type protection, like chi gong, will work. This will knock the opponent down.

The Opponent must Roll Stamina+Style+1d10 vs the Attack roll or be stunned until the next round (at your initiative). For every 1 foot of extra thickness take away -3 Accuracy from the attack.

Prerequisites: Focus 9, Art of Breaking

Style Points: 4

Accuracy: +0

Action Points: 10

Chapter 4

Chi Cost: 3
Damage: 5+(Focus Bonus)
Move: None

Limb Extension (Template Maneuver) **Force, Meditative**

This power enables the character to extend his limbs further, practically using them as ranged weapons. The character may extend a punch or kick to reach a number of hexes equal to half (rounded up) of their Focus; apply the modifiers listed below to any such attack.

Prerequisites: Focus 6

Style Points: 5

Accuracy: -1

Action Points: +2

Chi Cost: +2

Damage: +0

Move: None

Ni Huei

Ni Huei, or "hiding the lament," is a two part maneuver used for intimidation. The character must take a blow, and use Impact Sponge, except that they push the envelope of acting, and make it look like the blow they took should've killed them outright. *Then*, the character gets up, his posture and expression telling the world (and especially the camera) that he will not be defeated, NO MATTER WHAT. This effectively adds +8 to attempts to intimidate the opponent.

Prerequisites: Impact Sponge

Style Points: 2

Accuracy: N/A

Action Points: 5

Chi Cost: N/A

Damage: N/A

Move: None

Ninja Split

A technique only known to the ninja clans is the ability to disappear and reappear in two close spots, with only one image being the true ninja. The secondary image will last for your focus in rounds. It can't attack but it will move with you. Once it is attacked it disappears.

Prerequisites: Focus 7, Ninjutsu 3

Style Points: 4

Accuracy: 0

Action Points: 8

Chi Cost: 4

Damage: None
Move: 3+(Focus Bonus)

Ninja Vanish

Chi, Defense

This technique allows a ninja to vanish when they are attacked. When a ninja is attacked they usually leave a Log or just the clothing after the attack is done. The ninja will then appear a number of Hexes away equal to the characters Ninjutsu+Focus.

In order to achieve this you must roll Focus+Ninjutsu+1d10 and you have to beat the opponents attack roll, or if you get cut by the attack and spend double the Chi. However if successful you take no damage from the attack. This is the most common way for a ninja to escape capture.

Prerequisites: Focus 8, Ninjutsu 6

Style Points: 5

Accuracy: +0

Action Points: 5

Chi Cost: 8

Damage: None

Move: None

Pakua Circle Form

Defense, Meditative

A highly defensive technique, in which the character continually circles to cover all eight directions. When used, this provides a bonus of +4 to the Accuracy of all attempts to parry, and the character can parry attacks from any direction.

Prerequisites: Focus 6

Style Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: N/A

Damage: N/A

Move: None

Raging Music Focus

Mental

When music of the character's preferred type is playing in the background, they can add +2 to Damage or +2 APs (choose one) each turn. A character using this move may make a berserker attack at any time as per the rules (with exception of the rage requirement). Also for every 3 AP, that the fight continues the character will gain 1 point of rage.

Chapter 4

Prerequisites: Music Focus, Dance or Sing 6 or Capoeira 3

Style Points: 4

Accuracy: N/A

Action Points: None

Chi Cost: 2 to Activate, 1 for each full turn

Damage: None

Move: None

Share Chi

Chi

This maneuver enables the character to draw on his animal companion's chi and vice versa. A character with this maneuver may draw on the chi of his animal companion as though it were his own.

Prerequisites: Animal Companion 4

Style Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: N/A

Damage: N/A

Move: N/A

Share Life

Mental, Chi

The ultimate bond, this maneuver allows the character to temporarily meld their life force with that of their animal companion. The character and their animal companion are both considered to have one Health total, equal to the sum of their individual totals, and damage to either one will harm both. This lasts up to 10 minutes per point of the characters Focus.

Prerequisites: Animal Companion 4

Style Points: 4

Accuracy: N/A

Action Points: 5 to activate

Chi Cost: 5

Damage: N/A

Move: N/A

Shared Eyes

Chi, Concentration, Mental

This maneuver enables the character to see through his animal companion's eyes and vice versa, at any distance. The character can see whatever their animal companion is seeing and vice versa. Remember that most animals have monochromatic (colorless) vision.

Prerequisites: Animal Companion 2

Style Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: 3

Damage: N/A

Move: N/A

Slash Channeling (Template Maneuver

Chi, Energy, Killing

This maneuver essentially allows the character to add slash energy to any physical maneuver. When this is done, the modifiers listed below are applied to the maneuver.

Prerequisites: Focus 6, Slash Power, Style 4.

Style Points: 6

Accuracy: +1

Action Points: -1 (to a minimum of 1)

Chi Cost: +2

Damage: +3

Move: +0

Slash Circle

Chi, Energy, Killing

The character simply swings in a circle around them, making a circular formation of slash energy which can strike everyone in the same hex as them.

Prerequisites: Focus 7, Slash Power

Style Points: 5

Accuracy: +3

Action Points: 12

Chi Cost: 7

Damage: 6+(Focus Bonus)

Move: None

Slash Sphere

Chi, Energy, Killing

This maneuver creates a sphere of glowing, cutting slash energy in front of the character. This normally stays stationary, but can be moved forward or backwards at a rate of 1 hex per turn. The Slash Sphere remains active for a number of turns equal to the characters Focus Bonus. Anyone struck by the sphere is repeatedly cut by it, taking damage as noted below.

Prerequisites: Slash Circle or Formation Slash, Focus 8

Style Points: 7

Accuracy: +1

Action Points: 12

Chi Cost: 8

Chapter 4

Damage: 5+(Focus Bonus) per turn

Move: 1

Teleportive Motion

Chi, Move

This maneuver allows the character to move a short distance with such incredible speed that they seem to briefly become a blur and then reappear at their destination. This allows the character to move a number of hexes equal to their Focus times two at a time, and they appear to teleport, such that they can surprise attack opponents.

Prerequisites: Focus 7, Agility 7

Style Points: 5

Accuracy: N/A

Action Points: 6

Chi Cost: 7

Damage: None

Move: 5+(Focus Modifier)

Zen No Mind

Meditative, Chi

This maneuver, named for the Zen philosophy that best exemplifies it, allows the character to act faster than thought, his actions simply springing into being as required.

Besides spiritual tranquillity, this maneuver provides the character with a greater ability to react to the opponent's actions. As such, when using Zen No Mind, the character may change any declared combat action ONCE to compensate for the actions of the opponent. Using Zen No Mind is difficult for most, and requires a roll on 1d10 + Focus + Meditation each turn to be maintained.

Prerequisites: Focus 8, Meditation 5

Style Points: 5

Accuracy: N/A

Action Points: None

Chi Cost: 2/turn

Damage: None

Move: None

Chapter 4

Grappling

Air Catch Toss

Counter, Hold, Flip

This maneuver is used as a Counter to Aerial Maneuvers. Basically, they close their arms around the opponent, then does a normal body flip on them.

Prerequisites: Body Flip

Style Points: 3

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Choke Slam

Hold, Stunning

When used, the attacker grabs for his opponent's neck. If he manages to catch him, he can hold his opponent for as many rounds as he wants, inflicting damage as per a Chokehold. Then, he can lift the victim into the air and hold him for as many turns as the attacker's Stamina, and he must be able to lift him. Following that, the attacker drives his opponent back of the neck first to the ground.

Prerequisites: Chokehold or One Hand Choke, Slam, Strength 5

Style Points: 3

Accuracy: -1

Action Points: 7

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: 1

Death Valley Driver

Brawling

The opponent is lifted across the user's shoulders, then dropped on the back of his head and shoulders. A pretty simple move in all.

Prerequisites: (Upper Body) Strength 7

Style Points: 4

Accuracy: 0

Action Points: 8

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 2+(Agility Bonus)

Drop Throw

Chi

The "drop throw" is a generic term for any

throw that involves moving an opponent's body in such a way that his center of balance is moved away from his root and his body then 'allowed' to fall.

This "throw" can be seen in many kung fu (and Chinese wrestling) and Indonesian styles (silat) under different applications - same way throw, 'press' throw (place one hand on forehead or under nose, the other at small of back, push hand on head forward), silat's many throws including one involving "threading" the head under the armpit. The essential idea is the same. Using sticking energy and principles, the attacker moves in, takes control of his opponent's body, moves him out past his center of balance, and lets him fall. Since the throw does not require any lifting, it may be done while moving (even moving PAST the opponent) and takes slightly less time.

Prerequisites: none

Style Points: 3

Accuracy: -1

Action Points: 7

Chi Cost: 0

Damage: 5+(Focus Bonus)

Move: 2+(Agility Bonus)

Face Slam

Brawling, Hold

In this brutal and powerful move, the character grabs the opponent by the face, lifts them up, and slams them head-first into the ground. Victim suffers a Knockdown.

Prerequisites: Strength 8

Style Points: 2

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: 5

Move: 1+(Agility Bonus)

Flying Air Throw

Aerial, Acrobatics, Flip

In this maneuver, the character flies forward towards their opponent as per a Flying Somersault. Once they're directly over the opponent's head, they grab onto them and swing downwards, using their momentum to throw the opponent over their head. If used successfully, the opponent suffers a Knockdown.

Prerequisites: Agility 7, Air Throw, Flying Somersault, Jump

Chapter 4

Style Points: 5

Accuracy: +1

Action Points: 12

Chi Cost: None

Damage: 7+(Strength Bonus)

Move: 4+(Agility Bonus)

Flying Stomp Throw

Aerial, Flip

In this rather unusual, but effective, maneuver, the warrior (who must be airborne, along with the opponent), grabs the victim, flips them over in mid air, and lands with his feet on their chest.

Prerequisites: Air Throw, Jump

Style Points: 4

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 2+(Agility Bonus)

Foot Lift Throw

Brawling

In this simple brawling attack, the fighter grabs the opponent's legs or feet, and lifts with all of his strength, flinging the opponent off their feet. Opponents suffer a Knockdown.

Prerequisites: Strength 6

Style Points: 4

Accuracy: +1

Action Points: 6

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

German Suplex

Disabling

An amateur wrestling hold, where the attacker gets behind his opponent and applies a rear waist lock, then lifts the opponent over his head and slams him on the back of his head and shoulders behind him.

Prerequisites: Slam, (Upper Body) Strength 6

Style Points: 2

Accuracy: 0

Action Points: 7

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Gou Grip

Hold

In this maneuver, the character uses the middle and ring and little fingers to latch onto the opponent. This is a Sustained Hold.

Prerequisites: Gou Strike

Style Points: 2

Accuracy: +2

Action Points: 7

Chi Cost: None

Damage: 2+(Strength Bonus)

Move: None

Ground Scrape

Brawling, Hold

In this powerful and painful attack the character grabs the opponent and drags them along the ground. The character **MUST** move at least three hexes to complete this maneuver.

Prerequisites: None

Style Points: 4

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Special Modifiers

& Flaming Scrape (+2): In this variation, the character channels some of their chi energy into the attack, causing the opponent to be enshrouded in flames at the conclusion of the attack. This makes the maneuver cost 3 Chi, but it inflicts 8 damage.

Group Throw

Counter, Flip

This maneuver allows the character to throw several attackers at once, using their own momentum against them. When this maneuver is used, the character can throw a number of opponents equal to half their Agility, inflicting damage as noted below -- only opponents in the same hex or an adjacent hex may be thrown.

Prerequisites: Body Flip, Agility 7

Style Points: 5

Accuracy: +0

Action Points: 12

Chi Cost: None

Damage: 2

Move: None+(Strength Bonus)

Hair Throw

Chapter 4

Acrobatic, Aerial, Brawling, Flip

This painful throwing technique requires an impressive acrobatic prowess. The character leaps above the opponent's head, flipping upside-down in the process, grabs the opponent's hair, lands on his feet, and uses his momentum to fling the opponent forward. It's possible to use this on someone with little or no hair, but a lot more difficult (At -2 Accuracy).

Prerequisites: Jump, Agility 8

Style Points: 5

Accuracy: +1

Action Points: 10

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 1+(Agility Bonus)

Head Bite

Brawling, Hold, Killing

In this rather savage move, the fighter grabs the opponent and proceeds to bite them repeatedly in the neck. This is a Sustained Hold, and inflicts the damage listed each turn.

Prerequisites: None

Style Points: 3

Accuracy: +0

Action Points: 5/turn

Chi Cost: None

Damage: 2/turn+(Strength Bonus)

Move: None

Improved Pin

Disabling, Hold

This is a more powerful version of the basic Pin maneuver. It can be used on opponents in the same hex or an adjacent hex, and does a little more damage, but is otherwise the same as the standard Pin.

Prerequisites: Strength 6, Pin

Style Points: 3

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: 4 the first turn, 2 per turn afterwards

Move: 1+Agility Modifier

Irish Whip

Brawling

This is a primary weapon of pro wrestlers. It is used to whip opponents into the ropes, but walls and such work equally well. If it is used

successfully, the victim immediately Dashes in the direction of the attackers choice. If they run into a solid object, they take 1 point of Damage for each hex they have run before colliding with the object.

Prerequisites: None

Style Points: 2

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: Special

Move: 2

Iron Claw

Hold, Killing

Another Sustained Hold, Iron Claw involves grabbing the opponent by the head, and squeezing, digging each finger into a pressure point. The damage listed below is inflicted each turn the hold is maintained.

Prerequisites: Strength 7

Style Points: 4

Accuracy: +0

Action Points: 8/turn

Chi Cost: None

Damage: 4/turn+(Strength Bonus)

Move: 1

Joint Break

Hold, Killing

The fighter grabs one of his opponent's limbs and twists it violently in a manner it was not meant to be, breaking the joint. If the victim takes damage from this maneuver that is equal to or greater than his Stamina times 1.5, then the limb is broken, until it is healed. As a result this maneuver does Killing damage. As a side effect of this maneuver the opponent suffers a penalty of -3 to all rolls until the limb is reset if the limb is broken.

Prerequisites: Joint Lock

Style Points: 8

Accuracy: -2

Action Points: 8

Chi Cost: None

Damage: 10+(Strength Bonus)

Move: 1

Leg Throw

Flip

This is similar to a conventional throw, except that the force of it is exerted by the warrior's legs,

Chapter 4

usually with a spinning motion. This works more or less like a normal throw (causing a Knockdown), but it uses the character's Lower Body Strength (if applicable).

Prerequisites: (Lower Body) Strength 7

Style Points: 2

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 1

Leg Trap

Hold, Disabling

The leg trap involves placing ones foot or leg in a position where pressure can be exerted on the opponent's leg or foot, trapping the leg in position and breaking the opponent's stance. Though no kicks are possible, the disruption of the opponent's stance makes defend against his strikes, landing blows, and successfully grappling very easy. When the opponent is trapped, he may not attack with kicks, nor may he use evasion maneuvers or movement, and his strikes, grapples, and blocks (INCLUDING defenses against grappling) suffer a -3 accuracy.

No attacks relying on movement are possible (ie, no ground scrapes or rising uppercuts). The attacker may attack with a kick or move, but should he do so, the leg trap is immediately terminated. The attacker may attack with strikes, and holds (or appropriate focus maneuvers) and maintain the leg trap so long as he does not move. Attacks requiring movement (ground scrape, rising uppercut) are possible, but terminate the leg trap immediately. Throws are possible, but if used the leg trap is broken. (Note - it is possible to enter a joint lock - arm, join break, basher hold, sleeper hold, etc and maintain the leg trap. Astute players will note that should they do so, the opponent is at -3 to free him/herself from the lock/hold due to the leg trap.

Should the attacker so desire he may, at any time, Knockdown his opponent with a roll of Style+ Agility versus his opponents Style + Agility (AP 3). The leg trap, in this case, immediately terminates.

Prerequisites: None

Style Points: 2

Accuracy: -1

Chi Cost: 0

Action Points: 6

Damage: special

Move: None

Neck Roller

The Neck Roller is a bizarre maneuver, in which the user wraps his hands around his opponent's neck and spins the body horizontally in the air, doing some heavy damage.

Prerequisites: Agility 6

Style Points: 4

Accuracy: -1

Action Points: 7

Chi Cost: 3

Damage: 6+(Strength Bonus)

Move: 1

One Hand Choke

Hold

In this maneuver, the character lashes out, gripping the opponent by the throat with one hand, and continues attacking them. This is a Sustained Hold, and inflicts damage each round it is maintained, as listed below.

Prerequisites: None

Style Points: 4

Accuracy: +0

Action Points: 6 to initiate, 3 per turn it is maintained

Chi Cost: None

Damage: 2 per turn+(Strength Bonus)

Move: None

Pile Driver

Aerial, Brawling

This is a difficult and powerful wrestling move. The fighter grabs the opponent, holds them upside down, and hops into the air, slamming the opponent's head into the ground when they land.

Prerequisites: Strength 6

Style Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 1+(Agility Bonus)

Push-Off

The character grabs onto the opponent, and then pushes off with both feet. Opponent suffers a knockdown. Note that if the character has divided Upper/Lower Strength, the Lower applies to this

Chapter 4

maneuver.

Prerequisites: None

Style Points: 3

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Rana

Acrobatic, Flip

Commonly found in Mexican Lucha-Libre style wrestling, the rana consists of a high enough jump to get the user's legs level with the opponent's neck, then wrapping them around his neck and falling backward, throwing the opponent a hex backward and causing a knockdown.

Prerequisites: Agility 6, (Lower Body) Strength 5

Style Points: 5

Accuracy: -1

Action Points: 5

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Shoulder Backbreaker

Disabling, Hold

Also called the Argentine Backbreaker, the opponent is lifted across the user's shoulders, facing upward, and bent the way the back does not bend. This is a Sustained hold.

Prerequisites: (Upper Body) Strength 8

Style Points: 1

Accuracy: 0

Action Points: 6

Chi Cost: None

Damage: 2/turn+(Strength Bonus)

Move: 1

Spinning Pile Driver

Aerial, Brawling

An exceedingly powerful variant of the traditional Pile Driver, in this maneuver the fighter similarly grabs the opponent and holds them upside-down, but then he leaps up into the air, spinning all the while, and then brings the victim down on the ground. Opponent suffers a Knockdown.

Prerequisites: Strength 8, Jump, Pile Driver

Style Points: 6

Accuracy: +0

Action Points: 12

Chi Cost: None

Damage: 10+(Strength Bonus)

Move: 2+(Agility Bonus)

Storm Hammer

Aerial, Brawling

The Storm Hammer is another painful and powerful throw, this one even more vicious than the Spinning Pile Driver. The fighter grabs the opponent by the head and leaps into the air, spinning them around in a circle by the head, and then slams them into the ground upon landing. The opponent suffers a Knockdown.

Prerequisites: Strength 8, Jump

Style Points: 9

Accuracy: -1

Action Points: 10

Chi Cost: None

Damage: 13+(Strength Bonus)

Move: 1+(Agility Bonus)

Weapon Catch

Counter

This unusual and difficult maneuver allows the character to actually catch an attacker's weapon (most often a sword) between their hands. From this position, it is possible (however difficult) to either Disarm or Body Flip the opponent. This cannot be used while wielding a weapon; both hands must be free.

Prerequisites:

Style Points: 3

Accuracy: -2

Action Points: 4

Chi Cost: None

Damage: None

Move: 1

Weapon Toss (Template Maneuver)

This unusual throw allows the character to use their weapon(s) to lift up and toss the opponent. This is best done with a blunt weapon (a staff is ideal), but nearly any reasonable weapon will do. Apart from the manner in which it is performed, however, this effectively functions like a Body Flip.

Prerequisites: Strength 6, weapon skill (required to perform the maneuver successfully) 3, Body Flip

Style Points: 2

Accuracy: +0

Chapter 4

Action Points: 8

Chi Cost: None

Damage: +3 (Strength Bonus, do not add weapon damage)

Move: 1

Chapter 4

Kick

Arcing Spin Kick

Aerial

The fighter launches forward, spinning through the air, rising up and coming down, and hitting any opponent they encounter along the way once.

Prerequisites: Flying Reverse Turning Kick, Jump

Style Points: 4

Accuracy: +1

Action Points: 10

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Special Modifiers

- & **Flying Arc Kick (+2):** This is essentially the same as the standard Arcing Spin Kick, except that the character goes a lot further. The damage is increased by +2, and the Move goes up to +4.

Cartwheel Kick

Acrobatic

The Cartwheel Kick is an impressive and potentially powerful move. The fighter launches into an acrobatic cartwheel, hurtling out in one direction, flipping over and over again, and striking anyone in their way with kicks. Opponents hit in this manner are knocked back one hex. The fighter can move any number of hexes with this attack, stopping whenever they want to (or when the GM says they can't continue).

The Cartwheel kick acts as a special type of Combo Maneuver, and it cannot be used in any sort of combo itself. The Character can do a number of kicks equal to half his Agility.

Prerequisites: Agility 6

Style Points: 3

Accuracy: -2

Action Points: 6, plus 2 per hex traveled

Chi Cost: None

Damage: 3+(Strength Bonus) per Kick

Move: 3+(Agility Bonus)

Dive Kick

Aerial

The character must start this maneuver from a point higher than the opponent, usually right out of a Wall Spring or from the apex of a Jump. The character dives diagonally down, one leg outstretched, bringing that foot into the opponent. This is an Aerial Maneuver.

Prerequisites: Agility 5, Jump

Style Points: 4

Accuracy: +1

Action Points: 9

Chi Cost: None

Damage: 7+(Strength Bonus)

Move: 2+(Agility Bonus)

Special Modifiers

- & **Air Dive Kick (+2):** This variant of the Dive Kick can be performed at any time in the air, propelling the character forward and down with chi power, even if they were in the midst of jumping back or whatever. This makes it cost 2 Chi Points to use. Prerequisites: Focus 5

Double Air Kick

Aerial, Brawling

This maneuver is commonly used by wrestlers and brawlers, but is occasionally used by other fighters. The character just hops into the air and thrusts both legs out at the opponent. The character suffers a Knockdown after using this maneuver, but if it does damage, so does the opponent.

Prerequisites: None

Style Points: 2

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Double Flying Arc Kick

Acrobatic, Aerial

In this somewhat acrobatic move, the character hops forwards, swinging both legs over them, letting each impact on the opponent.

Prerequisites: Agility 6

Style Points: 3

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 1+(Agility Bonus)

Double Kick

Aerial

Double Kick allows two Kicks, which could be delivered on one or two enemies. Both legs deliver a snapping Kick. The maneuver is aerial because

Chapter 4

the fighter must jump to kick. Also only one Kick can be blocked or dodged.

You roll for double kick twice but only use the listed AP for both kicks. The Kick causes a Knockdown.

Prerequisites: Jump

Style Points: 3

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Falling Flip Kick

Acrobatic

In this attack, the character performs a (somewhat inexperienced) forward flip, landing on their back, but (hopefully) bringing their feet down on the opponent in the process. This attack leaves the attacker prone, effectively suffering a Knockdown.

Prerequisites: None

Style Points: 2

Accuracy: -1

Action Points: 7

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 1+(Agility Modifier)

Flying Heel Stomp

Acrobatic, Aerial

As the fighter leaps into the air he brings his heel down on the opponent from above, and bounces off, landing up to two hexes away from the opponent, or performing another Jump to spring even further away.

Prerequisites: Agility 5, Jump

Style Points: 6

Accuracy: +1

Action Points: 6

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 3+(Agility Bonus)

Forward Flip Kick

Acrobatics, Aerial

In this maneuver, the character flips forwards, bringing one foot down on the opponent.

Prerequisites: Acrobatic Flip

Style Points: 6

Accuracy: -1

Action Points: 6

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: 2+(Agility Bonus)

Forward Flip Knee

Acrobatic, Aerial

This maneuver is similar to the Forward Flip Kick, except that the fighter comes down behind the opponent (in the same hex) and drives his knee into the opponent's back. This is an Aerial Maneuver.

Prerequisites: Agility 5

Style Points: 3

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 1+(Agility Bonus)

Forward Step Kick

The character takes a short step forward and unleashes a powerful kick, adding their momentum to its force. This Kick Causes 1 Hex of Knockback, if the hex is a wall or other hard surface the opponent takes +1 Extra damage.

Prerequisites: Strength 5.

Style Points: 5

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 2

Handspin Kick

Acrobatic

A very unusual and difficult move to pull off, the user requires both tremendous strength (to keep himself aloft on one hand) and agility (to stay in the air) while spinning like a top with only one hand on the ground.

Prerequisites: Agility 6, (Upper Body) Strength 6

Style Points: 2

Accuracy: 0

Action Points: 8

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: None

Head Stomp

Aerial, Brawling

Chapter 4

In this powerful and impressive maneuver, the fighter leaps up, then comes down, bringing both feet down on the opponent's head. After hitting, the fighter can hop down, landing in a hex adjacent to the victim.

Prerequisites: Agility 7, Jump

Style Points: 7

Accuracy: -1

Action Points: 10

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 5+(Agility Bonus)

Low Kick

Low, Stunning

See the entry for Low Blow under Punching. This is basically a version of the blow where the lower shin and ankle connect with the groin instead of the arm. This is not a Crouching maneuver, but can still be used either in front of behind the opponent, and has the same effects.

Prerequisites: None

Style Points: 3

Accuracy: -2

Action Points: 5

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Reverse Flip Heel

Aerial, Acrobatic

The fighter dose a flip jump, flipping around in the air to bring their foot down into the opponent's back. The character ends up in the hex behind the opponent.

Prerequisites: Backflip

Style Points: 4

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+(Agility Bonus)

Scissor Kick

Aerial

This is a more powerful forward flip kick, in which both feet are brought down on the opponent, one after the other.

Prerequisites: Acrobatic Flip, Forward Flip Kick, Agility 8

Style Points: 7

Accuracy: +0

Action Points: 12

Chi Cost: None

Damage: 10+(Strength Bonus)

Move: 2+(Agility Bonus)

Split Kick

Acrobatic, Aerial

In this maneuver, the character does a handstand and an inverted splits, putting one leg straight forward and one leg straight back, then pushes off and flips forward, striking the opponent.

Prerequisites: Agility 8

Style Points: 4

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 3+(Agility Bonus)

Split Spin Kick

Acrobatic

This is a variant of the Split Kick; once the character is in the inverted splits position, they swing their legs sideways, striking the opponent with both legs, then stand up.

This is a Special Type of Combo Maneuver, and cannot be in any type of combo itself. The Character can do a number of Attacks equal to 1/2 his Agility.

Prerequisites: Split Kick, Agility 6

Style Points: 3

Accuracy: +0

Action Points: 7

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1+(Agility Bonus)

Stop Kick

Counter

This move, a short kick (deep water, front, lifting side) aimed at the leg of the opponent is designed to counter kicks and dashing/skipping attacks by "jamming" the leg. It may be used for those purposes as well as a regular attack. Much training is needed to time properly, but if successful, the kick or dashing attack comes to a jarring halt, sometimes ending with the attacker tumbling ungainly to the ground as his upper body continues forward while his lower body stops dead.

Chapter 4

This Attack can counter any kick except jumping kicks, all punches and kicks with the "Dashing" modifier, all punches and kicks with the "skipping modifier".

Prerequisites: none

Style Points: 3

Accuracy: +1

Chi Cost: N/A

Action Points: 5

Damage: 5+(Strength Bonus)

Move: None

Thunder Kick

Acrobatic, Upper, Lower

The maneuver starts exactly like the Upper Kick. But after the kick caused damage the fighter stamps his other leg into the stomach of his victim and bounces back. The second Kick delivers extra damage. The Fighter lands two hexes away from his opponent.

Prerequisites: Backflip, Upper Kick

Style Points: 5

Accuracy: -1

Action Points: 10

Chi Cost: N/A

Damage: 6+(Strength Bonus), then 4+(Strength Bonus)

Move: None, 2 Backwards

Upper Kick

Upper

This is a kick that is directed almost straight up, and as such can be used to Counter Aerial Maneuvers.

Prerequisites: None

Style Points: 2

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: None

Chapter 4

Punch

Fist Sweep

Low, Sweep

Common to boxers (at least, those who fight outside of tournament rules), this is a low, powerful punch that takes the legs right out from under the opponent. If used successfully, Fist Sweep causes a Knockdown.

Prerequisites: Strength 5

Style Points: 2

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Gou Strike

Killing

This is a close-in strike using the fingertips to rip at the opponent. It is very powerful, but inaccurate.

Prerequisites: None

Style Points: 3

Accuracy: -3

Action Points: 7

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: None

Lau

This is a special variation of the Palm Strike which is less damaging, but very difficult to parry (attempts to parry are at -3, and it cannot be blocked with a Circular Parry)

Prerequisites: None

Style Points: 2

Accuracy: +1

Action Points: 4

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Low Blow

Crouching, Low, Stunning

A vicious maneuver, that is very effective on both sexes. It consists of kneeling down and throwing a pseudo-uppercut, where the upper forearm and crook of the elbow strike the groin. If it connects properly, the character will be incapacitated, and at -2 to Stamina, Agility, and Strength for 1d4 turns. It is a Crouching

maneuver, and can be used either in front of or behind the recipient.

Prerequisites: None

Style Points: 3

Accuracy: 0

Action Points: 3

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: None

Negative Gou

This is a backhand version of the Gou Strike, which can be used to hit an enemy that is behind the character.

Prerequisites: Gou Strike

Style Points: 2

Accuracy: -3

Action Points: 7

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: None

Overhead Fore-Knuckle Fist

Upper

An exceedingly powerful and difficult overhand strike knuckle fist with the first four fingers sticking out instead of one.

Prerequisites: None

Style Points: 2

Accuracy: -3

Action Points: 7

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: None

Overhead Punch

Killing, Upper

In this maneuver, also known as the *sakotsu wari* ("collarbone breaker") the fighter swings his fist overhead with the elbow bent, bringing the fist down hard on the opponent's neck or shoulder.

Prerequisites: None

Style Points: 2

Accuracy: +0

Action Points: 9

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 1

Rabbit Bounce

Aerial, Brawling

Chapter 4

In this maneuver, the character leaps up, holding their hands clasped together as in a rabbit punch, and brings them down on the opponents head, then pushes off with their legs, landing on the opposite side of the opponent.

Prerequisites: Rabbit Punch, Jump

Style Points: 3

Accuracy: +0

Action Points: 9

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 2

Rotary Palm Strike

This is, in essence, a more powerful version of the Palm Strike maneuver, which causes a Knockdown if successful.

Prerequisites: Palm Strike

Style Points: 3

Accuracy: +2

Action Points: 6

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: None

Running Clothesline

Brawling

This is a quick, arm bar across the throat maneuver that will leave your opponent on the ground beside you for further pounding. Nothing fancy or polite here, you merely run into their hex and slam them across the throat with your forearm. This maneuver will cause Knockdown if damage is done.

Normally only usable against 1 person at a time, however a Double Clothesline is possible, but would require spending an extra 4 AP to execute. The Double Clothesline would affect the person in the target hex and someone in the adjacent hex. The fighter must roll to hit both, but missing either does not affect hitting the other.

Prerequisites: Clothesline

Style Points: 4

Accuracy: -1

Action Points: 6

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: 4+Agility Modifier

Sliding Punch

This somewhat unusual punch is done while

sliding across the ground in much the same manner as a Slide Kick. Damaged opponents take a Knockdown.

Prerequisites: None

Style Points: 3

Accuracy: -1

Action Points: 5

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1+(Agility Bonus)

Spinning Clothesline

This powerful but simple move is performed by holding both arms outstretched and spinning around, slamming any opponents nearby (unless they are crouching or using a Crouching Maneuver). Anyone in the same hex as the fighter will be hit unless they can dodge or parry. This can affect multiple opponents if they are all in the same hex.

Prerequisites: Strength 7, Agility 6

Style Points: 5

Accuracy: +2

Action Points: 10

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 2+Agility Modifier

Sword Hand

Killing

The arm is swung in a wide arc at the opponent, and at the last moment the character unclenches his fist and the fingers form a line 90 degrees from the palm. The lower edge of the fingers strikes the target with force similar to a sword or club. This attack cannot be soaked by Body Hardening, San He or Chi Gung.

Prerequisites: Knife Hand, Knuckle Fist, Vital Points 1.

Style Points: 3

Accuracy: -1

Action Points: 7

Chi Cost: None

Damage: 6+(Strength Bonus)

Move: 1

Chapter 4

Psionic Maneuvers

Psionic Maneuvers can only be purchased by those with at least one level in the Psychic advantage and/or a level in a psychic discipline or two.

Many Focus maneuvers can be used as psychic powers; Chi Blasts (psychic energy blast), teleportation, and so forth. Included here, however, are some additional maneuvers which should likewise be of interest to players creating psychic characters.

Calm Minds

Mental

This power enables the character to radiate calm, such that he can quell aggression in others. When this power is used during non-combat, everyone within a AOE equal to Attacker's Will + Focus hexes must make a contested of Will +1d10 roll. If anyone has Fury they can add that to there total. But if they have Calm they must subtract that from there total. If it is done during combat treated it as a 1-on-1 single target projectile attack rather than an AOE strike, but the affects & required die rolls remain the same.

If the Defender loses this roll, then they will lose any aggression (and all Rage points) they have for the next six rounds. This lack of aggression means that they must spend 1 Chi to perform any act of aggression and they cannot accumulate Rage until after the 6 rounds are over, unless they have Fury, which operates normally under these circumstances.

Prerequisites: Focus 8

Style Points: 4

Accuracy: N/A

Action Points: 5

Chi Cost: 2 Chi

Damage: N/A

Move: None

Induce Blindness

This power allows the psychic to temporarily knock out the optic nerves. The victim will be blinded unless they can make a roll on 1d10+Focus+Will. All rolls requiring sight are at -5 for the next 1d6+1 turns, and their Base APs are halved. This power can be used on anyone in line of sight.

Prerequisites: Telepathy 6

Style Points: 4

Accuracy: N/A

Action Points: 14

Chi Cost: 5

Damage: Special

Move: None

Induce Rage

This power causes victims to become enraged, such that they quickly enter a fearsome bloodlust. When it is used, Induce Rage causes the victim (can be anyone in line of sight) to gain Rage points based on the psychic's Focus damage plus 7; if this pushes them above their Rage Threshold, they will begin attacking without any regard for personal safety.

Characters with the Calm advantage have the amount of Rage gained reduced by two times their Calm level, and characters with Fury likewise have the Rage gained increased by twice their Fury level.

Prerequisites: Telepathy 7

Style Points: 5

Accuracy: N/A

Action Points: 12

Chi Cost: 5

Damage: Special

Move: None

Kinetic Aura

Same as Chi-Gong, but this aura also gives complete immunity to Konjin & kinetic attacks; +3 to roll with impact (when available); half damage and no serious injuries from falls. The character can also parry Chi blasts.

Prerequisites: Psychokinesis

Style Points: 5

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: N/A

Kinetic Strike (Template Maneuver)

This power lets the character put additional force behind any physical attack (thus it can be added to any physical maneuver), thereby increasing the damage (check the level of the character's Psychokinesis on the basic damage table and add that). If the character's PK ability is at 6 or higher the maneuver will also be made to cause a Knockdown.

Chapter 4

Prerequisites: Psychokinesis 4

Style Points: 4

Accuracy: +0

Action Points: +3

Chi Cost: 6

Damage: Special

Move: +0

Mesmerize

Mental, Concentration

By making eye contact, a character with this power can mesmerize their opponent. If they can make eye contact, they make a roll on 1d10 + Focus + Style; if this can beat the opponent rolling on 1d10 + Focus + Will, the opponent is mesmerized. This functions more or less like a Sustained Hold, except that the hold is mental, and does no damage. While held in this way, the victim can do nothing but follow simple commands from the character, though the character can do nothing but move if they wish to maintain the mesmerism.

Prerequisites: Focus 6

Style Points: 6

Accuracy: +1

Action Points: 10/turn

Chi Cost: 2/turn

Damage: None

Move: 1

Mind Control

Mental, Meditative

This power allows the psychic to totally seize control of the mind and body of a victim, controlling all mental, psychic, and physical abilities. Initiating mind control requires eye contact; the victim can make a roll to avoid being affected. Once controlled, a victim can be made to do anything normally possible for them, although all actions will be at a -4 penalty. While controlling someone in this way, the psychic cannot do anything else. While controlled, the victim will be aware of (and likely terrified by) everything that is going on around them, but powerless to do anything about it. Mind control can be maintained for up to 1 minute per level of Focus.

Prerequisites: Focus 8, Mesmerize

Style Points: 5

Accuracy: N/A

Action Points: 4/turn

Chi Cost: 1/turn

Damage: None

Move: None

Mind Crush

This power causes the victim (who must be in touched) to have their mental strength sapped, losing the will to fight back. If this is used successfully, roll damage based on half the attacker's Focus. Soak is equal to the Iron Will Discipline; if the "damage" exceeds their Will attribute plus Iron Will level, they have been affected.

Those affected become more passive, and are at -4 to APs and all attempts at combative activity. Further, their Will is effectively halved for the next 2d6 hours.

Prerequisites: Telepathy 6

Style Points: 6

Accuracy: N/A

Action Points: 14

Chi Cost: 8

Damage: Special

Move: None

Mind Reading

Mental

This maneuver lets the character open themselves to the opponent's mind during combat, and use that to anticipate what they are intending to do. This effectively provides a bonus of +3 to all combat rolls against that one person (it can only be used against a group by a psychic with the Open Mind ability, gained at Telepathy level 9).

Prerequisites: Telepathy 2 or Ninjutsu 4

Style Points: 6

Accuracy: N/A

Action Points: 2/turn

Chi Cost: 1/turn

Damage: None

Move: None

Mindspeech

Mental

The character is able to project thoughts at others. Thus, they can send mental images, words, or whatever into another person's mind. Whether they can understand the telepathic message is another matter entirely. The range for this is equal to the level of Focus times four hex's.

Prerequisites: Focus 7

Chapter 4

Style Points: 3
Accuracy: N/A
Action Points: 2/turn
Chi Cost: 1/turn
Damage: None
Move: None

Mind Walk **Mental**

This power lets the character move into the Astral Plane, leaving their body. In this state they can perceive things happening in corresponding parts of the physical world, and can even affect the physical world in limited ways, normally by using various Focus abilities and/or psychic powers. Once in this state, the character can move at incredible speeds through the Astral Plane, able to circle the Earth in a few minutes, though after a short time (around 2 minutes per point of Focus) the character will be pulled back into their own body. If their body has been destroyed, on the other hand, they will be stranded in the Astral Plane.

In the Astral Plane it is also possible to fight against other astral beings. The Astral Body one possesses will function in precisely the same manner as their physical one, and if it sustains too much damage the character's essence can be destroyed, though damage to this Astral form is separate from that done to the physical one.

For damage in the Astral Plane add your level in Astral Power to your focus and look on the chart for your damage bonus. Use this bonus instead of your focus bonus while in the astral plane.

Prerequisites: Focus 8 or Astral Power 4

Style Points: 4

Accuracy: N/A

Action Points: 30 to activate

Chi Cost: 6

Damage: N/A

Move: None, until the Mind Walk begins

Motion Field

The Psychic can generate a circular sphere of force of 1 hex radius that can be used to transport himself or up to 6 persons. If the Psychic needs to dodge an incoming attack while flying it can be done with a -2 penalty. Movement is Equal to Focus+Psychic level times 2.

Prerequisites: Psychokinesis 7

Style Points: 5

Accuracy: N/A
Action Points: 6/turn
Chi cost: 6/turn
Damage: N/A
Move: N/A

Pain

This maneuver causes intense pain to course through the body of the target, resulting in a -6 penalty to any rolls they make and having their APs halved. The range is equal to 3 yards per level of Psychic power, and the psychic must concentrate intensely to use this power, which can be used on anyone in line of sight.

Prerequisites: Psychic 6

Style Points: 6

Accuracy: N/A

Action Points: 12 per turn

Chi Cost: 3/turn

Damage: Special

Move: None

Possession

This power allows the psychic to transfer his or her intellect into the body of another person, suppressing the person's mind; the victim can make a contested roll on 1d10 + Focus + Will to prevent this. Unlike mind control, the psychic can decide whether or not the victim experiences what is going on. A possession has a much more limited duration, since the original intellect is still within the body, and, whether the person consciously tries to or not, is constantly fighting to remove the foreign presence. For every minute of a possession, the victim may make a roll on 1d10 + Focus + Will; if successful, the psychic is forced out, into the astral plane. While the possession is taking place the character uses their own mental attributes, and the physical ones of the person possessed, except for Agility, for which they use the average of the two.

Prerequisites: Psychic 5, Telepathy 7

Style Points: 6

Accuracy: N/A

Action Points: 16

Chi Cost: 8

Damage: None

Move: None

Chapter 4

Weapons

Backward Thrust Strike

The character stabs at the opponent when he has his back turned behind him. Then after the strike they instantly change facing to face the opponent.

Prerequisites: Weapon Training: Swords or Blades.

Weapon Use: Blades or Swords.

Style Points: 4

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 1

Boomerang Weapon

Chi

This maneuver let you use your melee and thrown weapons (except weapons can really use as boomerang weapon, for example boomerang) like a boomerang. They can throw their weapons up to Strength x 8-15 feet (The GM decide how long the PC can throw), there will comeback to the owner after that hit or miss the opponent.

Prerequisites: None

Usable With: Any Weapon (within limits)

Style Points: 5

Accuracy: +0

Action Points: 9

Chi Cost: 3

Damage: +1

Move: 3

Chain Toss

Flip

This is simply a throw performed with a chain (or similar weapon); the character wraps the chain around the opponent (they can be in an adjacent hex or the same hex), and flings them. This causes a Knockdown if successful.

Prerequisites: Entangle

Weapon Use: Chains, Whips or other Flexible Weapons.

Style Points: 3

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 5+(Strength Bonus)

Move: 1+(Agility Bonus)

Charge (Template Maneuver)

This is a classic cavalry charge. A mounted character must spend at least one round moving at full speed toward the target - the next round, the attack roll is made. This maneuver will result in a knockdown, and the mount will likely trample the victim as well. This can only be done while mounted or when on a Motorcycle.

Prerequisites: Riding 3 or Driving 3.

Style Points: 10

Accuracy: -2

Action Points: +2

Chi Cost: 0

Damage: +8

Move: 5+(Agility Bonus)

Cloak Strike

Dirty Tricks

Used more to disorient the opponent than anything, this maneuver is simply smacking the opponent with one's cape/cloak or similar clothing. It does no real damage, but briefly blinds and disorients the opponent, making them lose 4 APs for that round.

Prerequisites: Weapon Improvisation

Weapon Use: Any cloaks or similarly long pieces of cloth

Style Points: 2

Accuracy: +1

Action Points: 6

Chi Cost: None

Damage: Special

Move: 1

Energy Shot (Template Maneuver)

Projectile, Energy

This maneuver allows the character to create an arrow, bolt, or whatever for their weapon out of pure chi. This will act the same as a normal one, except that the range is doubled and the modifiers listed below are applied.

Prerequisites: Focus 6

Weapon Use: Any Missile Weapon

Style Points: 5

Accuracy: +2

Action Points: +2

Chi Cost: 2

Damage: +3

Move: None

Entangle

Chapter 4

This maneuver allows the weapon (which must be appropriately designed) to be used to grab or wrap around the opponent. As such, it is basically the weapon equivalent of the Grab maneuver, and like said move, it's most useful for setting up a combo.

Prerequisites: None

Usable With: Chains, Whips or other Flexible Weapons.

Style Points: 2

Accuracy: +0

Action Points: 4

Chi Cost: None

Damage: None

Move: 1

Forward Flip Strike

Acrobatic, Aerial

In this powerful maneuver, the character flips forwards, bringing their weapon down on the opponent.

Prerequisites: Acrobatic Flip

Usable With: Any melee weapons

Character Points: 4

Accuracy: -1

Action Points: 10

Chi Cost: 0

Damage: 8+(Strength Bonus)

Move: 1+Agility Modifier

Generate Weapon

Chi, Force

As an act of sheer will, this maneuver allows the character to create a weapon of a given type out of thin air. The weapon must be of a type that the character knows how to use. The weapon created appears real, though it vanishes after the conclusion of the battle in which it is created (or after 1 minute per point of the character's Focus if created outside of combat). The weapon has all the same stats of a perfectly ordinary real version.

Prerequisites: Focus 7

Style Points: 5

Accuracy: N/A

Action Points: 8

Chi Cost: 4

Damage: Special

Move: None

Special Modifiers

- & **Power Weapon (+1):** The weapon when created is instead made of pure energy. This

increases the damage by +2, and reduces the AP cost of using it for any given maneuver by 1.

Hangman

Aerial, Hold

The fighter uses his chain weapon to literally hang his opponent with their weapon wrapped around some part of their body, usually the neck. First the character entangles his opponent and then he jumps over something to pull his opponent up off their feet, thus immobilizing them, making them a free target for an attack. If the neck is the target of the entangle then treat it as a choke hold.

Prerequisites: Choke Hold, Entangle, Jump, Weapon Training: Chain Weapons.

Weapon Use: Chain Weapons

Style Points: 4

Accuracy: +0

Action Points: 5

Chi Cost: None

Damage: None

Move: 5+(Agility Bonus)

Overhead Strike

Upper

This is an overextended attack with the weapon (staves, swords, polearms, and so forth are the preferred weapons for this maneuver), in which it is brought down from above, onto the opponent.

Prerequisites: None

Weapon Use: Any

Style Points: 2

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Piercing Strike

This attack allows the character to skillfully slip their sword in between the joints of the opponent's armor (if any). As such, most armor (unless it is totally enclosed; this maneuver won't be much help against most powered armor suits) simply doesn't apply against the damage of this attack.

Prerequisites: None

Weapon Use: Blades (with a thrusting point), Polearms (with a thrusting point).

Chapter 4

Style Points: 4
Accuracy: +2
Action Points: 8
Chi Cost: None
Damage: 6+(Strength Bonus)
Move: 1+(Agility Bonus)

Pun Gung Bi Weapon Form

This is a special weapons technique whereby the character is trained in the use of Pun Gung Bi, a pair of spikes, easily conceal able and put on in the manner of a ring, on each middle finger. These add +3 to the damage of Knife Hand and Backhand attacks, and can be used to Block sharp objects in combat.

Prerequisites: Backhand, Knife Hand

Weapon Use: Ring Spikes

Style Points: 3

Accuracy: +0

Action Points: +0

Chi Cost: None

Damage: Special

Move: None

Reflection Slice

Hold

This exceptionally deadly and difficult maneuver allows the fighter to take hold of the sword of an attacker and, in one fluid motion, swing it around and strike at them. If this is successful, then the character has taken the opponent's sword; make a normal sword attack roll, for which the victim is at -6 to defend.

Prerequisites: Body Flip, Strength 6, Agility 5, Focus 5

Usable With: Special

Style Points: 6

Accuracy: +2

Action Points: 7

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: 1

Sheath Weapon (Template Maneuver)

The characters weapon is sheathed after each attack. This maneuver will affect all weapon maneuvers. Apply the modifiers below to all weapon maneuvers.

Prerequisites: Iaido 3.

Useable With: Any Weapon

Style Points: 4

Accuracy: +2
Action Points: +1
Chi Cost: None
Damage: +3
Move: None

Snare

By a skillful use of the whip, the character can trap a victim by "ensnaring" them. Should the victim attempt to free him/herself from the grab, a contested Strength roll must be made. This is a sustained hold and the Disengage maneuver is useless against this.

Prerequisites:

Weapon Use: Chain and Whips.

Style Points: 3

Accuracy: -1

Action Points: 5/turn

Chi Cost: None

Damage: 1+(Strength Bonus) per turn

Move: 1+(Agility Bonus)

Staff Circle Spin

This is a variation of the Staff Spin; rather than simply twirling the staff around, the character spins it, and moves it in a circle around his body. Anyone in the same hex as the character will take damage as noted below *twice*.

Prerequisites: Staff Spin, Staff Sweep.

Weapon Use: Polearms and Staves.

Style Points: 3

Accuracy: +2

Action Points: 12

Chi Cost: None

Damage: 4+(Strength Bonus)

Move: None

Target Shot (Template Maneuver)

Similar to the firearms maneuver, this allows a character to target a specific portion of the opponent. However, it can also be used to make very precise shots for other purposes.

Prerequisites: None

Weapon Use: Any Missile Weapons

Style Points: 4

Accuracy: +4

Action Points: +5

Chi Cost: 3

Damage: Standard

Move: None

Chapter 4

Weapon Charging (Template Maneuver) Concentration, Chi

This maneuver allows the Attacker to charge their weapon with Chi. The fighter merely assigns however many Chi (minimum of 5) they wish to expend and add the Chi spent to Focus to Determine the Bonus damage.. This lasts for only 1 round. This can be used with any weapon maneuver

Prerequisites: Focus 7

Weapon Use: Any

Character Points: 5

Accuracy: -1

Action Points: +2

Chi Cost: minimum of 5

Damage: Varies

Move: None

Weapon Extension (Template Maneuver) Force

This power allows the character to cause their weapon to suddenly extend, increasing its length many times over to strike a single opponent (or, sometimes, to use as a pole-vault to overcome great heights) before retracting. A weapon can generally be made to reach a number of hexes equal to half the character's Focus when used in combat, and two times the character's Focus when used outside of combat. The weapon extension is, however, simply the act of extending the weapon, and one of the usual weapon strikes may be made *immediately* after that is done.

Prerequisites: Focus 7.

Weapon Use: Any

Style Points: 5

Accuracy: N/A

Action Points: 6

Chi Cost: 4

Damage: +3

Move: None

Weapon Sweep

The character uses their weapon to knock their opponent off their feet. The opponent will suffer knockdown. It works just like Staff sweep, except can be used with any weapon

Weapon Tap

This attack does no damage, but instead makes an impressive, loud noise to intimidate the opponent. If the attack is used successfully, it

adds +3 to Intimidation rolls.

Prerequisites: Intimidation 3

Style Points: 2

Accuracy: +0

Action Points: 4

Chi Cost: None

Damage: None

Move: 1

Weapons Training

This maneuver allows you to use one of the weapon groups below using your style level. Without this maneuver you do not know how to use weapons.

& **Firearms:** You know how to use many types of hand guns from old western style revolvers to high tech energy pistols. Training includes Handguns, Revolvers, Rifles, Automatic Rifles and even Shotguns.

& **Tactical Weapons:** This is training in direct and indirect fire weapons. Such as grenade launchers, missile launchers, machine guns and throwing grenades.

& **Vehicle Mounted Weapons:** This is training in various vehicle and ship mounted weapons. From 20mm deck guns to Gigawatt Lasers. You can use any type of weapon when it is fired from a ship either manually or using computers.

Style Points: 5

Chapter 4

Supers

Aura Explosion

Aura, Energy

This maneuver causes the character's aura to "detonate", hurling a wave of energy in all directions. This covers a radius in hexes equal to the character's Focus, and does damage as noted below. Afterwards, until the character regains the chi points expended, they feel drained (as a result of what they've done to their aura) and as such have their base APs reduced by 3 and aura-based powers (i.e., any maneuver with "aura" in the name, as well as the Aura Power psychic discipline) are unavailable.

Prerequisites: Focus 8, Aura Strike

Style Points: 6

Accuracy: N/A

Action Points: 20

Chi Cost: 20

Damage: 16+(Will Bonus)+(Focus Bonus)

Move: None

Beast Rage (Template Maneuver)

This fearsome maneuver causes the animal companion to be sent into a berserker rage, attacking the opponent with everything it has. For three turns the animal companion makes two attacks per turn against the opponent, but cannot take any defensive action. All attacks have the modifiers listed below, and the Beast Rage can be added to any of the basic maneuvers.

Prerequisites: Animal Companion 4, Focus 4

Style Points: 7

Accuracy: +8

Action Points: -1

Chi Cost: 10 to activate

Damage: +3

Move: +2

Chi Supernova

Chi, Concentration, Energy

This maneuver is, in essence, and exceedingly powerful variant of the usual chi blast, but it takes much longer to prepare, and has far more destructive power.

To use this maneuver the character must expend ALL of their Chi (i.e., an amount equal to their normal capacity, not their current available). The character must then spend 3 consecutive turns immobile, focusing and gathering the energy together. Once this is done, the character can

gather additional energy using Dragon Chi (a roll on Chi Mastery is required each turn).

The total damage of the maneuver will be 8 per 6 Chi gathered (the character's base Chi is considered a part of this total). The character gathers additional Chi for a number of turns equal to their Focus, and the maneuver's Accuracy will be +1 per each turn spent gathering Chi. The resultant blast is effectively a Guided Blast, but costs no Chi to redirect it, but can only be maintained for 1 turn per 2 points of stamina.

Prerequisites: Focus 8, Chi Star, Chi Mastery 2

Style Points: 8

Accuracy: Special

AP Cost: Special

Chi Cost: ALL

Damage: Special

Move: None

Claw Storm Charge

The mutant flies forward, lashing out with his claws again and again. Make a number of damage rolls equal to 1/2 the Mutants Agility. The damage is based on their claw damage with the modifiers below.

Prerequisites: Mutant Animal, Claws, Agility 7.

Style Points: 5

Accuracy: +0

Action Points: 18

Chi Cost: 10

Damage: 4+(Strength Bonus)

Move: 6+(Agility Bonus)

Deadly Single Stroke

Weapon

The name says it all: one strike that could end the match. Damage is equal to the amount of Health lost by the user plus Focus. This Maneuver must be used with a weapon. This maneuver can only be used once a Battle

Prerequisites: Rage Burn

Style Points: 4

Accuracy: 0

Action Points: All

Chi Cost: All, 1/2 if it misses.

Damage: Special

Move: 2+(Focus Bonus)

Firestorm

This powerful maneuver causes flames to rain down over a large area. A Firestorm lasts for a

Chapter 4

number of turns equal to the characters Focus. Each turn everyone within a radius equal to the characters Focus in hexes takes damage as noted below (may be soaked normally).

Prerequisites: Fire Elemental, Chi Blast (Fire Blast)

Style Points: 6

Accuracy: +2

Action Points: 12

Chi Cost: 20

Damage: 18+(Focus Bonus)

Move: None

Ghost Strike

This strange mental assault searches into the deepest of the victim's mind inducing an illusion related to his/her most terrible phobias that not only will render the victim helpless, but is also likely to create a trauma. The illusion will last only 1 turn in real time in which the victim will appear to be paralyzed, but in the mind of the victim the illusion can last for several turns. The illusion is a mere mental effect and only exists in the victim's mind, no one but the victim can see the illusion. The Ghost Strike's effects can be fought with a contested Will + Focus roll. Success means the person still experienced the illusion but emerged unharmed and a failure means the person fell completely to the illusion's effects and will be paralyzed in shock for 2d4 turns and a strike while in this state will render the victim unconscious. Persons affected by the Ghost Strike's effects will develop a severe phobia after the fight.

Prerequisites: Telepathy 8

Style Points: 5

Accuracy: Special

Action Points: 10

Chi Cost: 18

Damage: none

Move: none

Hurricane Burst

The air elemental soars into the air, a swirling vortex of wind forming around them, and then zooms down, slamming the massive funnel of wind, as well as their fists or feet, into the opponent. The elemental spends three turns airborne when this is initially used, and then comes down on a single opponent. Anyone struck by the Hurricane Burst, damaged or not, will suffer a Knockdown. This is considered an Aerial

Maneuver.

Prerequisites: Air Elemental, Flight, Whirlwind

Style Points: 5

Accuracy: +0

Action Points: Special

Chi Cost: 24

Damage: 20+(Focus Bonus)

Move: Special

Hyper-Attack

This super attack is like a Mega-Attack, but more so. A Hyper-Attack always uses three super bars. It costs the same as the usual maneuver, plus one, but the damage is increased by +20, and it uses up ALL of the character's APs for two turns.

Ice Storm Blitz

This maneuver summons forth a great storm of ice crystals. Everyone in a 1 hex radius per 2 points of the characters Focus takes damage each turn for the characters Focus Bonus+1 Turns.

Prerequisites: Ice Elemental, Chi Blast (Ice Blast)

Style Points: 4

Accuracy: N/A

Action Points: 14

Chi Cost: 20

Damage: 7+(Focus Bonus) per turn.

Move: None

Light Explosion

This is the ultimate attack against another light elemental, which can be quite deadly, as it disrupts their basic elemental essence. To do this counts as a Super attack (i.e., the character must reach their Rage Threshold). The attacker makes a contested roll on 1d10 + Focus against 1d10 + the opponent's Stamina. If the attacker succeeds, the opponent takes 16+Focus Bonus damage (this damage is soakable, but special bonuses against light-based maneuvers do not apply). If the attacker's total is more than two times the defenders, they can do one of the following:

- & Double the damage (costs 2 additional Chi), permanently crippling the opponent's power. PERMANENTLY reduces their Focus by half, though maneuvers for which they no longer meet the requirements are kept (costs an additional 10 Chi).
- & Or simply kill them outright, causing the light

Chapter 4

elemental essence to divide into its component colors and explode outwards (death is effectively instant, but the attacker must spend ALL of their remaining Chi, which cannot be less than 20, and they will permanently lose 1 point from their Focus attribute).

Prerequisites: Light Elemental, Focus 6

Style Points: 4

Accuracy: Special

Action Points: 12

Chi Cost: 6

Damage: Special

Move: None

Multiple Selves

Aura, Concentration

This maneuver allows the character to create a number of ethereal copies of themselves (one per 3 points of Focus). These cannot be destroyed, but will fade away after a number of turns equal to half the character's Focus. While they last, they copy every move the character makes in rapid succession, and thus for every attack the character makes while Multiple Selves is active, the duplicates repeat, each one doing the same maneuver (albeit with half damage). However, the concentration required to maintain the copies increases the AP cost of all maneuvers by 2.

Prerequisites: Focus 8

Style Points: 7

Accuracy: Special

Action Points: 10 to activate

Chi Cost: 26

Damage: Special

Move: None

Normal Super Maneuver

Just to mess with your mind... A Normal Super Maneuver (not to be confused with a Super Normal Maneuver) is a maneuver which is normally a Super, but is being purchased as an ordinary maneuver. As such, it works normally, but the SP cost is increased by 4, and there are no requirements for Rage.

Power Storm

Energy

This fearsome attack creates a whirling vortex of chi energy that quickly expands outwards

before expiring. In the first turn it affect others in the same hex. The second turn it expands to cover all adjacent hexes, the third turn it covers a two-hex radius, the fourth turn a three-hex radius, and so on until the radius is equal to the character's Focus, when it dies out. Each turn all those in the area of effect take damage as noted below.

Prerequisites: Focus 5

Style Points: 7

Accuracy: N/A

Action Points: Special; the character cannot take any actions for the duration of the Power Storm, which is effectively equal to their Focus+1 in turns.

Chi Cost: 20

Damage: 4 +(Focus Bonus) per Hex.

Move: None

Raging Humiliation

This is the true, ultimate form of taunting. It is a suicidal parody of the Final Murder (see above), in which the character latches onto the opponent and unleashes a fury of insults and insulting gestures before crying out one final taunt and detonating a portion of their chi.

This does minimal damage to the opponent, but brings the user down to 3 Health (if they somehow had less, they only lose 1 point). The opponent takes damage as noted below, and immediately gains 16 Rage, plus the character's Charisma. If this is insufficient to push them above their Rage Threshold, they instead go to that, plus 4, not to mention taking 2 damage (plus the user's Base Damage for Focus). The user, however, gains Rage based on however much Health they lost as usual.

Note: Although I'm not totally sure why, you may select any of the modifiers intended for the Final Murder for this maneuver as well.

Prerequisites: Disruptive Taunt 3, Taunt 6, Super Taunt

Style Points: 3

Accuracy: +0

Action Points: All

Chi Cost: 12

Damage: Special

Move: 2+Focus Modifier

Super Grenade Bomber

This is another "creative" use of grenades. The fighter lays a series of grenades along the

Chapter 4

ground, so that they go off in sequence. If the first grenade hits the opponent, they will be carried along by each successive explosion, taking the damage of up to five grenades.

Prerequisites: Agility 9

Style Points: 6

Accuracy: -2

Action Points: All

Chi Cost: None

Damage: 10 per grenade

Move: 4+Agility Modifier

Time Stop

Indeed one of the most powerful forms of Time Elemental power. The character creates a "dimensional fracture" -- a sort of anomaly in which time is frozen on a particular moment, as though one has stopped a movie on a single frame. This covers a radius of 30 meters per Focus Bonus. GMs should be hesitant to let some players to have this maneuver as it can quite easily lead to some very grisly situations; for the duration the opponent(s) are unable to make any defense of any sort, since they are frozen along with the rest of the area of effect. In order perform this maneuver the elemental must have both hands free; thus he can't be holding any items.

This maneuver lasts for one turn. Thus is gives characters the ability to attack or prepare an attack for one full round until the point they used the maneuver. That is if you roll 26 Action Points for the round and you get two super bars and you do this maneuver then this maneuver stops at the Action Points for your next round -3.

Other time elementals have a natural resistance to such temporal alterations, making it possible for them to remain active -- make a roll on 1d10 + Focus; if the roll exceeds the other elemental's total on 1d10 + Focus, then they can act normally, and the usual conditions under which the Time Stop ends apply to *either* elemental.

Prerequisites: Time Elemental, Super Bars 2, Meditation 7, Focus 12.

Style Points: 10

Accuracy: N/A

Action Points: 3

Chi Cost: 30

Damage: None

Move: Special

Wire Hang

Killing

An exceedingly dirty trick, this requires the placement of several wires around the fighting area before the battle begins (it is possible to improvise this in certain circumstances, but this will be rare). When the fighter is ready to use this move, he suddenly wraps a wire around the opponent's neck, and finds another wire to pull, raising the opponent up into the air to be hung. This inflicts the damage as noted below. Most fighters will be heavy enough to break the wire after a few seconds; those that aren't will hang for 2 turns, taking an additional 2 damage per turn.

Prerequisites: Agility 6, and being a mean bastard.

Style Points: 4

Accuracy: -3

Action Points: All

Chi Cost: None

Damage: 8+(Strength Bonus)

Move: None

Wrath of the Earth

This truly frightful display of elemental power causes the very earth to become enraged at the opponent for a short time. For its duration (a number of turns equal to half of the elementals Focus) the target of Wrath of the Earth will be attacked by spikes rising out of the ground every time they touch natural earth (stone, sand, dirt, etc.), inflicting damage as noted below.

Prerequisites: Focus 8, Earth Elemental, Shockwave, and Fissure.

Style Points: 6

Accuracy: N/A

Action Points: 17

Chi Cost: 30

Damage: 8+(Focus Bonus) per turn

Move: None

Chapter 5

High Technology

High Tech

"I'll tell you what I love. I love perfection, and my technology is perfect!"

-- Dr. Clay, Tenchi Muyo! Ryo-Ohki

This section covers various nifty high-tech devices that might appear in futuristic campaigns. In all cases, high tech items are assigned a cost in Build Points (BPs). The BP cost is used to determine the actual cost of the item, be it in dollars/yen (or other monetary units), resources, or character points (effectively the same as the Artifact advantage).

In a modern era game use the following table to determine how many build points you get:

Resource Level	Cash per Month	BPs per month
1	10,000	2
2	30,000	6
3	50,000	10
4	100,000	20
5	500,000	100

High Technology Campaign table

Resource Level	Cash per Month	BPs per month
1	10,000	10
2	30,000	30
3	50,000	50
4	100,000	100
5	500,000	500

A starting character with Resources will have triple his stated BPs per month to play around with at character creation.

All of the BPs do not have to be used they can be saved for later use.

Chapter 5

Body Armor

This is your typical high-tech armor. Needless to say, it's much better protection than conventional armor, especially against firearms, though it's usually also considerably more expensive.

Soak: This is how much damage the armor Soaks up. Soak costs 2 BP per +1.

Firearm Soak: Equal to Soak times two, plus 2 per each additional BP spent.

Encumbrance: Take the total BP cost of the armor (without accessories); if it is between 4 and 6, Encumbrance is +0, 7 to 9, it's -1, 10 to 14 its -2, and 15 or more, it's -3.

Accessories: Any suitable gadget can be added onto a suit of armor, at the usual BP cost. Any of the cybernetic or robot systems can be added to Body Armor but at a +1 BP cost.

Environmental Sealing (2 BP): which lets the armor be used in hostile environments and provides an independent air supply. This sealing filters out all harmful things in the air and gives a +4 to any rolls to resist gases or chemicals in the air. The Air supply will last for 3 Hours, +1 hour per extra BP.

Exoskeleton (4 BP per level): This Accessory gives the user of the armor enhanced strength. For each level the Exoskeleton gives +1 to Strength up to a Max of 10. It costs 6 BP per level to go over 10.

Focus Emitter (5 BP): This accessory will let the character in the body armor more effectively use focus maneuvers. The focus emitters are usually placed on the shoulders of the armor. The focus emitter will add an additional +2 damage to all Focus Maneuvers.

Power Source (4 BP): The armor has a built in Power Source for weapons that are built into the armor. For all intents and purposes the power source has 15 "Energy Points", +1 per BP added. These energy points act as the number of shots for weapons.

Thrusters (3 BP/Level): Thrusters are a type of propulsion system that can negate the encumbrance of body armor. It will negate the encumbrance level per level of thruster. At level 2, it can hover. This adds a +1 to all movements. At level 5 you can exceed movement restriction of only moving up to

your agility.

Chapter 5

Cybernetics

Cyborgs (people who use Cybernetics) are a staple of many Anime and Video games, especially set in modern times (since most modern anime have just a tad more technology than we do now).

Cyborgs can become very powerful people in Thrash. When your a cyborg you have many built in goodies that allow them to survive longer and can take allot more punishment then normal humans.

However when normal characters can use Chi energy to shoot flaming balls of energy Cyborgs are often seen as a easy (and harmful) way to power. And to some martial artist replacing your biological flesh with metal and plastics seems like a stupid idea, when the body is the perfect weapon. Of course when a cyborg can lift a couple of metric tons over the head and throw it a go distance away, all your training goes out the window and you run like Hell!

Cybernetics (3 CP/level)

For the purposes of Thrash Cybernetics is an Advantage, rather than a book full of "equipment." How you got your cybernetics is up to you, but a story is always needed.

People with cybernetics are often look down upon by others, because of this for each Level you have in Cybernetics you have a -1 to all Social Rolls. Also for each level of Cybernetics you loose 2 Chi Points.

Also the Cyborg cannot heal normally, it has to be repaired and medical drugs have to be given to the biological organs still active. Thus you cannot heal normally until you can be repaired by someone with a medical facility.

The upside is that for each level in Cybernetics you have one part of your body replaced: Arm, Leg, Chest, Head, then your Whole Body.

You can fit a number of special options in each limb according to its size. Arms and Legs have 3 Spaces for equipment, the Head has 2 and the Chest has 5.

All of the Characters cybernetic limbs have a 9 Strength or +2 to the Characters Strength Damage if they have higher than 9 Strength (and if that is the case why the Hell do you have cybernetics??).

A character whose whole Body (level 5) is cybernetic can Increase their Strength up to 15 for

normal cost instead of triple cost..

A characters Cybernetics also represents how much of the characters vital organs have been replaced and how much armor you have on your body. Each level of Cybernetics gives +1 to Soak, this also means that you can never take the Body Hardening Discipline.

Because of the various things that can be done with Maneuvers as special systems the Characters Level of Cybernetics times 2 can be used as any Prerequisite for maneuvers, but all maneuver costs are increased by +1.

Cybernetic Systems

These are extra options that a Cyborg may tack onto his body. The number in () is how many spaces the system takes up.

- & Armor (1 per level, up to level 4): While the cyborgs body already has skeletal reinforcement and minor armor, with this system you are covered in military grade armor. Each level takes 1 option space from everywhere in the body. Also each level adds +2 to Soak.
- & Combat Computer (3): This is a special variation of the Computer that processes combat information to the cyborg about the opponents techniques during combat. The Cyborg has a +3 to Insight (or has Level 3 Insight if he dose not have that skill) and gets a+1 to Combat rolls every 3 turns spent fighting the opponent to a maximum of Half the Characters Focus. Even if the battle is over he keeps the stored data in his memory banks, thus when he fights that opponent again he keeps the bonus. The Levels in Computer System stack with the Combat Rolls if you dedicate all your computing power to combat.
- & Computer System (0.5 per level): Cyborgs already have extensive computer systems built within the body, but with this option the cyborg can take advantage of it. Each option is either taken from the Head or the Chest. For each level in this Option a Cyborg can add a Bonus of +1 to any given task when using the computer.
- & Energy Storage Battery (2): This is a set of large crystalline batteries implanted in

Chapter 5

the cyborgs chest (thus it uses chest Option Spaces). This system allows the cyborgs body to convert Chi energy into useable power for the cyborg. For every 2 Chi in the Cyborgs Body this system will make it into 1 Energy Point. Energy is used to power all of the characters built in energy weapons and even maneuvers that would require Chi. This is from the Total Chi the Cyborg could have, not the Chi he dose have (meaning the full unmodified chi, not with the cyborg penalty).

- & Integrated Weapon System (1/2 BP): The cyborg has a built in weapon in his body. Firearms cost 1 extra Option Space. This weapon can't be disarmed and if it uses ammo it must be replaced (unless it is a Energy weapon then it is powered by the Cyborgs Chi).
- & Nanotechnology Repair Device (Special): This system takes up Option Spaces in the general Body (each part of the body uses up 1 space). The characters body has thousands of cell sized robots, they are used to repair damaged flesh and even damaged electronics. With this system you have a +2 Bonus to any rolls involving resisting poisons or diseases. Also these things only last 1/2 as long. Also the cyborg can heal normally.
- & Sensors (0.5 per level): The cyborg has increased sensory enhancements that could include all vision modes, telescopic sight, a targeting sight, enhanced hearing and even a sound analyzer. Head space must be used for this system. For each 1/2 Option Space spent in this way add +2 to all Perception related rolls. Add +1 to the Accuracy of all Projectile Attacks for each 1 Full Option Space spent this way.

Chapter 5

Weapons

Guns

This covers just about anything that shoots people. From slug throwers to energy based firearms on the high tech battle field.

Base Type: This is the basic form of the weapon, which in turn determines the base cost.

Derringer/Pen: A Derringer is a small low caliber pistol that is easy to hide (about the size of a lighter in some cases).

Cost: 3 BP's.

Damage: 4

Accuracy: +2.

Action Points: 6.

Range: 25 yards.

Payload: 1.

Hands: 1.

Pistol: A pistol is a medium caliber handgun from the size of a small semi auto pistol the large heavier machine pistols.

Cost: 2 BP's.

Damage: 8

Accuracy: +1.

Action Points: 6.

Range: 40 yards.

Payload: 8.

Hands: 1

Heavy Pistol: Heavy Pistols are the heavier combat pistols like the famed Desert Eagle or the Magnum. Heavy Pistols also include the Sub Machine Guns sawed off rifles made for Close Quarters Combat. Also it includes such Action Hero favorites as the Street Sweeper and the H&K Submachine Guns.

Cost: 3 BP's.

Damage: 10.

Accuracy: +0.

Action Points: 6.

Range: 50 yards.

Payload: 10

Hands: 2.

Rifle: The rifle frame includes many different methods of death. From simple Bolt Action Hunting Rifles to Bolt Action Sniper Rifles. From Carbines to Assault Rifles.

This type of gun also includes pump or lever action shotguns.

Cost: 4 BP's.

Damage: 11.

Accuracy: -1.

Action Points: 7.

Range: 200 Yards.

Payload: 15.

Hands: 2.

Portable Cannon: The portable cannon is the heaviest type of firearm available. This includes very heavy rifles like the mini gun or Gatling gun, to bazooka's and grenade launchers. To such weapons of mass destruction like Particle Beam Rifles and Plasma Cannons.

Cost: 5 BP's.

Damage: 15.

Accuracy: -2.

Action Points: 10.

Range: 250 Yards.

Payload: 50.

Hands: 2

Modifiers:

- d **Auto-Fire:** Automatic fire allows the weapon to fire shots very rapidly, albeit with less accuracy. Semi-Automatic fire costs 2 BP's, and allows the weapon to fire three-round bursts with each pull of the trigger (normal AP cost), which do double damage. 3 BP's will provide fully automatic fire, for which the weapon can continue firing as long as the trigger is held down. In this case, reduce the Action Points of the weapon by 3.
- d **Beam Weapon:** Rather than bullets, the weapon fires laser beams, particle blasts, or whatever generic type of energy you want. This increases the Accuracy by +1, and Damage by +3 and causes a Knockdown, plus it looks really cool! Cost is increased by 3 BP's.
- d **Laser Sight:** This provides a laser targeting mechanism, thereby making the weapon far more accurate when it is used. In long-range combat (especially sniping), the Laser Sight adds +4 to Accuracy. 2 BP's.
- d **Accuracy:** Accuracy be increased, at a

Chapter 5

- cost of 1 BP per +1, up to +4.
- d APs: The base AP cost is determined by the weapon type, but this can be lowered or increased. AP can be reduced at a cost of 3 BP per 1 point reduction, or increased, thereby lowering the cost by 2 BP for each 1 point increase.
 - d Damage: This can be increased at a cost of 1 BP's per +1, to a maximum of +23.
 - d Payload: The three pistols (Derringer, Pistol and Heavy Pistol) can have larger payloads by paying + 0.5 BP per shot up to a Max of 10 for Derringers, 20 for Pistols and 30 for Heavy Pistols. A rifle can be increased to up to 60 Payload or it can be made Beltfed thus giving it a max payload of 100 and 1 BP buys 10 shots. A cannon is always belt-fed and cost 1 BP per 10 shots. Energy weapons are assumed to use power cells of equivalent payloads.
 - d Move: Normally None. A Move of 1 costs 1 BP, and Move of 2 costs 2 BPs. If you can use your Agility to move this costs 5 BP. This cannot be purchased for cannons.
 - d Range: Derringers have a max range of 60 yards, and it costs 2 BP per doubling of range. Pistols have a Max range of 100 yards and it costs 2 BP for each +10 yard.. Heavy Pistols have a max range of 150 yards and it costs 1 BP per +5 Yard. Rifles have a max range of 1500 yards and it costs 1 BP per +10 to Range. Portable Cannons have a Max range of 3000 yards and it costs 1 BP per +20 to Range. Shotgun type weapons start with a 45 yard range and have a max of 75 yards and it costs 1 BP per +5 yard.

Ammunition Types

For slug throwers both modern and high tech there are many types of special bullet types to pump your enemies full of lead with! Here are some sample types bellow, GMs are encouraged to make their own.

Full Metal Jacketed (FMJ): FMJ bullets are the standard ammunition used for most small arms and rifles today. They are simple lead bullets jacketed in a thin layer of

machine pressed copper or steel, inside a cartridge. Because of this, they have a very slight armor piercing quality against soft armor (Level I and II-A), as the bullet does not lose its pointed form. This is the only type of ammunition usable by military forces in accordance to the Geneva Convention. Thus, all military weapons should technically fire FMJ rounds exclusively. These are mass produced, common, and very cheap.

Jacketed Soft Point: JSP are a very common civilian ammunition, similar in most regards to Jacketed Hollow Point, but without the hollow point. JSPs are not plastered by armor as JHPs are, and thus are marginally more effective against harder armors. Unless it is a powerful rifle round, however, it still won't penetrate body armor. Like JHPs, it does give a slight mushrooming effect through the body, but not nearly as great. JSPs are a good middle-ground between JHPs and FMJs, for those needing that sort of cartridge.

Jacketed Hollow Point: Hollow points (or "dum-dum" bullets) are the second most common type of ammunition. Hollow points are semi-jacketed, that is to say, metal jacketed with the front half exposed. The tip of the bullet is concave, giving it a "hollow point". When a hollow point enters the body at a high speed, its hollow tip has the effect of being a "scoop" so to speak, and tends to shovel out one's innards. Furthermore, this bullet is an "expander" meaning it will squash out and mushroom, causing devastating trauma. In effect, any damage that *penetrates armor* and hits flesh does +5 more damage. However, Hard armor protects at twice (x2) its listed value. There is no damage bonus to damage against non-living material.

Extra Power (+P+): Often manufactures of ammunition come up with +P or +P+ type bullets that either pack more explosive powder or enhanced blends of power to generate greater effect. Companies such as Cor-Bon specialize in these (see Cor-Bon) but the greater majority of "generic"

Chapter 5

manufacturers have a powerful but lower quality product. JHP +P and JSP +P+ are a popular round for gun enthusiasts, and they do tend to give more bang for the buck. +P+ can only be added to generic FMJ, JSP, or JHP ammo (pistol or rifle). You cannot get +P+ for Cor-Bon (they are already supercharged) as are other unique ammo types, such as Hydra-Shoks and Glasers. +P+ gives +4 damage, but suffers a -1 Accuracy due to questionably reliability.

Federal Hydra-Shok®: Hydra-Shok® rounds are type of JHP with a unique center-post design and notched jacket. Because of the notching it is able to deliver a reliable, controlled expansion for efficient energy transfer and stopping power. Hydra-Shok is designed for law enforcement, hunting, home defense and personal protection (from Federal Cartage's homepage). Hydra-Shoks, like Black Talons and Cor-Bons, are just another specialized JHP round.

Olin-Winchester Black Talon: The Black Talon handgun bullet was introduced in 1991 from Winchester. The cartridge contains a black colored bullet seated in a nickle-plated case (the black paint is a lubricant to keep wear off the gun barrel). The bullet has six serrations on the rim of the hollow point cavity, and six "talons". The talons deploy when the bullet hits a target and expands, causing further internal injury. The ammo is *not* armor piercing (except against very soft armor such as heavy leather, and older materials), nor is it illegal to buy. However, Black Talons are more devastating than hollow points after impacting the body. Add +6 Damage after armor.

Cor-Bon JHP +P: Cor-Bonö pistol ammo is among the worlds best. Cor-Bon rounds have alarming stopping power and can give any gun the extra kick it needs. Cor-Bons are made for nearly every type of pistol, from .38s to 9mm, and as such can also be used with SMGs (primarily, 9 mms). Cor-Bon achieves the potent punch of their ammo by packing the each round with extra powder and giving the

high-density bullet's shape a ridged, concaved hollow-point form (JHP +P). Cor-Bons are available for all pistol ammo, and most rifles (only .223, .308, .30-06, 5.56mm, 7.62mm). Cor-Bon gives +4 Damage after armor.

Tri-Core: Another great innovation of Cor-Bon are Tri-Core bullets. Tri-Cores are soft lead bullets which contain inside three separate tungsten cores. On impact with flesh or armor, these cores separate from the expanding lead slug, each inflicting a separate wound increasing the likelihood of striking a vital organ, though slightly lessening its overall killing punch. Tri-Cores are available for all pistols and most rifles (only .223, .308, .30-06, 5.56mm, 7.62mm). Though damage is slightly less, three (not one) traumatic wounds can be created. In game terms, this means that you roll to hit three times with a +3 Bonus to the second and third rolls. Tri Cors have a +2 Damage Bonus.

KTW Metal Piercing Ammo: The truth is, there is no such thing as a "cop-killer" bullet, as the media and movies would like you to believe (I even fell for it with the Rhinos.). But there is one type of ammo which is close, the KTW MPA, and it was, in fact, this ammo which spawned the entire "Teflon coating" myth (Teflon makes no difference *at all* on armor penetration). KTW ammo (from KTW Company) is nothing more than a *solid brass* bullet coated in Teflon (the green part you see) to prevent fowling and wear on the gun barrel. Brass is heavy and strong (more so than FMJs) and does not deform on impact, enabling it to punch through some types of soft armors and thin sheets of metal, such as car doors, with much greater effect. KTW ammo was only produced for law enforcement and was never available through civilian gun stores. Production of KTW ammo stopped several years ago, so what remains is very expensive and can only be found on the black market, police storage, and in the hands of licensed collectors. KTWs do normal damage but they do x2 damage vs Armor. The remaining damage goes

Chapter 5

through to the body (at least 2 damage always goes through).

Glaser Rounds: An interesting idea, but not really worth the cost, Glasers are bullets that break apart on impact, and scatter deadly fragments through the body. This delivers almost all of the round's kinetic force to the target, and makes it nearly impossible to remove all the fragments. However, Glasers may not always work correctly. Sometimes they may go off prematurely, or might not break apart at all. For all practical purposes, Glasers will act as normal bullets. If more than 50% of the damage penetrates, the bullet will fragment. If you get a critical hit then the bullet will explode *inside* the body (if not, then it failed to do so). If the subject survives to seek medial attention, *he has a 50% chance of dying due to complications*. Hard and Medium armor (8 to 12 Firearm Soak) protects at x2 its listed value.

Rubber Bullets: Rubber bullets were developed as a crowd control and anti-riot weapons. They are essentially under-powered munitions (pistol or rifle) with a rubber bullet instead of a lead or metal round. They do a lot less damage (Stunning damage instead of Lethal Damage), but even so, a rubber bullet can still kill. Hard and Medium armor (8 to 12 Firearm Soak) protects at x2 its listed value.

Subsonic Bullets: Subsonic bullets have less propellant than standard bullets. Usually, the propellant is measured to give the bullet just enough kick to fly slightly under the sound barrier, thus they do not create the supersonic "lightning-crack" common to most bullets. They do less damage (-4), but adds a +5 penalty to any attempt to detect gunfire. Subsonic bullets are often used in conjunction with a silenced weapon.

Armor-Piercing (heavy rifles): These are true Armor Piercing rounds, but are made for rifles, generally only for 30-06 and Browning cartridges as "anti-material" rounds, and restricted to military usage for that purpose. This type of bullet contains a dense tungsten core, which

gives the bullet much greater mass and penetrative power (as the tungsten core is usually pointed like a dart). On impact with armor, the tungsten core will punch through, entering the body and inflicting damage. Damage to the body is less than that of standard bullets, as the tungsten round does not deform and often punches right through, transferring only a fraction of its energy to the target. This type of bullet is Armor Piercing against *all* armor types, but any damage which penetrates and hits flesh does only *half damage*. Only 1/2 the Firearms Soak protects against Armor Piercing Bullets.

Tracer Rounds: Tracer rounds contain a "firework-like" combustible compound inside which is lit upon firing. As it flies, the bullet burns, creating a bright yellow streak in the air to show where the "stream of lead" is going. It does have a hard lead tip to inflict damage, though it is usually not as great with a solid bullet. Tracer Rounds give a +1 Accuracy bonus to hit, but there must be at least 1 for every 4 rounds shot in a burst for this +1 Accuracy to be valid.

Incendiary: The incendiary rounds are a steel jacketed bullets that contains phosphorous, magnesium, and other burning compounds. Upon firing, these compounds are ignited, and the round becomes extremely hot. On impact, it bursts into a searing chemical fire, inflicting not only impact damage, but fire damage as well. The incendiary fire will do 16 damage on the next Turn, then 12 damage, then 4 damage. Incendiary cartridges are only made for .30-06 and Browning .50, but could be custom made for other cartridges of equal or greater size. API (Armor Piercing Incendiary) is a valid combination in this caliber.

Silver Bullets: Silver bullets (and gold bullets as well) are rare and often found as collectors items or prestige bullets (a certain assassin or hitman's signature may be to only use silver bullets, for example). However, it is possible that there maybe certain special conditions, circumstances, or adversaries where a

Chapter 5

silver bullet is needed. Normally, a silver bullet will act just like an FMJ bullet.

Shotgun Ammunition

Buckshot: Buckshot shells can be had at any hunting store, and even some department stores (shop smart... Shop S-Mart!). A buckshot shell contains between 8 to 16 lead pellets and can deliver a devastating blast at a close range. Over a distance, buckshot quickly loses its energy, but spreads out over a wide area (as per standard Shotgun rules).

Birdshot: More common and easy to come by than buckshot are birdshot rounds. A birdshot shell consists of many tiny Bbsized lead balls. At close range, this can be just as deadly as buckshot, but at longer ranges birdshot quickly loses its punch, more so even than buckshot. At ranges of 10 or less yards double the Damage for Birdshot Rounds, but for ranges of 20 or more yards halve the damage.

Slug (Ball): A slug is a solid lead projectile inside a shotgun shell. This projectile acts as a normal bullet, delivering the full listed damage at any range (up to the max range of the weapon). However, slugs are somewhat unstable, and can miss the target altogether. Slugs are not terribly effective against hard-targets (see below), but can still turn a man inside out.

Slug (Steel Penetrator): This is a machined steel slug, shaped like a very large Browning round, which is capable of penetrating a quarter inch of solid steel. It is extremely effective against armor and soft-targets alike. It has a stable trajectory and is vast improvement over the ball slug (above). The Steel Penetrator round is Armor Piercing against *all* armor, and does a substantial amount of damage. Against Armor the Firearm Soak is reduced to half against the Slug and you add +5 Damage.

Incendiary: The incendiary slug is a steel jacketed slug (tubular shaped) which contains phosphorous, magnesium, and other burning compounds. Upon firing, these compounds are ignited, and the

round becomes extremely hot. On impact, it bursts into a searing chemical fire, inflicting not only impact damage, but fire damage as well. The incendiary fire will do 16 damage on the next turn, then 8 damage, then 4 damage.

Slap Jack: The Slap Jack shotgun round is a nylon bag filled with sand or other fine powder, which on impact does minimal damage to the target. It is basically designed to stun, frighten, or temporarily impair the target. It can kill if used improperly, and is extremely painful, capable of leaving a severe bruise or even break a bone if it hits just right. Slap Jacks do the listed damage, but it is only Stunning. Hard and Medium armor (KD) protects at x2 its listed value.

Fléchette: Fléchette shells are similar to buckshot shells, but instead of containing lead balls, they contain about 20 to 30 tungsten steel darts! Fléchettes typically do less damage than solid bullets (-8 Damage), however, they are Armor Piercing against Soft armor (only). Against leather and light plastic armor Fléchette do x2 (normal) damage vs Armor, but do the reduced damage against all other armor types.

Grenade: This is a grenade for a shotgun. It is much smaller than a standard 40mm grenade, and looks just like a full metal shotgun shell. The round is in fact a miniature grenade with an impact detonator, and can deliver a deadly explosion, of a magnitude comparable to that of a typical 40mm grenade. On impact, a Grenade round will deliver an 32 Damage explosion with an area effect out to 8 meters, with -6 Damage per 2 meters (So 32 at ground zero to 2 meters, 26 at 2-4 meters, 20 at 4-6 meters and 14 at 6-8 meters).

Energy Melee Weapons

"I see you have constructed a new light saber."
-- Darth Vader, Return of the Jedi

An energy melee weapon (or EMW for short) is basically a hilt/handle which, when activated, forms an energy-based weapon.

Base Type: First off, pick out a normal weapon

Chapter 5

that the EMW will take the form of. Keep in mind that only the striking part will be energy, so bladed weapons are usually best, and those will usually be swords, or occasionally knives, though axes, polearms, and the like are certainly possible. The base cost is 5 BP's for a sword or axe, 4 for a polearm, and 3 for a knife.

Accuracy: EMWs are light and relatively easy to use; all will have a modifier of +1 to Accuracy (applied to that of the basic weapon type). This can be increased by another +1 for 2 BP's or +2 for 3 BP's.

APs: The AP modifier is as per the basic weapon -1. It can be decreased by another -1 for 3 BP's.

Damage: Increase the damage of the weapon by +3; this can be increased at a cost of 1 BP per additional +1 to damage, to a maximum of an additional +6 (i.e., +9 total).

Move: Standard.

Payload: Calculate the Damage, then divide it by 2. This is how many minutes the weapon will last on one "Energy Point." Damages of 1-3 will have 15 EP, 4-6 will have 10 EP, and 7+ will have 5 EP. Each additional EP costs 1 BP per +1 EP.

Chapter 5

Robots

Robots are fairly uncommon in fighting games, though they certainly exist (the various Jacks of Tekken, Huitzil of DarkStalkers, Vector of Star Gladiator, etc.). They can make very interesting characters in a number of ways, though they can also be unbalancing in terms of power. Whether or not to allow robotic PCs is, like anything else, up to the GM's discretion. Regardless, most PC robots should have a neural, human, or non-human intelligence (see below), and, for fighting game/anime purposes, at least, will typically be humanoids (and for anime purposes, frequently created to appear cute and female).

Because the term "robot" covers such a wide range of possibilities, the system for creating them has to be fairly generic. Further, the processes involved are different enough that the game mechanics are different to reflect that.

For the purposes of creating a robot character his character points are treated as build points to avoid confusion. But if your resident evil teen age genius wants to build herself a loyal death machine they use Build Points.

Part 1: Artificial Intelligence

Creating a robot is essentially a two step process; make the brain, and put it in a body. The Intelligence is the computer unit or whatever that controls the robot, just as a biological brain can be said to run a human body.

Step 1: Intelligence Type

Human Intelligence: The robot is controlled by either a human brain with a life support system, or a human mind transferred into a computer. In either case, the whole question of programming becomes moot; the character has had a typical human education or whatever. Distribute 25 points among the three mental attributes (Focus, Intelligence, and Will.). Using a human intelligence costs 8 BP's.

Neural Intelligence: A neural intelligence, also known as a positronic brain, is an artificial construct designed to mimic the human brain. This gives an artificial being a much greater range of mental capabilities, and in some cases such constructs may possess humanlike intuitions and even emotions. The base cost of a Neural

Intelligence is 12 BP's. Intelligence starts at 4, and can be increased up to 10 at a cost of 2 BPs per point of increase.

Non-Human Intelligence: This is essentially having the robot be controlled by a living brain, but of something other than a human, usually some sort of animal. The animal brain is, however, more simple than that of a human, and as such must be augmented by a number of subprocessors to facilitate speech, color vision, and so forth. As such, the base cost of a Non-Human Intelligence is 9 BPs. Distribute 20 points for the character's mental attributes (Focus, Intelligence and Will.) though Intelligence cannot initially exceed 6. Non-Human Intelligence can also be supplemented with programmed skills and abilities, but unlike a Neural Intelligence, these programs cannot be increased in level through learning; such a character wishing to better themselves in such an area must purchase the skill normally, starting at level 1.

Step 2: Programs

For all of the following, Human and Non-Human Intelligence will have them purchased normally.

Charisma: Needless to say, a machine isn't going to be terribly amiable. For a nonintelligent computer, the best one can do in most cases is to create a software program that produces artificial emotional reactions; this type of program costs an additional 2 BPs and provides an effective Charisma of +1. Neural Intelligence robots may get such a program, but their "natural" Charisma starts at +0, and can be increased normally.

Focus: Focus is not normally applicable to robots. The only exception would be if the robot includes some kind of techno-mystical mechanism that allows it to use chi-based powers. This requires a Neural Intelligence, as well as special processors. The cost is 9 BPs, plus 1 per point of the robot's effective Focus attribute (to a maximum of Focus 9). Base Chi is equal to the Focus times 3, but can

Chapter 5

be increased at a cost of 1 BP per additional 3 Chi, to a maximum of +36.

Will: Likewise, willpower is not normally an issue; as a machine, a robot is unlikely to succumb to emotional or other influences, yet is completely incapable of resisting programmed directives. A neural intelligence, whose thoughts can be surprisingly humanlike, may have a need for willpower, but they will begin with very little of it; the base Will of a robot with Neural Intelligence is 4, though this can be increased normally.

Skills: A robot can be programmed with any number of skills. For a Computer or Neural Intelligence these cost 1 BP per 2 skill levels, though social skills (excepting things such as etiquette) cannot be purchased in this manner.

Styles & Maneuvers: Likewise, training in combat is simply a matter of programming it. Most robots will be programmed with Special Forces Training (since most robots are of military applications), but any style is *conceivably* possible (a programmer would have to be able to study it enough to produce a skill program). Styles cost 2 BPs per level. Physical maneuvers cost a number of BPs equal to half (rounded up) the total SP cost (i.e., add up ALL of the physical maneuvers purchased, and then calculate). Chi-based maneuvers (if the robot has a Focus capability) cost BPs equal to the SP cost.

Disciplines: Most disciplines are not available to robots, though ones that are specifically some sort of skill (e.g., Vital Points, Steel Cloth, etc.) will cost 1+SP cost in BP per level. Chi-based disciplines are available if the robot has a Focus capability, and cost 2+SP cost in BPs per level.

Part 2: Body

Step 1: Basic Body

For simplicity -- and because that's simply how the genre is -- this system only provides for humanoid robots of roughly human size.

Strength begins at 5, and can be increased up to 16 at a cost of 2 BP's per point.

Agility starts at 4, and can be increased up to 12, at a cost of 3 BP's per point.

Stamina This is not applicable to robots; the only limitations on how long they can maintain a given physical activity are their power source and when their components start to overheat (and we usually ignore these in anime anyway).

Appearance This is normally assumed to be N/A as well; a bot is just a piece of metal. Of course, a designer can put more into making the robot look cool, in which case the robot can be given an Appearance of up to +10 at a cost of 1 BP per 2 points of Appearance. This can take the form of an impressive but still metallic form, or (an anime favorite), a cute and/or sexy human-like exterior.

Step 2: Armor

A robot begins with 80 Health; this can be increased at a rate of 5 Health per BP. Note that unless the nanotech repair device is selected, any damage sustained must be repaired, rather than healed. However, they can also be physically reinforced to be more resistant to being damaged in the first place; this takes the form of them having normal armor values.

Soak: +2 per BP spent, to a maximum of +24.

Firearms: Equal to Soak, plus 4.

Encumbrance: Not applicable.

Step 3: Weapons

Any reasonable number of weapons may be integrated into a robot. Such weapons are simply purchased at their normal BP cost.

Part 3: Final Touches

Base APs: 10, plus 1 per point in any styles known.

Rage Threshold: Rage only applies to robots with a Human or Non-Human Intelligence, and even then, being part machine makes them less likely to go nuts. As such, the Rage Threshold is calculated as the sum of the character's Will and Focus, times two.

Extra Stuff: Besides the usual stuff with fleshing out your character, a robot may also select stuff from the Robot Special Abilities, listed below, at the BP cost listen in parenthesis under each ability.

Chapter 5

Robot Special Abilities

360 Degree Rotating Body Segment (1): The robot can rotate any part of his body completely around. Perfect for performing some truly unique maneuvers.

Combat Computer (6): A special device that collects and processes information about the opponent's techniques during combat in order to improve the robot's reactions with respect to that opponent. The robot receives a bonus to it's combat rolls of +1 per every three turns spent fighting with that opponent to a maximum of the robot's focus bonus when it can't perform any better. Even if the battle is over, the next time they fight again the robot will keep a bonus of +1 to it's rolls against that particular opponent permanently and that bonus will be cumulative each time the robot fights again with that particular person.

Micro Video-Camera (2): One of the robot's eyes is a video camera. The video is recorded on mini-discs of 60 minutes capacity each.

Nanotechnology Repair Device (3): This system, consisting of thousands of microscopic robots, affords the robot an ability to gradually repair itself over time, thus effectively healing damage as per a normal human character.

Radar (4): Can detect and track up to six targets simultaneously. Same as the Danger Sense maneuver, but this one is not fooled by Mushin.

Remote Probe (1 each): A remote-controlled mobile device equipped with a camera and a microphone to perform "spy" jobs (remember Transformers Laser Beak?). The robot can see and listen through the probe's sensors. The device is no bigger than 8 inches and is considered to have 8 health points that, if depleted, the probe is reduced to scrap metal. It also has an Agility of 6 for all intents and purposes.

Secret Compartments (1): The robot can hide inside of any part of it's body (except his head) any small items that could be of any importance.

Self-destruct System (2): Though a not considered an alternative, should an

"inescapable death"; situation occurs, the robot can, at least, say goodbye in a way few will forget. The robot can blow himself up in a big bang with a radius of five hexes. Causing 1/2 His Health in Damage.

Sensors (1-5): Same as the cybernetic system.

Sound Analysis Computer (2): This computer can identify any sound, voice, etc. and has a capacity storage for 2,000 different sounds.

Targeting sight (1): The robot has a bonus of +3 on his weapon attack roll per each turn spent aiming with ranged attacks.

Robot Modifiers

Spinning Maneuver (+3): The robot can perform any reasonable maneuver while spinning its waist completely around, and thus, inflicting damage to everyone surrounding the robot. Great for taking on complete mobs at once. It also adds +2 to damage due to the centrifugal force of the spin. Prerequisites: 360 degree rotating body segment (waist).

Chapter 6

Weird Powers

This part of the Thrash Sourcebook deals with the weird and unusual powers you see in many Anime, Movies, and even Video Games. Most of these powers are extremely rare and the GM should look them over before letting them into his Campaign World (many games have been broken because the GM has not checked over the characters powers).

Elementals

Elementals are people who can command one of the many elemental energies of the world. Each culture has its own views on the elements, each one has different ones depending on where the character came from.

The Druids started the first four elements (witch many Europeans have adopted as their own). China made the standard for most of Asia and Japan borrowed from China and included their own variations of the elements.

Elemental (9 CP)

Having this advantage allows you to choose one elemental type and gain powers over it. At the most basic level this advantage allows the character to manifest his patron element in his attacks.

At the most advanced level is allows a Character to control his element and become something more than a normal mortal.

A character can sense his own element (including other elementals of his own type or one that opposes him) in a radius of 30 meters/yards per point of focus.

The following Items bellow are in effect when you choose a said element:

- & **All:** Elemental Maneuvers have a -1 SP Cost, and you automatically start with the Power Channeling maneuver. Aura Strike 5, Chi Shock 4, Rage Blaze 3. Power Strike Costs only +1, Power Flash Costs only +2.
- & **Air:** All Chi Blasts are considered Forceful Blasts. Air Jump 3, Ghost Form 5, Levitation 4, Shockwave 4, Thunderclap 5, Reduce Weight 4, Unseen Strike 5, Whirlwind 4. Enhanced Knockback only costs +1 per level.

- & **Darkness:** All Chi Blasts are Shadow Blasts without additional cost. Shadow Blasts do double damage to beings of light (Light elementals, Kirin, etc.). Darkness is affected by Light, and take double damage from pure light. Ghost Form 6.
- & **Earth:** All of the characters Chi Blasts automatically have Ground Wave at no additional cost. Healing 4, Regeneration 5, San He 3, Shockwave 4.
- & **Electricity:** All Chi blasts are electricity-based at no additional cost. Chi Shocks are automatically Electric Shocks.
- & **Fire:** All Chi blasts are Flaming at no additional cost. Chi Shocks are automatically Flaming Shocks, Fire Breath costs 4 points.
- & **Ice:** All Chi blasts are Ice Blasts at no additional cost. Ice Crystal Blast costs only +1.
- & **Light:** All Chi blasts are Light Blasts without additional cost, Light Blasts do x2 Damage to creatures with negative chi and those affected by light (Darkness Elementals). Chi Star costs only 3. Flare 2, Healing 5.
- & **Metal:** All Chi Blasts automatically have one level of Knockback and Forceful. Acid Breath 5, Force Shout 3, Internal Chi Strike 3, Shockwave 3, Stunning Shout 3.
- & **Sound:** All Chi Blasts are Sonic Blasts at no additional cost. Ki-Ai 1, Force Shout 3, Stunning Shout 4, Thunderclap 3, Unseen Strike 5. Flash Strike costs only +4.
- & **Time:** All Chi Blasts are automatically Guided Blasts, with no additional cost. The Homing Projectile Modifier only costs +2. Boost Speed 3, Teleport 4, Teleportive Motion 4, Reflecting Barrier 3, Unseen Strike 5. Instant Teleport only costs +1. Increased Speed only costs +2.
- & **Wood:** All Chi Blasts are automatically Moving Blasts at no additional cost. Acid Breath 5, Healing 4, Kogjin 4, Multiple Selves 6, Regeneration 4, San He 3.
- & **Water:** All chi Blasts are Water Blasts without Additional Cost. Shockwave 4, Unseen Strike 5.

Chapter 6

For elemental maneuvers see Chapter 4: Maneuvers.

Generic Powers

Generic powers are just that: Powers that don't fit into any of the other Weird Power categories. Generic Powers enable a character to fit a certain niche for their characters. These powers can also be used for super powers or the powers of supreme beings (aliens, demi gods, monsters, etc).

Advanced Chi Blasting

"Kamahamehas make me hungry!"

-- Gokuu, Dragonball

Essentially, this power lets the character learn and use countless variations of the chi blast maneuver without buying different versions of the maneuver over and over again. This should usually only be used in VERY high powered campaigns.

Cost: 4 CPs for the base power (or 12 experience points) plus 3 CPs per level (increasing later costs current level times 4 in experience).

Prerequisites: Chi Blast, Focus 8

Powers: For each level, select a Projectile Modifier. The character may use any combination of the modifiers he knows, though each after the second increases the AP cost of the attack by 2. For level 8, instead the character can choose to gain the ability to produce Mega-Attack versions of any chi blast he is capable of.

Energy Reserve

This power gives the character a special, secondary reserve of energy to power their chi-based maneuvers. This does not count as actual Chi, and thus cannot be drained or affected in other ways as the character's usual Chi total might.

Cost: 2 CPs per level

Prerequisites: Focus 6, Will 8

Powers: Essentially, for every level of Energy Reserve, the character has 3 Energy Points. These energy points can be used as Chi when you run out of Chi or when you don't have enough chi for a certain maneuver.

Flight

This power allows the character to fly with no apparent means of support.

Cost: 4 points for the basic ability, plus 2 points per level. The level purchased cannot exceed the

average (round up) of the character's Agility and Focus.

Prerequisites: Focus 7

Power: The basic power gives the character the ability to hover in mid-air. They can stay where they are in the air, or can rise up to 3*Focus Bonus yards per turn. For every level purchased, the character can propel themselves at up to 20 miles per hour (though in close combat this simply triples their Agility Bonus for movement purposes). The maximum altitude also increases by 30 yards per level.

Mutant Animals

The term "Mutant Animals," though usually pretty inaccurate, for our purposes refers to a sentient being which is part human and part animal. Which part was the original varies; some may have originally been animals, while others might have once been human. How they reached their current state is up to the player and/or GM; strange chemicals, genetic experiments, and magic are all possibilities, and more often than not the character doesn't know where they came from anyway.

Mutant Animal (3 CP)

In game terms, being a mutant animal counts as an Advantage, plus the cost of any Special Abilities that the character might possess (see below). This may seem a bit low, but you have to also take into account the potential social disadvantages of being a mutant animal (like angry mobs...).

Special Abilities

The following are special abilities that might be possessed by mutant animals. In general, animals have certain abilities that humans do not; these are represented in mutant animals by the special powers below, which count as Advantages. If the natural animal has an ability, it does not necessarily mean that the mutant has to; it is entirely possible for it to have become vestigial in their transformation.

Bite (1): The character has sharp teeth, and can execute a bite against opponents. This gives them the Bite Maneuver as a basic maneuver, the bite maneuver is a template maneuver that is added to the Punch Basic maneuver and the Light and Heavy Attacks can be added to that as can Power Attack.

Accuracy: -1

Chapter 6

Action Points: +2

Chi Cost: None

Damage: +2

Move: +1

Climbing (2): This is a natural ability to climb, and all climbing difficulties are lowered by 5. Also the mutant animal can cling to ceilings or walls.

Claws (2): The character has claws in their hands and feet, these claws add -1 Acc, +1 AP and +2 Damage to the basic Punch or Kick maneuver. And the Light, Heavy and Power Attack templates can be added to the claw.

Flight (4): The character has wings which can be used to fly, the character had a wing span equal to x2 his height. As a result, the character can fly and glide, tripling their move in combat. Physical strikes made while flying are also at +2 damage due to the increased momentum and the Move is x3 before Agility Modifiers.

Gills (2): The character has retained natural gills as well as grown lungs, and thus can breathe normally while underwater.

Peripheral Vision (5): While most are able to see in an arc of a little less than 180 degrees, this character can see things around about 300 degrees. You do not get penalties when parrying attacks from behind and you are never surprised.

Regrowth (4): Certain animals, most notably lizards and some amphibians, have the ability to grow back lost body parts. As a result, the character heals an extra 4 Health per day when damaged, and can even regrow lost limbs.

Running (2): Certain animals, such as the Cheetah and Kangaroo can run at great speed; all movement is doubled for all maneuvers that rely on physical means of movement.

Swimming (2): The animal is an excellent swimmer, thus they lower all Swimming difficulties by 5, and their Strength is doubled for determining how far they can move in a turn while swimming. Also they do not receive any penalties for fighting while in the water.

Tail (2): Many types of animals have tails, and most mutants will retain them, but a character with this advantage will be able to use their tail for special purposes; either as a prehensile tail, or a "combat tail" (purchasing both costs 4 CPs). A prehensile tail allows the character to use the tail as a rudimentary hand (-5 penalty to perform most tasks), while a combat tail can be used for whipping opponents (treat as a punch with +1 Accuracy and +1 AP) and

allows the character to select certain special maneuvers which require such a tail and use the Tail Advantage

Temperature Resistance (2): Certain animals live in extremes of temperature that could be uncomfortable or even dangerous to humans. An animal with this power will be resistant to either heat (animals from tropical climes, deserts, etc.) or cold (penguins, polar bears, seals, walruses, etc.). This means that they will be entirely comfortable with that range of temperatures, though going to the other extreme will be very unpleasant (thick fur is not a good thing to have in a rainforest, and likewise scales are no good in the arctic). This does not grant them any particular damage resistance (i.e., it would not affect freezing or incendiary attacks).

Venom (4): Selecting this power requires that the character first be able to Bite (see above), or have some other means by which to deliver the poison. Certain animals have the ability to poison their foes. This usually is done by means of fangs (thus requiring a biting attack), though some animals are known to possess poisonous spurs on their limbs or other parts of the body. When the venom is delivered, it inflicts damage based on the attacker's Stamina, divided evenly over the course of 6 turns, in addition to the damage from whatever attack was used to deliver the poison. A character with this power has only a limited supply of the venom, and thus may use this attack only a number of times equal to half their stamina per day. To resist the poison the victim must roll 1d10+Stamina vs the attackers Stamina+10.

Psychics

"Fool! You can't compare to my power!"

-- M. Bison, *Street Fighter the Animated Movie*

Psychics in fighting games tend to be very different from the traditional conceptions of what they ought to be like. There are a lot of reasons for this, but Capcom's M. Bison (Lord Vega) is probably at the top of the list. Let's face it, a character with powerful telekinesis would simply be no fun to watch characters fight. They come towards him, he mentally smashes them into little pieces. End of round. So, characters like Capcom's Bison/Vega and Rose, and SNK's Athena Asamiya and Sie Kensou wield psychic power that manifests are a curious form of energy manipulation combined with limited psychic sensitivity and mind

Chapter 6

control powers in some cases. And if they are capable of telekinetic manipulations, these will be usually limited to the character propelling themselves at the opponent in some way (as show by maneuvers such as Bison's Psycho Crusher and Athena's Phoenix Arrow).

As a rule, fighting game psychics always wield the most cinematic abilities, which are usually energy-based and very powerful. Nearly all such characters are capable of chi blasts of one sort or another. Thus it may be better to think of fighting game psychics more in terms of "psychic energy elementals" than anything else.

Psychic (2 CP per level)

Being a psychic counts as a special Advantage. The level of one's psychic power determines how powerful manifestations of that power are, and thus is added to the Focus attribute to determine damage and such for psychic effects (as well as the Focus Prerequisite of many maneuvers). Focus maneuvers purchased as psychic powers see their cost reduced by 2 points (to a minimum of 2) as well.

Adding the Power Strike modifier to a maneuver costs only +1 CPs, always manifests as seething psychic energy, and costs only 1 Chi.

Psychic Disciplines

Psychic Disciplines are, in essence, special Disciplines which grant psychic abilities. These may only be possessed by psychic characters, and their level may not exceed that of the character's Psychic advantage level.

Astral Power (2 CP per level)

The Psychic Discipline of Astral Power grants the character the ability to perceive and interact with the Astral Plane, a level of reality that is wholly mental and spiritual in nature. Beings can exist there only in a non-physical manner, but since it overlaps our physical reality, those present in the Astral Plane can observe and possibly even affect those in the Physical Plane.

1. Astral Sight: This power enables the character to look into the astral plane, and see whatever might be going on in there.

2. Astral Projection: This is effectively the same as the Mind Walk maneuver, except that the Chi cost to activate is 8, and the duration is based on the character's Psychic level rather than Focus.

3. Astral Healing: This power allows the character to heal astral forms, whether their own or someone else's. They can heal 4 Health per 3 Chi spent.

4. Extended Astral Projection: This is essentially the same as the normal Astral Projection power, except that the duration is 30 minutes per point of the character's Psychic advantage. Costs 8 Chi.

5. Avatar Projection: This power enables the character to project an image of themselves into the physical plane from the astral plane. This has no physical presence, but is very conspicuous. It can be maintained for two turns per level of Astral Power. Costs 6 Chi.

6. Astral Transference: This is a variation of Astral Projection in which the character temporarily converts their physical form into an astral one, having the added advantage that they don't have to worry about what's happening to their body while they're off in the astral plane. There is no limit to how long an Astral Transference can be maintained, though each time they move into or out of the Astral plane it costs 5 Chi.

Aura Power (3 CP per level)

All beings naturally generate an aura, a sort of psychic energy field, whose nature is indicative of that of the person. Psychics with this discipline can perceive and later affect these auras.

1. See Auras: This power allows the psychic to see and interpret the aura of anyone within line of sight. The psychic must make an roll on 1d10 + Intelligence + Aura Power to interpret the aura, however. From this it is possible to determine if they are psychic, elemental, etc., general level of power, if they have positive or negative chi, and their general age.

2. Disguise Aura: The psychic is able to change the appearance of his aura for up to 1 minute per level of Aura Power, so that other psychics with the See Aura ability can be made to believe him to be of another species, not a psychic, more or less powerful, etc.

3. Steal Aura: This power works basically the same as Disguise Aura, except that the character will precisely copy the aura of another person. As a result of this, the original aura being copied becomes somewhat distorted for the next 1d6+1 hours.

4. Alter Aura: This power enables the character to modify the appearance of another person's aura in the manner of the Disguise Aura power.

Chapter 6

5. Aura Bolt: This power functions as a Continuous Blast Chi Blast, the only difference being that the character channels the power through their aura, causing them to be surrounded by an intense white glow just before it is unleashed.

6. Aura Infusion: With this power, the character infuses their aura with chi energy, causing it to blaze like fire. This provides a bonus of +10 to all soak rolls, and increases the damage of all hand strikes by +3. This costs 14 Chi, takes 14 APs to activate, and counts as a defense.

7. Supreme Aura Bolt: This is a Mega-Attack version of the Aura Bolt power, above.

Clairvoyance (3 CP per level)

The power of clairvoyance enables the psychic to extend their senses to perceive occurrences in other locations, regardless of normal physical limitations. To do this, the character must make a roll on 1d10 + Clairvoyance + Focus, the difficulty being based on the distance between the psychic and what they are attempting to see, and whether there are any obstructions between. The character can only use one sense at a time per level of Clairvoyance.

Precognition (2 CP per level)

This is probably one of the most fickle of psychic powers. It is the ability to catch glimpses of the future. However, the psychic has almost no control of this whatsoever. In general, the GM may allow a roll on the character's Precognition level. If the roll is successful, the character has gained some small insight into the *possible* future. This is usually a feeling about something—a hunch that will probably turn out to be correct.

Psychic Healing (4 CP per level)

Psychic power can easily be channeled to heal rather than hurt. The Psychic Healing Discipline provides the same abilities as the Healing Path of Sorcery (see Magic), except that at level 9 the character acquires the ability of *Life Extension* rather than Resurrection, which can slow down the character's aging to one fourth normal if they wish.

Psychokinesis (4 CP per Level)

Psychokinesis is unique among psychic powers in that it is very simple, and yet requires a great deal of discretion on the part of the GM to keep it from becoming unbalancing.

At level 1 and above the Psychokinetic is able to lift objects with a mere thought. He is able to lift 20 lbs per level of Psychokinesis.

Using Psychokinesis to move or swat away something or somebody uses 3 Action Points per Level, and 1 Chi Per Level. And they make a roll of Psychokinesis+Focus+Psychic Level+1d10 vs the opponents defense to hit them.

Psychokinesis has numerous uses, so many in fact that listing them all would be difficult, and new ones are fairly easy to come up with. In general, the character can create physical force in any pattern in any place within 2 yards per level. Simply lifting an object is amazingly easy, but more complex tasks will require much more skill and practice. For instance, messing with particular vital organs would be hard (and for that matter would probably require some knowledge of biology). As such, the GM may require players to create and purchase maneuvers to make use of this power for combat uses.

Telepathy (3 CP per level)

Telepathy is both subtle and dangerous. It allows the character to sense and even alter the thoughts of others. It is not normally a combative power, but its potential uses out of combat are what make it terrifying.

1. Empathic Sense: The character can sense the general emotional state of people and to a lesser extent, animals, within a 2 yard radius per level of Telepathy. The character can either get the overall general emotional state of all the beings within the area, or scan one specific individual, in which case their precise emotional state can be ascertained, and the range is increased to the level of their Telepathy times 6 yards. However, there is a distinct possibility of use of this power causing the telepath to actually *feel* the emotions they are sensing to some degree, which can be disturbing, and even dangerous.

2. Telepathic Sense: The character is able to read the actual surface thoughts of others. Short of a Mind Shield (see below), there is little one can do to prevent telepathic probing, save to try and think of something unimportant, and then they must be aware of the telepath's probes in the first place. The general range for telepathic sensitivity is 4 yards per level of Telepathy.

3. Protective Empathy: The character is able to project their emotions at others. Thus, if they are scared, they can put fear into the hearts of others.

Chapter 6

The range for this is equal to 3 yards per level of Telepathy, and anyone on whom this is used may make a 1d10+Focus+Will roll to prevent themselves from being overwhelmed by the emotion, provided they are aware that the feeling is the result of a psionic projection. When this power is used, the psychic must spend 2 Chi per turn.

4. Protective Telepathy: The character is able to project thoughts at others. Thus, they can send mental images, words, or whatever into another person's mind. Whether they can understand the telepathic message is another matter entirely. The range for this is equal to the level of Telepathy times 3 yards. When this power is used, it costs 1 Chi per turn.

5. Mind Shield: This power allows the psychic to maintain a shield around their mind that protects from psychic attacks and probes. It is relatively easy to learn to do, and extremely useful. For rolls to resist psychic attacks that directly affect the mind, half the level of the Telepathy Discipline is added to the appropriate attribute. Telepathic probes used while the mind shield is up have their level effectively reduced by that of the user's Telepathy level. Mind shield can be activated in an instant (does not cost any APs), and remains up or down (however the psychic left it) whether they are asleep or awake.

6. Rapport: This is ability to enter a psionic rapport with another being. That is, a state of psionic linking, in which all surface thoughts and emotions of one are instantly sensed by another person, and vice versa. The rapport state is extremely disturbing to those who are not adjusted to it. To form the rapport, the participants must be within 2 yards per level of Telepathy of one another (the highest Telepathy level from among the participants), and it can be maintained at a range of up to 30 yards per level of Telepathy! However, every minute of rapport drains all concerned of 1 Chi.

There is no real limit to how many beings can participate in a rapport, although, as a rule of thumb, if the sum of the Intelligence of all of them exceeds 50, it is getting "crowd-ed" in there, and it becomes difficult to concentrate. If someone is pulled into a rapport and wants to get out, they must make a roll on 1d10+Will+Focus.

7. Suggestion: This power allows the psychic to mentally affect another person in such a way that their sub-conscious becomes open to suggestions. This can be used in two ways; either to make

spoken commands more effective, or to force the victim into a trance state, where they are even more susceptible to suggestion. In the first case, the psychic can make a roll on 1d10+Telepathy+Focus and spend 2 Chi before saying something; if the listener (who must be within 1 yard per level of Telepathy) fails a contested roll on 1d10+Focus+Will, they will believe that statement, and if it compels them to do something, they will likely do it.

If the psychic spends 6 Chi and makes a similar roll, they can cause the victim to enter a trance state; at this point, they will be only semi-conscious (although loud noises, or being struck physically, will bring them to full alertness), and whatever the psychic says will be firmly planted into the victim's subconscious mind. However, it is important to remember to tell the victim not to remember being in the trance; otherwise the whole thing will be ineffective.

Lastly, the victim always gets a chance to make a roll to resist being compelled to do anything that is contrary to their morals or principles.

8. Deep Probe: This power allows the telepath to probe the mind of another on a much deeper level. To use this power, the telepath must be touching the subject, preferably on the forehead. If someone is aware of this and wants to prevent it, they must make a roll on 1d10+Will+Focus. When doing a deep probe, the telepath can explore the mental landscape of the subject, and even look at memories.

9. Open Mind: The character is able to enter a state of total telepathic sensitivity. Any surface thoughts within a 3 yard radius per level of Telepathy will be "heard" clearly by the telepath. This is handy if you want to know where someone is, but is maddening when there is a room full of active people.

10. Alter Dreams: This power enables the psychic to forcibly take control of another person's dream (the victim must be dreaming while it is used), altering it in any way they can think of. They will be aware of what the victim is dreaming about, and can affect it in any way they wish. The psychic must be within 1 yard per level of Telepathy of the dreamer. The psychic will also be accomplished at controlling their own dreams, and rarely is troubled in their sleep.

11. Mind Control: This power allows the psychic to totally seize control of the mind and body of a victim, controlling all mental, psychic, and physical

Chapter 6

abilities. Initiating mind control requires eye contact; the victim can make a roll to avoid being affected. Once controlled, a victim can be made to do anything normally possible for them, although all actions will be at a -4 penalty. While controlling someone in this way, the psychic cannot do anything else. While controlled, the victim will be aware of (and likely terrified by) everything that is going on around them, but powerless to do anything about it. Mind control can be maintained for up to 1 minute per level of Telepathy.

12. Fantasy Experience: The psychic is able to take control of the perceptions of one person per 2 levels of Telepathy, and cause them to have a hallucinatory experience, over which the psychic has total control. While this is in progress, the psychic and all involved will be effectively unconscious, but apart from the psychic, all will remain so for 1d6 minutes afterwards.

People in this fantasy world will generally be unaware of the fact that it isn't real, but if they are, or simply try to disbelieve it, they can make a roll; if successful, they will wake up. Remember that unless a telepath says so, victims will rarely even realize that a fantasy experience has started.

Sorcery

Magic isn't too common in fighting games, though there are certainly exceptions, most notably Amakusa and Caffeine Nicotine in Samurai Shodown. In general, sorcerous effects are not all that different from chi powers (partly because sorcery is based on the power of chi as well).

Sorcery is not a special advantage as is the case with other types of Weird Powers, but rather a character who is versed in the ways of magic must select one or more of the Magic Paths. These are groups of related abilities, which, in terms of cost, count as Disciplines. Sorcery thus can be powerful, but requires more preparation than other forms of power. Sorcerers must spend a lot of time studying to learn new stuff, and they must be able to prepare wards and whatnot in advance. Further, many of the more powerful effects will require a full-blow ritual, which could take hours to complete.

The casting of a spell can be accomplished via three possible means. Doing it on the fly, by chanting or concentrating requires two full turns (11 APs out of each), and the Chi cost is doubled. The character can create scrolls or Eastern-style wards to carry out the effect; these cost the normal

amount of chi, and have the advantage that they can be prepared in advance and then used immediately (4 APs). The last option is the tricky one -- preparing a ritual. This cannot, of course, be used in combat, and will usually require a number of hours to complete. The character can magnify the effects of the spell vastly in this manner, increasing the range, damage, and so on by 100% by spending Chi equal to the base cost over again.

In any case, successfully using a spell requires making a roll on 1d10 + Sorcery Level + Path Level + Focus.

Abilities of Sorcerers

Learning Sorcery: The process of learning magic is, as you might expect, a laborious one. And, of course, it's a bit boring to most people. Sorcery is a combination of the spiritual, in the focusing of one's internal energies, and the intellectual, in that it requires memorization of chants, formulas, rituals, and so forth. As such, martial arts training has nothing to do with it. However, sorcerers need to study. As such, they can accumulate Study Points at the same rate that martial artists do Training Points, for spending time studying mystic texts and so forth, and these are spent in much the same way, but must be spent on sorcery paths, the sorcery style, or magic-based maneuvers and such.

Sense Magic: Anyone who knows magic becomes attuned to the unique chi flows it generates when used. The degree of attunement depends on how much mystical power the character possesses. Take the combined level of all the character's Paths, and add to that two times the level of their Sorcery Style (if possessed), and look at the following table:

1-5	The character will be aware if magic is being used within 3 yards per point of focus, but they cannot pinpoint its source.
6-10	The character will be aware if magic is being used within 15 yards per point of focus, but a roll on 1d10 + Focus + Sorcery style is required to pinpoint its source if it is within line of sight.

Chapter 6

- 11-15 The character is aware of any magic used within 30 yards per point of Focus, and can always pinpoint the source if it is within line of sight.
- 16-20 As for 11-15, but the character can also tell the general type of magic being used (offensive, healing, mind control, etc.).
- 20+ As for 16-20, but the range for close detection is doubled, and the character can sense when magic is being used within one mile per point of focus (no fine detection possible).

The Sorcery Style

It is also possible to specialize in the use of magic; in game terms this is considered to be a special "style" of sorts, however it is only used for doing magic and in combat only Spell based maneuvers can be used.

The level of a character's Sorcery is added to the total for all attempts to use magic

It is also added to their Will for the purposes of determining their base Chi points.

Availability: Rare to the outside world, only available with strict training.

Prerequisites: Focus 6, Will 6.

Bonus:

Style Level + Will + Focus times 3 is Base Chi.

+1 AP for spells only per level

+6 SPs per level thereafter for Spells.

Athletics: None.

Block: None.

Evasion: None.

Focus: Any (-2 SP)

Grappling: None.

Kick: None.

Punch: None.

Weapons: None.

Paths: Divination, Elemental Power, Enchantment, Healing, Illusion, Lines, Necromancy, Summoning, Warding.

Disciplines: Chi Mastery, Iron Will, Meditation.

Quote: "No..no..that's all wrong! Do the chanting slowing and the hand movements faster! There that's right now go study more!"

The following are some additional abilities granted by the Sorcery Style. As with a Path, these

abilities are given when the character reaches a level equal to the number listed for each given ability.

1. Mystic Lore: The first thing to learn for the sorcerer is a general knowledge of the mystic arts. This Lore also confers knowledge in ancient rituals such as how to invoke demons and other extra planar creatures, in addition to other rituals at the GM's discretion.

2. Dispel Magic: Now that the sorcerer has a general knowledge in all of the Mystic arts the next thing he will learn about magic is how to dispel it. In order to disrupt a spell, the two sorcerers make a contested roll on 1d10 + Focus + Sorcery to determine whether the spell is negated, or it resists the attempt of negation. Costs 9 Chi.

3. Extend Duration: At this level, the sorcerer can extend the effects of spells that are time-based. Costs 1 Chi per additional minute.

4. Inversion: This is the point where novices are separated from full-fledged sorcerers, for now the wizard understands how magic works! The character knows how to fully interact with Chi, whether internal or external. This spell enables the character to invert the nature of any Chi-related effect; a fire blast can be turned to an ice blast, a heal wounds can be reversed to cause wounds, etc. This ability costs half the Chi cost of the spell to be reversed.

5. Absorb Energy Attack: Now that the character knows how Chi works he can use the Chi in the air to replenish his own -- even that from Chi-based Attacks! The sorcerer receives the attack, then makes his spell roll; if the sorcerer succeeds, the damage rolled from the attack will be instead added to the mage's Chi and they will be unharmed by the attack's usual effects. Another effect of this knowledge is that the sorcerer now will receive double the normal amount of Chi during meditation. In order to attain this level, the character to have level 3 in the Lines path. Costs half the Chi cost of the maneuver/spell being absorbed.

6. Magical Disruption: Now that the character has attained a so high level of power, that what he did before now can do it better. This stronger version of the Dispel Magic not only affects spells, but everything that operates with Chi: maneuvers and spells are effectively (and automatically) canceled, artifacts and enchanted weapons are rendered non-magical (if the owner losses a roll on 1d10 + Will + Artifact Level) for 2d6 turns and Chi-Based effects

Chapter 6

are completely negated (the GM may allow a roll if the situation is critical). Costs 10 Chi and the sorcerer must have a focus of 12 or higher in order to attain this level.

7. Permanency: This ritual enables the sorcerer to render any Chi-based effect permanent: An elemental wall, a knot of obstruction, or maybe a Chi-gong. Greedy players will find a lot of applications for this tool (just beware of muchkinism). The ritual is 3 hours long and costs 90 Chi, plus the Chi invested in extending the Chi-based effect to 3 hours. In order to attain this level, the sorcerer must have enchantment at level 2 at least.

8. Turning: This tricky form of Chi manipulation consist in turning a Chi-based attack right towards the one who attacked you! The attacker thus receives the attack he sent out, with the attack roll being equal to the sorcerer's spell roll. Costs 6 Chi.

9. Negation Shell: A powerful abjuration that prevents the use of Chi or magic in a radius of 1 hex per point of Focus and has a range of 3 hexes per point of focus. Costs 20 Chi and lasts for 3 turns per level of the Sorcery style.

Magic Paths

This section includes some seven different Paths. Feel free to create more of them if you deem it necessary, and, for that matter, extend the existing Paths into higher levels if need be (after all, some only go up to level 6). Also, remember that magical powers can instead take the form of Focus (and occasionally Super) maneuvers.

Divination (2 CP per level)

While not necessarily psychics, sorcerers still have their own means to look both into the future and faraway places, amongst other things.

1. See Auras: The first thing a diviner learns is to recognize what is in front of your eyes. Same as the psychic Aura power.

2. Detect Lie: This spell will, after a question is asked to someone, to cause the other person's aura to glow in red if he's lying. Costs 2 Chi per question.

3. Find: The diviner now can tell the localization of a specific object or person provided he/she has enough information about the object/person. This wont tell the diviner the exact localization of the object, but will guide the diviner on his/her way like a compass. Costs 10 Chi per hour of searching.

4. Detect Scrying: At this point, the diviner can tell some more interesting things....like when he's being watched! whether physically, magically or by any other means. This costs no Chi, is constant and automatic.

5. Legend Lore: This powerful form of divination can, via a 2 hour long ritual, tell the whole story of a specific object. If cast on a person, the spell will reveal everything about the person, even things the person him/herself didn't know. Costs 70 Chi.

6. Divine Assistance: When sorcerers are in need of some serious advisement, they can use this incredible form of divination that consists in contacting beings from higher planes of existence. This spell is generally used only when the sorcerer is in need of a knowledge totally unreachable to the mere mortals, and it better be, cause this powerful beings only attend to truly important questions, and trivial things will only offset them sending a powerful curse over the sorcerer, a really nasty one. This ritual can only be done once a month and costs 200 Chi.

Elemental Power (4 CP per level)

The Elemental Power Path is a little different from other Magic Paths in that it grants access to various elemental maneuvers, but does not actually provide any powers in and of itself. When learning this Path, choose one element; for every level of Elemental Power, the character can learn one maneuver of that element, by paying for it normally, though Super maneuvers cannot be selected until the character reaches level 5 in that Path.

Note that a character cannot select an element that does not fall within the set of elements used by their magic system; western mages are limited to earth, air, fire and water, Japanese to stone, air, fire, water, and wood, Chinese to stone, fire, water, metal, and wood, and so forth.

Enchantment (3 CP per level)

Enchantment is the ability to place mystical power into objects to varying degrees. The most common use for this is in the creation of artifacts. There are no hard and fast rules for enchantment, partly because it isn't something that PCs normally do. As a generalization, however, characters with the Enchantment path may create artifacts whose levels are equal to or less than those of their path level. The process will require days or even weeks or months of work, as well as a minimum of 40 chi

Chapter 6

points per level of the Artifact (fortunately this does NOT have to be paid all at once). The GM may (and usually should) require that the sorcerer gather some rather esoteric materials to complete the artifact.

Healing (4 CP per level)

The Healing Path enables the character to heal others in various ways, ranging from the soothing of pain all the way up to actual resurrection.

1. Soothe: The character can soothe pain with a touch. This costs 1 chi per minute.
2. Cure Minor Diseases: The character is able to cure minor diseases, such as colds and so forth. Costs 6 Chi.
3. Heal Light Wounds: The character can heal minor physical damage, up to 4 Health. Costs 1 Chi per Health Point up to 4..
4. Cure Major Diseases: The character is able to cure more serious diseases, such as the flu. Costs 10 Chi.
5. Heal Major Wounds: The character can now heal deeper wounds, up to 8 Health at a time. Costs 1 Chi per Health Point up to 8.
6. Cure Chronic Diseases: Through an extended ritual, the character can put an end to otherwise incurable (but non-lethal) diseases and disorders, such as arthritis, epilepsy, and so forth. Costs 30 Chi.
7. Mental Surgery: This potent ability enables the character to perform a "psychic surgery," mentally performing actual surgical procedures without piercing the skin. The uses and effects of this vary and are left to the GM's discretion. Costs 12 Chi.
8. Cure Lethal Diseases: At this point the character is capable of truly miraculous feats - they can actually eliminate lethal disorders, such as AIDS and cancer. This requires an extremely lengthy ritual, often lasting many days, and a minimum of 200 Chi.
9. Resurrection: The ultimate in healing, the character can cause a person who has died to come back to life. This must be performed within a week, and requires a lengthy ritual and a minimum of 400 Chi. However, resurrection has been known to have some unforeseen effects...

Illusion (3 CP per level)

The Path of Illusion is at once one of the most feeble and powerful of the paths. It enables the sorcerer to create unreality. Illusory magics can

deceive the mind as well as the body, and if one is too believing, the effects of an illusionists web of deception can become all too real.

1. Sound Illusion: This allows the sorcerer to create an audio-only illusion. Those affected by it will hear whatever the mage wishes, though the sounds will not be real and thus will not show up on sensors or recording devices of any sort. Costs 6 Chi.
2. See Through Illusions: This gives the character an innate ability to sense whether or not something is an illusion, and even block out its influence entirely if they so desire. Using this costs no Chi, but does require a roll on 1d10 + Focus + Illusion.
3. Multiple Image: This spell causes the caster to appear to split into three separate images. Only one is the real one, but short of chi sensitivity and the like, it will be virtually impossible to determine which it is. In such instances, the GM may wish to roll 1d6 whenever an attack is carried out on the mage - a roll of 1-2 indicates they were actually attacked rather than a phantom double. Of course, using an area affect attack could encompass all three images, and thus get the genuine article by default. Costs 6 Chi. The mage may also increase the number of images, to a maximum of his level in Illusion, at a cost of 2 Chi per additional image.
4. Alter Self: This spell allows the caster to make their own outward appearance seem different. This may be some subtle changes, or they may appear to be an entirely different person. Regardless, they cannot normally be distinguished from what they seek to imitate, provided they make the spell casting roll. Costs 8 Chi and lasts up to 1 hour per level of the Path.
5. Invisibility: This enables the character to become impossible to detect by visual means. This effectively allows the character to move unnoticed in most cases, provided they can move quietly and so forth. Invisibility cannot normally be maintained in combat (attempting to do so requires a roll on 1d10 + Focus to maintain the invisibility after each action taken), and thus the mage will normally reappear after attacking or being hit. Costs 10 Chi and will last up to 30 minutes per level of the Path.
6. Dispel Illusions: The character can cause illusion to be canceled, effectively eliminating all of their effects with this spell. Costs 8 Chi.
7. Phantasmal Force: This spell summons forth a complex illusion of a person or creature of some sort. It can be as beautiful, horrific, or plain as the caster's imagination can conjure, and can be of

Chapter 6

virtually anything. Such an illusion will look and sound quite real, but has no affect on one's senses of touch, smell, and so forth. Costs 18 Chi.

8. Phantom Armor: This spell causes the caster to be surrounded by illusory armor. Against those who believe it to be real (GM discretion) it adds +20 to all soak rolls. Costs 12 Chi.

9. Phantom Flame: This spell creates a gout of flame (effectively a Continuous Blast Flaming Chi Blast), which only damages those who believe it to be real. Costs 8 Chi.

Lines (5 CP per level)

The path of Lines enables the character to sense and manipulate the Dragon Lines (also known as Ley Lines) that criss-cross the entire Earth, through which Chi constantly flows. A character's level in the Lines Path cannot exceed their level in the Chi Mastery Discipline.

1. Sense Lines: The character can, by concentrating, mentally sense the presence of Dragon Lines within 35 yards, and determine the direction of their flow and whether they contain positive or negative Chi.

2. Dragon Chi: Same as the Chi Mastery ability.

3. Draw Line: This power enables the character to draw a line of Chi in the air. This can serve a number of purposes. All such line drawings will last for one minute per point of the character's Focus. Obstructions created by the Draw Line ability can prevent anything containing chi from passing (i.e., anything living, as well as spirits, chi blasts and whatnot). The mage will be unaffected by such, and physical beings can make a roll on 1d10 + Will + Focus to attempt to pass through.

Barrier: For 6 Chi the character can create a wall out of chi, which things cannot pass through.

Flowing Spiral: The Flowing Spiral is a chi form that can either gather ambient chi and pull it into the ground (Spiral of Draining Chi), or pull chi out of the earth and spread it through the area (Spiral of Propagating Chi). In either case, this creates a field which completely disrupts chi-based attacks of all sorts. The creator of a Flowing Spiral must declare whether it affects Positive or Negative Chi. Costs 10 Chi.

Knot of Obstruction: The mage draws a complex "knot" of chi that covers an area of up to 2 yards per level of the Path. The Knot creates a Chi barrier such that things can neither enter or leave the area of effect. Costs 12 Chi.

4. Line Drifting: This allows the character to fly, carried along by the flow of Chi through the Dragon Lines. This has the limitation that they cannot fly where there aren't any Lines. Multiply the character's Move by the number of Chi points that could be drawn with Dragon Chi. Costs 10 Chi.

5. Line Sight: This allows the character to actually see the Dragon Lines with their own eyes, at will.

6. Redraw Line: This spell lets the character change the path of an existing Dragon Line. This is most often used when the position of the line creates a hurtful flow of chi. This requires an extended ritual and costs a minimum of 30 Chi.

7. Line Constriction: This is one of the few combative uses of the lines; the character must strike the ground with their fist, sending a charge of chi through a Dragon Line towards an opponent (who must also be standing on a line). If this is used successfully, the opponent will be held in place (as per San He) for a number of turns equal to the sorcerer's Focus + Lines. Using this costs 8 Chi and 8 APs.

Necromancy (5 CP per level)

Necromancy is the mystical art of dealing with death and the dead. Although Necromancers are not necessarily evil per se, they are usually quite insane, and in any case, being one is, in most cultures, a major stigma.

1. Pain: Same as the psychic maneuver, can be maintained as long as the sorcerer keeps chanting and concentrating.

3. Curse: At this level, the necromancer reaches the sympathy of the dead to do some things in their name. The character can bewitch another person with a curse! These curses are minor and harmless, but sometimes can be really fun if you want to spoil another player's day. With effects like always stepping on dog excrement wherever there is, being hit by someone else's basketballs, slipping on a banana peel, etc. Victims can save themselves from the effect if they win a roll of will+focus, but if they loose, they'll have to find another sorcerer for advisement on how can they remove the curse (as the curses are very minor only the player him/herself can remove the curse from his/her soul). The methods for removing curses can be as hard, easy, ridiculous or even hilarious as the GM sees fit (that's part of the GM's fun!). Costs 16 Chi.

4. Cause Light Wounds: At this point is when evil necromancers start twisting the rules. This is just

Chapter 6

the opposite of healing, causing 4 points of damage (non-soakable) plus Focus modifier. Can be resisted with a will+focus roll. Costs 5 Chi.

5. Contagion: The reversal of the cure diseases spell. This spell will cause the victim to feel weakened (-3 to all rolls) for as many days as the sorcerer's necromancy level. Will negate any form of healing power and will be negated by a cure diseases. Can be resisted via will+focus roll.

6. Animate/Control the Dead: When done on a place with corpses (invoking this on 5th avenue or Disneyland just won't work *central park maybe*) will raise 1 corpse per point of focus. These animated dead have 12 health points, a soak of 2,+4 on base damage, a base accuracy of the sorcerer's Focus+necromancy, an Intelligence of 3 and 3 maneuvers (light punch, light kick and grab). The animated dead can only take simple commands like "defend" or "kill" or "bring" etc. This costs 10 Chi per corpse.

7. Speak with the Dead: This is a very odd form of divination that consists in a ritual in which the necromancer must be in a cemetery, then get himself a corpse. The sorcerer must paint a pentagram in goat's blood with the dead body in the center and candles surrounding: as many candles as the deceased's age. The circle will then bright in purple and the conversation can begin: The deceased will tell the sorcerer everything he knows about a specific topic. Only one question can be asked per ceremony and only one ceremony can be done per specific person. This ritual costs 80 Chi and can only be performed once a month: during full moon to be precise.

8. Enfeeblement: This quite powerful spell snuffs out the life force of anyone within 1 hex per point of focus. A contested roll of will+focus is made and, should the necromancer win, the victims will lose 1 point of agility per point exceeding the lowest roll among the contenders. Lost agility points can be recovered via regeneration or healing powers, or 1 point per day of rest.

9. Energy Drain: This really nasty spell requires physical contact with the victim then speaking the trigger words. The victim must do a stamina roll, if he/she fails, a purple glowing will cover the two individuals, then, the victim will lose 1 agility point....permanently! Not even regeneration spell can negate its nefarious effects.

Summoning (3 CP per level)

The path of Summoning enables the character to call forth different types of beings and magically force them into service. Needless to say, it's best to be very careful with this kind of magic. All Summoning spells require some amount of ritual preparation. In all cases, creatures summoned are not required to do anything the caster wants, unless a Binding spell is cast upon them as well.

1. Simple Ward: This is the ability to create a ward, which appears as a piece of paper in the case of most Eastern traditions, though a variety of other forms are possible, depending. When placed on a person or place, it serves to repel a particular type of creature or being of supernatural nature. Such beings attempting to come within 3 yards of the ward must make a roll on 1d10 + Focus + Will, the difficulty being the sorcerer's Will + Summoning + Sorcery, or flee the area.

2. Summon Lesser Animals: This spell allows the caster to summon to them a relatively small animal (a dog is about the largest it can call forth). This creature must be within five miles per level of Summoning. Cost is 4 Chi.

3. Minor Binding: This spell forces a summoned creature (cannot be used except on creatures that have just been magically summoned) to obey verbal commands from the caster. These are magically translated so that the subject can hear and understand them. Commands *must* be obeyed, unless the subject makes a successful roll on 1d10 + Will + Focus. This spell lasts 10 hours per level of Summoning. Cost is 8 Chi.

4. Summon Spirits: This spell works much the same as Summon Lesser Animals, except that it calls forth a spirit of some sort. Cost is 6 Chi.

5. Summon Greater Animals: This spell is more or less the same as Summon Lesser Animals, except that it can be used to summon much larger beasts; elephants, tigers, horses, etc. Cost is 8 Chi.

6. Major Binding: A more advanced binding spell, this allows the caster to mentally command the subject in addition to verbal commands. In either case it is still possible for them to resist, but there is a -10 penalty to attempting to do so. Mental commands do not use up any APs of the caster. This lasts for 16 hours per level of Summoning. Cost is 16 Chi.

7. Summon Human: This spell calls forth a human being. The caster can give some amount of criteria in the spell (though summoning a specific person is not possible unless they are willing), but the person

Chapter 6

must be within 10 miles per level of Summoning. Cost is 10 Chi.

8. Dismissal: This spell cancels a Binding spell, whether it was cast by the caster or another sorcerer. If the binding was cast by the caster, the subject will have no memory of what happened between their initial summoning and the present, unless the caster wishes otherwise.

9. Summon Lesser Monster: This spell calls forth a lesser supernatural creature, such as a vampire or tengu. At this point, the sorcerer is getting into some rather dangerous stuff, and this spell should definitely be used with great care. Most monsters can do some serious damage, and won't be too happy at being summoned away from whatever they were doing. Regardless, the creature must be within 50 miles per level of Summoning. Cost is 15 Chi.

10. Summon Greater Monster: An even more advanced summoning spell, this allows the sorcerer to call forth a dragon, lich, or possibly even a minor god. To say that one should be careful with this is an understatement. A badly treated dragon (regardless of the variety) is probably going to be ready, willing, and able to obliterate any spell caster foolish enough to attempt to coerce them into service. Range is unlimited. Cost is 30 Chi.

Warding (4 CP per level)

The Path of Warding enables the character to create wards, pieces of paper inscribed with mystical calligraphy, making them instruments of magical power. This is most often used to prevent beings from entering or leaving an area, but there are countless other uses.

Asian Mystics call these pieces of paper wards and they are placed around the area. However Western mystic call them scrolls and they are said out loud when used.

1. Charms: The mage is able to create simple charms. These can have only the most minor of effects, and are usually the sort that grant good luck, good health, wards to repel demons (basically warning signs saying that going in would be bad for their health - only works against really stupid or superstitious ones), and so forth. The magical power contained in these is very minor (such that their effects are left up to the GM's discretion) and they do not cost any Chi to create.

2. Spirit Ward: Now the character can start to do some serious stuff with their knowledge.

Specifically, the character can create a ward to repel spirits. When the ward is created the mage makes the usual roll, and any such evil influences that might attempt to enter the area of the ward's influence must make beat the casting total on 1d10 + Will + Focus. This costs 4 Chi, though the caster may increase the effective casting total (thereby making it more difficult for things to get in) by +2 for each additional point of Chi spent.

3. Ward of Sleep: Now we're getting somewhere. This is a ward which when activated causes someone to fall asleep for a minimum of 5 minutes per level of the Path. The ward must be put near them if they sleep willingly, or on their person (preferably the forehead) if they don't want to sleep. Costs 10 Chi.

4. Being Ward: This functions exactly the same as the Spirit Ward, but will affect a particular type of physical being (designated by the caster). Costs 24 Chi.

5. Pain Ward: This is similar to the Ward of Sleep, except that it causes incredible pain to the person being affected, such that they will effectively be incapacitated for its duration (2 turns per level of the Path). Costs 6 Chi.

6. Power Ward: The character is able to create wards that produce the effects of other abilities they possess. A power ward must be "programmed" to function in a given way, and you must may double the normal chi cost of all the abilities concerned. Thus, the mage could create a ward that would fire a chi blast at any intruders, heal others upon touch, or whatever.

Slash Power

One of the more curious (and difficulty to define) powers in fighting games is what, for the purposes of Thrash, we will refer to as "Slash Power", a series of quasi-elemental abilities based around the generation of cutting lines of force. For examples of this, look at such characters as Eiji, Vice, Mature, Heidern, and Leona from King of Fighters, and maybe Charlotte and a few others from Samurai Shodown.

Slash power is not seen too often (outside of KoF, anyway), and the GM may decide who would and wouldn't possess such powers. The only "generic" sort of characters who might possess it are the ninja; it adds a certain amount of style to their maneuvers (as evidenced by Eiji Kisaragi). As

Chapter 6

is the case in KoF, it could easily be an aspect of a certain family line, or whatever.

Slash Power (6)

This advantage gives you access to control energy and form it offensively. Some say this is where the Kogijin techniques are derived from. However instead of blunt trauma this power enables martial arts to lop of heads and arms with but a wave.

See the Maneuvers Chapter for the special Slash Maneuvers (listed under Focus) and the Slash Modifiers.

Chapter 7

Optional Rules

Blood Loss

The loss of blood is very harsh in real life but in anime and video games its just their for effect. So there are three flavors for this rule: Anime, Action Move, and Blood Bath. Anime is the highest end of the craziness, Action Movie is the Middle ground and Blood Bath is the Low end of Cinematic's.

Anime Blood Loss

In Anime and Video games blood loss dose not really matter and is only for effect. But if blood loss gets too bad they usually die. The only cool thing for Anime blood loss is the Gushers and Geysers effect (like when the Main character of Ninja Scroll jumps and dose his million ninja death cut).

Refer to this table for Gusher and Geyser effects, the damage amount is after all damage is soaked..

<u>Damage</u>	<u>Amount of Blood</u>
1-2	A small trickle of blood
3-4	Small stream of blood
5-10	Blood flows freely like candy
11-15	Blood Soaked from head to toe
16-20	Blood is on your Opponent (Gusher)
21-30+	Blood is raining down, its everywhere (Geyser).

This however only applies to Killing Damage.

Action Movie Blood Loss

When someone gets shot in an action movie they usually get weaker and if the trauma is too great they die off screen. This damage again only applies to Killing Damage.

For every 10 damage you take you loose 1 Health per turn per wound. Roll vs Stamina+1d10 vs The amount of Damage done by the Blood loss if you cover it up but as soon as you move your hand away it starts to bleed again. If you use First Aid the blood stops flowing.

Blood Bath Blood Loss

In real life (or those neat Graphic Anime comix) when someone gets all cut up they usually die of severe trauma and blood loss. This applies to both Normal and Killing damage, normal damage is basically internal bleeding while killing damage is real cuts and shots.

For every 5 points of damage after soak you loose 1 Health per turn per wound until someone can use First Aid to bandage it up. The difficulty to Bandage a wound is the damage done by Blood Loss+10. Your level in Healing is how many wounds you stop from bleeding.

However any activity has a chance of opening up the wounds again until you have had a day of rest. Whenever you have to fight or do heavy lifting roll Stamina+1d10 vs 10+Number of Wounds, if successful the wounds don't open them selves up.

Fatigue

Once you have exerted yourself your body begins to grow tired as it is running out of juice and needs to rest before it starts to shut down. These Fatigue rules are simple but still give a hindrance for running for four days strait or fighting off a hundred grey skinned little goblins with rust forks.

You can last a number of turns without getting fatigued for 1+your Stamina Bonus turns (minimum of 2 turns), when you are fatigued you have a -2 to all rolls and -2 AP and all Maneuvers Move ratings are half. For every turn spent fighting over this limit you take 1 Stun Damage. Until you hit 1+Your stamina Bonus turns again and are Extremely Fatigued. At this point you have a -5 to all Rolls, -5 AP and you can't move at all unless you use the Movement Maneuver. Also for every turn spent over this limit you take 1 Normal Damage.

When attempting to lift 75% more (3/4) than your Bench Press makes you Fatigued (as above) and you take 10 Stun Damage, plus one additional Stun for each turn you hold this weight. When attempting to lift 125% more (5/4 or x1.25) you are Extremely Fatigued (as above) and you take 15 Stun damage, plus 2 Stun Per turn spent holding this weight.

It takes 10 minutes of rest to recover from Fatigued to Normal, and 30 minutes of Rest to recover from Extremely Fatigued to Normal.

Chapter 7

Wounds

Like Blood Loss there are three flavors of Reality Levels for Wounds and Penalties. There's the Anime "Ow that hurt!" to the Grim and Gritty "Ok no more fighting for me that's five broken ribs too many."

Anime Wounds

In Anime Wounds really don't matter, but they can slow you down some. If you are playing a Anime Style game don't worry about wound penalties just have fun!

Action Movie Wounds

"Ohh they got me!" Is a common phrase in Action Movies since they first started with Die Hard. Use the following rules bellow for Wounds in Action Movies.

If you loose 25% or more of your Health (or 2/8 or x.25) in a battle you loose 1 AP. If you loose 75% or more (6/8 or x.75) of your Health you loose 2 AP and 1 Move from Maneuvers.

Grim and Gritty Wounds

If you want Gritty well this is as gritty as they get. In the real world wounds cause lots of difficulties from pains that some can't ignore to further injury.

For every 10% (1/10 or x.10) of Health Damage done you get the following penalties: -1 AP, -1 Agility, -1 Focus, -1 to Strength, -1 to All Actions (Adds to Agility Penalty), and -1 to the Move of all Maneuvers. This Applies to Stun Damage as well.

Once this damage is healed the penalties go away.

Damage Types and Healing

In the Basic Thrash rules there are 3 different damage types but they might as well be specks of dirt since they don't do anything in the game. So I suggest the following rulings:

Stun Damage

Stun Damage comes from stuff thats Painful but won't kill you over it. Stun Damage fades at a rate of 1/(18-Stamina) turns in an Anime Game, Minutes in an Action Movie Game and Hours in a Grim and Gritty Game.

Normal Damage

This is what most Thrash Damage is normal.

Normal Damage consists of bruises scathes, concussions, and pretty much what happens when someone dose an Axe Kick on you.

Normal Damage heals natural at a rate of 4+Stamina Bonus per Hour in a Anime Campaign, Per Day in a Action Movie Game and per Week in a Grim and Gritty Game.

Killing Damage

This type of damage is only available to certain types of maneuvers that are used to tear you to shreds. Its nasty damage, damage that tears limbs and bruises muscles. It converts to Normal Damage at a rate of 4+Stamina Bonus per day in a Anime Game, per week in a Action Movie Game and per Month in a Grim and Gritty game. It then heals like Normal Damage as above.

Healing Abilities

A successful 1d10+First Aid+Intelligence roll vs 10 (for Stun), 15 (for Normal) or 20 (for Killing) will heal either one of the following: 8 Stun, 4 Normal or 2 Killing extra.

As a general rule of Thumb for every point healed the following applies: 1 Heal Point equals 2 Stun , 1 Normal, or 1/2 Killing.