

Zen and the Art of Mayhem

Styles of Martial Arts

Level 1 25 Luck Points
Level 3 50 Luck Points
Level 5 75 Luck Points
Level 7 100 Luck Points
Level 9 150 Luck Points

There are many styles of martial arts; some are relative new, while others date back more than a millennium. Each style is based on a core belief, this belief defines the fighting techniques used. A martial arts technique based on the belief of speed, will have fast attacks and dodges. While one based off strength will allow the user to hit hard and cause the most amount of damage. Many of the old techniques focus on one aspect of combat such as speed, strength, ki, or cunning. The newer techniques like to combine areas of the older styles creating totally new fighting styles. To do this they sacrifice certain aspects of the old styles in favor of techniques that work together.

Through out history these styles have been taught learned and retaught. With each passing generations styles are refined and new ones are created. Masters will devote their life to improving a style, trying to reach new higher levels. Once they have reached they will pass down that knowledge to their pupils. Sometimes old aspects are lost, schools being wiped out, masters dieing before teaching all they know, other times a master may decide not to pass down the knowledge of a particular style. This knowledge is not always fully lost, disciples of styles will search and train hard to regain lost techniques.

When combat begins, basically when characters roll initiative, they gain Combat Points equal to 1/4 their martial arts skill level, rounded up. Each time Initiative is rolled the character will gain 1 additional combat point. However martial arts attack can be a major drain on the body, if the fighter spends more then their skill +5 on attacks before a long rest, the attack will take away hit points equal to the cost. If they spend double skill level +5 then the attacks take double cost in hit points, etc...

Styles of Martial Arts as Major Talents

Each style of martial arts is a major talent worth 5 points. A character can take super martial arts and a style, this means the character has 10 points in martial arts talents. Characters cannot take two major styles of martial arts on a character sheet. If they wish to combine two styles or mix and match attacks the rules of how to do so follow the listing of the styles.

If a character chooses a martial arts style as a major talent they receive eight slots to fill with special attacks. Once these slots are filled up a character can no longer learn anymore attacks (If they want to expand past eight they will then enter level 3 rules). When creating a character they receive 25 luck points per level of martial arts to buy attacks with. For example a character with a 5 martial arts will have 125 luck points to buy attacks, a character with Level 7 Martial Arts have 175 luck points to buy attacks with.

A character can also learn the attacks of special martial arts during a campaign. Characters can learn attacks once their skill level is equal to or higher then the level of an attack. Every skill level the character raises they receive 25 luck points to buy attacks. A character can also spend luck points earned during a game to buy attacks. But still no more then 8 attacks can be learned.

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Dragon Star Technique

“Strength without training is next to useless.”

Practiced by many warriors the Dragon Star technique is a very powerful and deadly style, a signal blow from a master can kill a normal man. The style concentrates on landing heavy blows on an opponent, hit them hard and take them out. Legend states that the Dragon Star was the first martial arts style developed, whether or not this is true is unknown. However the style has been around for very long time and has fragmented into many other sub-styles, but the core beliefs have not change. Many of the Dragon Star moves have been incorporated into the newer styles. Even if others may think that Dragon Star focus on strength is limiting, they still have great respect for anyone using the style.

Many grandmaster of Dragon Star have designed devastating attacks throughout the history of the styles. Some of theses attacks have become part of the over all techniques, other are known only by a few select styles, others have been lost to the ages.

Iron Skin

The Dragon Star technique teaches a person to harden their skin and take more punishment, allowing a student to last longer in combat. A character can add Dragon Star skill level to their DAN (However this acts as extra armor and does not add any hit points to a character).

Type Defense

+ SL to DAN

Level 1

Cost None

Added Strength

The blows of the Dragon Star are quite deadly. A student is taught to increase their strength when they land a blow. Add double skill level to damage when using Dragon Star.

Type Bonus

SLx2 to Damage

Level 1

Cost None

Burst of Strength

A disciple of the Dragon Star learns to fully tap their strength when needed. This Strength comes deep within the user and can't be maintained for a long length of time. Add Dragon Star Skill Level to Strength for 1 turn, strength can not be boosted past 15.

Type Bonus

+SL to Strength Stat

Level 3

Cost 1

Back Breaker

A powerful technique, the user grabs an opponent as to do a throw, but instead they use the Opponent's body as a brace to jump over them, landing behind, then land a quick and powerful blow to the exposed back of the opponent.

Type Strike

+4 to Hit, +8 to Damage

Level 3

Cost 1

Sledge Hammer

A pupil of the Dragon Star learns a powerful blow by cupping both hands together. The sledge hammer punch can be delivered quickly to an opponent delivering more damage then a normal blow.

Type Strike

+12 Damage

Level 3

Cost 1

Impulsive Lunge

A quick lunge taught to increase the speed of a disciple of the Dragon Star. This gut reaction can give the pupil the chance to land a blow on a faster opponent.

Type Bonus

+8 to Initiative

Level 3

Cost 1

Flip Kick

The Dragon Star technique teaches a powerful kick which the user puts all their strength into. The Kick is so powerful it will cause the user to do a back flip. Anyone hit by a flip kick is knocked straight up in the air after taking damage from this massive blow.

Type Kick

x2 Damage, knockback straight up.

Level 5

Cost 3

Haohkiken

This attack is a projection of strength tapped through the Dragon Star technique. It is a large ball of raw energy that can be thrown at an opponent. Haohkiken can be thrown SL Range. To hit is rolled as a normal martial arts attack. Damage is Skill Level+Str+1d10; the total is then multiplied by 2.

Type Blast

SL+Coord+1d10 To Hit, (SL+Str+1d10)x2

Damage

Level 5

Cost 3

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Precise Attack

A quick and accurate blow delivered those times when a student of the Dragon star needs to land the blow more then to do allot of damage. The Precise Strike can be aimed at a particular area without any negatives.

Type Strike or Kick

+8 To Hit, No negatives to called shots

Level 5

Cost 3

Dragon Punch

A powerful blow taught in the Dragon Star technique the user gathers up all their strength and concentrates it into an uppercut punch. When done correctly the user is propelled into air by the power of the blow. Anyone hit by the blow is also knocked into the air along with the blow taking damage on the ride up; they then sail high up as the disciple of Dragon Star lands safely on the ground. Many of the Dragon Star techniques attacks are designed to be set ups for the Dragon Punch.

Type Strike

x3 Damage, Knockback straight up.

Level 7

Cost 5

Dragon's Roar

This attack is another projection of raw energy tapped by the Dragon Star Technique. However the range is only directly in front of the user. It is a very powerful blast that quickly loses it force when released. The Damage is x4 at 1/4 skill level in range, x2 at 1/2 skill level range, normal damage at skill level range, and no damage beyond that range.

Type Blast

SL+Coord+1d10 to hit, (SL+Str+1d10) x4 at 1/4 SL range, x2 at 1/2 SL range.

Level 7

Cost 5

Rising Dragon of Defeat

This attack is the most powerful taught in the Dragon Star Style. It is a blow that envelopes a victim delivering damage all over their body at the same time. Anyone one hit by the attack is swooped up into the air by the force of the attack. The attack is quite feared, when started the user aura flames up and takes a form of a dragon. The dragons head forms around the fist that delivers the blow and the jaws clamp on to the victim when they are hit. The victim is then swooped up in the air caught in the dragon's mouth, the body of the dragon flows from the arm of the Master as the victim flies up in the air.

Type Strike

x4 Damage, 1/2 DAN

Level 9

Cost 8

Drunken Style

“The more unpredictable you are, the more off balance your opponent will be.”

This style employs very loose body motions, a clumsy battle stance, swaying motions, all making the user appear to be inebriated. A master of Drunken Style moves about in unpredictable patterns, stumbling back and forth, acting like he can hardly stand. Yet from these awkward stances they can do an unpredictable attack at anytime.

The heart of Drunken Style is to keep an opponent guessing, keep them off balance, this gives the master of Drunken Style the advantage. Attacking from off balanced positions, moving with the force of the opponents attack, and delivering a return attack from an unpredictable angle. The whole style is based around deceiving ones opponent and opening them up for attack.

Drunken Dodge

A disciple of the drunken style moves their body in unpredictable ways. Always shifting around like the lost their balance, swaying back and forth. This movement makes them hard to predict and very flexible, able to instantly react to an attack. A Drunken master may add 1/2 skill level when dodging.

Type Dodge

+1/2 SL to Dodge

Level 1

Cost None

Tipsy Turvy

A student of the drunken style is taught to continuously move in an erratic pattern, this allow the student to keep an eye on all their opponents movements and actions. They suffer no negatives when dodging attacks from their rear or flanks. They can also attack opponents in these areas with no negatives.

Type Dodge

No negatives from flank or rear attacks, or dodge.

Level 1

Cost None

Pratt Fall

A faked drunken fall, a disciple of the Drunken Style will stumble and fall to the ground. Although it looks like a normal fall the student can then jump up and attack an unsuspecting opponent. While on the ground the disciple can wait for their opponent to start an action and interrupted with the attack.

Type Strike, Kick, or Throw

+5 to hit, +1d6 Damage, may interrupted another attack

Level 3

Cost 1

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Brisk Shot

Although the Drunken Style gives the illusion of uncoordinated movements the student preplans everything. Brisk Shot is a quick burst of speed giving the student a jump on an opponent.

Type Bonus
+8 Initiative
Level 3
Cost 1

Chaser

Much like after a stiff drink it is good to have a chaser. After an attack is delivered, a student of Drunken Style can quickly snap off another blow.

Type Strike, Kick, or Throw
Extra attack after a hit
Level 3
Cost 1

Spit Alcohol

The Drunken style teaches the student to spit alcohol into an opponents eyes when they aren't expecting an attack. If hit the victim must make a notice roll to stay aware of the drunken masters position. Take the Drunken Master speed+SL+5 this is the number the notice roll has to beat. If they miss they lose track of the masters position.

Type Blast
Hit causes victim to make Notice checks at -5 to keep track of opponent, 1/2 SL Range
Level 5
Cost 3

On the Rocks

A powerful strike designed to deliver damage even to the toughest opponent. The pupil of the Drunken Style throws all of their strength into the blow lunging them forward.

Type Strike
+24 Damage
Level 5
Cost 3

Shaken not Stirred

This attack is delivered when the drunken master appears to be falling forward. When they look like they are hitting the ground the master can then spring forward delivering a powerful kick to the unaware opponent.

Type Kick
x3 Damage
Level 7
Cost 5

Fire Breath

The Drunken Style teaches a master to spit fire at an opponent, this technique is difficult to learn but a very effective attack. Range is half skill and the damage is SL+6d6. Objects the opponent maybe wearing have a chance of catching on fire.

Type Blast
SL+6d6 Damage 1/2 SL Range
Level 7
Cost 5

Stumbling Combo

This is a quick series of punches and kicks delivered to a opponent after the Drunken Master appears to stumble over their own feet and start to fall forward. The attack is delivered with blinding speed as the Drunken master delivers five hits in the time it normally takes to deliver one.

Type Strike, Kick, or Throw
5 attacks in one action
Level 9
Cost 8

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Eagles Clawz

“Speed and power are a deadly combination.”

A combat style that combines speed and strength. Martial artists who study the Eagles Clawz learn quick reflexes and devastating slashes. Eagles clawz is a very popular martial arts the style is taught all over the world as well as in many Special Forces units. Since the style is a combination of two accepts, one does not dominate over the other.

Burning Slash

Unlike most martial arts style eagle clawz teaches a student to slash at an opponent instead of hitting them directly with an attack. The slash causes damage over a large area of an opponent and has a greater chance of finding a weak or unprotected area. 1/2 DAN to an Eagles Clawz strikes.

Type Bonus

1/2 DAN of an opponent

Level 1

Cost None

Eagles Wings

Eagles claws teaches a student to come at an opponents in ways they don't expect, to accomplish this the style teaches very powerful leaps. These can be used to initiate an attack, escape from a bad situation, or basically show off.

Type Movement

Leap SL+1d10 no action cost

Level 1

Cost None

Power Slash

A heavy strike designed to be fast, accurate, and deadly. The attack comes fast and deadly most opponents will not even see it coming. +5 to Hit roll and +8 to Damage.

Type Strike

+8 Damage, +4 To Hit

Level 3

Cost 1

Spin Kick

The pupil of the eagles clawz style learns a powerful kick by spinning a full rotation and making contact with the greatest amount of force.

Type Kick

+12 Damage

Level 3

Cost 1

Talon Garb

A student of the eagles clawz learn to grab an opponents limbs and bend them the wrong way causing great pain at the same time. +2d6 Damage plus the victim most make a break roll or the will receive throw damage +2d6 next action.

Type Throw

Throw Damage +2d6, Limb is held unless opponent makes a break roll

Level 3

Cost 1

Swift Block

Using the speed and strength of the eagles clawz style a student can avoid incoming blows. +9 to dodge incoming blows.

Type Dodge

+9 to Dodge

Level 3

Cost 1

Rapid Slash

Using the speed of the eagles clawz an expert can deliver a barrage of three slashes in the time it would normally take to do one.

Type Strike, Kick, or Throw

2 attacks in one action

Level 5

Cost 3

Spiral Tear

A powerful slash combined with raw energy sent spinning towards an opponent. This technique is hard to learn but very devastating to an opponent. Skill level range, Skill level + Speed +1d10 to hit. Skill Level + Strength + 1d10 x2 Damage.

Type Blast

SL+Speed+1d10 To Hit, (SL+Str+1d10)x2

Damage

Level 5

Cost 3

Swooping Attack

The attack begins with a leg sweep knocking the opponent over, it is then followed up by an elbow slam to the torso. A very powerful attack causing the opponent to do their next action from the ground. +6 to Hit on the slide +12 damage on the Elbow Slam (use Throw Damage).

Type Throw

+8 to Hit, +16 damage

Level 5

Cost 3

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Spinning Twister

A master of the eagles clawz can summon up their raw energy and send it out as a powerful twister towards their opponent. This attack does not have a great range but does allot of damage to any caught up in its fury. 1/2 Skill level range, Skill Level+Speed+1d10 to Hit, Skill Level + Strength + 1d10 x3 Damage.

Type Blast

1/2 SL Range, SL+Str+1d10 x3 Damage

Level 7

Cost 5

Power Spin Throw

A powerful throw developed by the Eagle Clawz style. The master can grab an incoming opponent and use their force to propel them in any direction up to Skill level away, +12 Damage when they collide. If thrown directly up they will arch in 5 segments and hit the ground 5 segments later, or during the masters next action.

Type Throw

Throw Opponent SL Away in any direction, +12

Damage

Level 7

Cost 5

Death From Above

The death from above attack is very devastating to an opponent. The attacker launches themselves into the air and comes down on an opponent with a devastating combo of attacks. Each masters death from above is different combination of attacks, but they each deliver a surprisingly fast and strong series of blows.

Type Strike, Kick, or Throw

+7 to Hit +12 Damage, 4 Attacks in one action

Level 9

Cost 8

Fei Hong

“Fighting is just another type of recipe”

Many have held the long belief that cooking is just another from of martial arts. The key to cooking is the right mixture of ingredients mixed together at the right time. Fighting is the same way, the receipt for defeating an opponent is the right move at the right time.

Tools of the Trade

A student of Fei Hong is taught to uses his cooking utensils in many ways including as weapons. Knives, Spoons, Pans, and chopsticks as well, can all be used a weapons in combat. If the Item doesn't have a damage value roll 1d6 for every 10 points of DAN.

Type Bonus

Cooking Utensils as Weapons

Level 1

Cost None

Spices and Seasoning

The Fei Hong technique teaches a student to focus their energy to improve their abilities in combat. This energy can be use to increase speed, coordination, and strength as needed during combat. For every combat point spent a physical stat can be raised by one, for one combat turn. Maximum 5 points per stat, and a stat cannot be risen above 15.

Type Bonus

Focus CP's Into Physical Stats 1 Point raise Stat

1

Level 1

Cost CP Spent

Steamed Rice

In cooking if your base ingredients are not cooked right, then no matter how well you spice it up it will still not taste right. Fei Hong style teaches the same about fighting. If your basic moves are not perfected then the advanced move will suffer as well. The first rule is always be able to hit your opponent.

Type Strike, Kick, or Throw

+7 to hit

Level 3

Cost 1

Stewed Beef

Another basic combat belief is if you can always be able to avoid damage. Like in cooking if you ruin the main course why bother with all the fixings.

Type Dodge

+9 to Dodge

Level 3

Cost 1

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Boiled Noodles

If you let a basic ingredient such as noodles cook for too long or short then they are ruined. If you are not fast enough to match your opponents moves then the battle is lost.

Type Bonus
+8 Initiative
Level 3
Cost 1

Stuffed Peppers

Some dishes seem to be very complicated and hard to cook, but in reality it is only a simple blend cooked just right. Some attacks are the same way. A complex attack is just a few simple moves added together. Stuffed Peppers is a simple kick with a lot of added power.

Type Kick
x2 Damage
Level 5
Cost 3

Chicken Soup

Not all of the Fei Hong style is dedicated to damaging an opponent, just as cooking is not only for the delight of the taste buds. A pupil learns to heal as well as to do damage. By tapping pressure points on the body the technique allows the body to accelerate its own healing abilities. Skill level in d6 hit points back, if chicken soup is used more than once an hour the heal may instead cause damage. Roll a strength check 1/2ed for each attempt after the first, if the stat check fails the healing becomes damage.

Type Bonus
SLd6 Hit points back
Level 5
Cost 3

Stir Fry

Like the dish this attack is named after, it is a little of everything thrown together for variety. The stir-fry is a fast, accurate, and very powerful attack.

Type Strike or Kick
+8 to Hit, +16 Damage
Level 5
Cost 3

Sweat and Sour

Fei Hong style teaches a disciple how to shatter even the mightiest stones. The technique sends shockwaves through an object finding its weak points and breaking them down. The attack does not harm living flesh, but non-living material will receive 200 points of damage, enough to break piece off even a mountain. It works on armor as well.

Type Bonus
200 Points To DAN only
Level 7
Cost 5

Szechwan

In cooking some spice is added for flavor. Sometimes time spice is used to overpower the food. The same can be said in fighting, you can add power to strength attacks. Or just totally over power your opponent.

Type Strike, Kick, or Throw
x2 Damage
Level 7
Cost 5

10 Pepper

When it comes to spice nothing is more powerful than 10 pepper. If you want people to feel it you use 10 pepper. This attack is a massive attack incredible accurate and delivers a lot of damage

Type Strike or Kick
+7 to Hit, x4 Damage
Level 9
Cost 8

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Fox Method

“If you can out think your opponent, you can always win.”

This form of martial arts stresses the use of the mind. To know your surroundings, to study your opponent, to think of ways to use your surrounding to best your foe. The Fox Method is very unorthodox style, masters uses anything they are carrying at the time, anything on their opponent they can, anything in their environment they can, as an advantage.

One of the keys of Fox Method is to keep your foes guessing, it is hard to attack or defend when you are unsure what your attacker is going to do next. A master of Fox Method will pass up obvious openings, easy strikes, sometimes even retreating from their attacker, all to give the sense of weakness. Once an opponent becomes over confident, they may leave themselves open to an attack they don't think their foe is capable of.

Anything Is A Weapon

The Fox Method teaches its disciples to use anything available as a weapon. This includes branches, sticks, benches, pot and pans, items of clothing, etc... If the student can lift and move the Item freely they can use it as a weapon. If the Item doesn't have a damage value roll 1d6 for every 10 points of DAN.

Type Bonus

Use common Items as Weapons at Skill level Add Strength Bonus, and Skill Level to Damage

Level 1

Cost None

Object Shield

Objects can also be used as armor to protect a student of Fox Method from damage. Small object can be quickly moved about the body to protect the student, the object has to be able to be hand held, no larger then the characters fore arm. As long as the to hit roll is not 10 over the Fox Method defense roll the objects DAN absorbs the blow before the characters DAN. However these objects tend not to stand up to too much punishment. If the object is half large then the characters forearm, and up to half the size of the character size, then it can be use if the to hit roll is up to 5 over the defense roll. Objects larger then the character can only be used if they are maneuverable enough.

Type Block

Use object DAN as armor

Level 1

Cost None

Projectile Kick

Students of the Fox Method learn the technique to turn a simple object laying around into a dangerous projectile. The kick delivers enough force into the object to send it flying at an opponent. The objects must be small no bigger then a chair or small table. Damage is SL+STR Bonus+DAN of Object+1d10. Distance is Coord+SL+1d10 - DAN of Object

Type Kick

Kick Small Objects

Level 3

Cost 1

Feint

One of the first technique learned by students of the Fox Method is the Feint, the ability to make an opponent block an attack that is not coming and then hit them in the hole created by the feint. This is a favorite of the Fox Method the attack will stop moments from connecting, then a quick smile at the surprised foe and the real attack hits.

Type Strike, Kick, or Throw

+7 to Hit

Level 3

Cost 1

Coax

This technique makes the user think you have left a hole in your defense. They will then try and take the advantage and make a move on the opening. Yet the attack misses and the opponent finds a counterstrike coming in. This is an easy way of getting a foe to attack you the way you want, and land a return strike.

Type Strike, Kick, or Throw

+6 to Dodge +8 to Damage

Level 3

Cost 1

Eye Poke

The Fox Method teaches the student to deliver an eye poke to the opponent when they aren't expecting an attack. If the disciple hits the victim must make a notice roll to stay aware of the masters position. Take Coord+SL+5 this is the number the notice roll has to beat. If they miss they lose track of the masters position.

Type Strike

Hit causes victim to make Notice checks at -5 to keep track of opponent

Level 5

Cost 3

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Counter Strike

One of the more unorthodox moves in the Fox Method is the counter strike. The disciple steps into an opponents attack and takes the blow. At the same time strikes back with a quick and powerful blow. The character sacrifices their next action to deliver an attack at the same time as their opponent.

Type Block then Strike, Kick, or Throw

Takes the Hit but delivers a powerful Counter blow, +12 DAN +12 Damage

Level 5

Cost 3

5 Point Kick

A continuous kick designed to deliver one blow after the other to an opponent. These kicks are done as one fluid motion. Most opponents do not expect such a rapid series of blow without a combatant returning to a primary stance.

Type Kick

x2 Damage, 1/2 stat check to remain standing

Level 5

Cost 3

The Bitch Slap

A rapid hand slap to an opponents face, it is very quick and hard to dodge. Although it does not deliver allot of damage it does often takes an opponent off guard. Anyone struck must make a cool check at half stat or lose next action.

Type Strike

+7 to Hit, 1/2 cool check or loose next action.

Level 5

Cost 3

Reverse Kick

This is a specialty designed attack to look like it missed. Either a powerful strike or a flying kick. When it is easily dodged and the opponent think the user is off balance, the reverse kick is delivered. The kick is not expected, and very difficult to dodge.

Type Kick

+8 to Hit +22 Damage

Level 7

Cost 5

Hand Spring Double Kick

A master of the Fox Method can use the handspring double kick a number of different ways. The first is against one opponent dropping down to his hands and springing up both feet at his opponent. The second is to divide the attack between two attacking opponents. The third is to add a spring and hit anyone standing 1 away. The damage is divided equally between all opponents

Type Kick

x3 Damage, Divide equally to all that are hit

Level 7

Cost 5

Wave Motion Block

The Fox Method has perfected one of the most powerful blocks in the martial arts. When hit the master of the Fox Method can start to move with the energy of the blow guiding it through out the body then releasing it with minimum damage if any.

Type Block

SL+Coord+1d10x3 Points of Damage are ignored.

The rest of the Damage is taken normally.

Level 7

Cost 5

Now You've Done it

The most powerful technique in the Fox Method is named, the now you've done it. Not exactly an attack it is a state of mind where the master cancels all pain reception. For one full turn they can take anything thrown at them like it was nothing. A master using this technique does not have to bother blocking incoming attacks.

Type Block

Ignore all damage for one turn

Level 9

Cost 8

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Hayai Ken

“Speed is Everything”

During the early development of martial arts Hayai Ken was molded under the belief that if your fast enough you can beat any opponent. Speed is the center point of Hayai Ken, in either first strike ability or quick dodging. Disciples of Hayai Ken are taught that their action must be reflexes. They don't have time to think about what they are going to do, it most just happen. It takes a disciple of Hayai Ken much practice to learn all of the attacks as a reflex, even afterwards they must keep a high level of training to stay in top form.

Initiative Bonus

Hayai Ken teaches student quick reflexes and trained responsive. A disciple should always be ready, and one step ahead of whomever they are fighting. Ready to attack before their opponent can react, ready to counterstrike even before their foe is finished with their attack. A character with Hayai Ken can add their skill level to Initiative rolls at no extra cost.

Type Bonus

+ 1/2 Hayai Ken to Initiative

Level 1

Cost None

Power Sprint

Speed is important, not just reaction time, but the speed of the body, running sprinting, but they must not tire too quickly. A disciple of Hayai Ken is taught to do a long sprint at top speed, this teaches a student stamina and constant speed. A Student of Hayai Ken can sprint at top speed 1 turn per Skill point. So a Master with a skill of 10 can run maximum movement for 10 straight turns.

Type Movement

SL in turn Sprint

Level 1

Cost None

Combat Teleport

Hayai Ken teaches quick burst of speed allowing a master to move almost instantly between two locations, it almost appears as if they just appeared there. These quick burst of speed can be used to move out of the way of an incoming attack, or to out flank an opponent. A character with Hayai Ken can combat teleport Skill Level+ Speed+1d10 for movement.

Type Movement

SL+Speed+1d10 movement.

Level 3

Cost 1

Rapid Dodge

A good stance and rapid foot movement is one of the many keys to Hayai Ken. The quick steps side to side allow the student of Hayai Ken to avoid incoming attacks. Once rapid dodge is started all incoming attacks can be dodges. However when using rapid dodge a person can not do any attacks, they are concentrating fully on dodging. +5 to dodge All attacks, no negatives for dodging more attacks then your actions. Character can not do any attacks for that full turn.

Type Dodge

+5 to dodge, no negatives to more dodges then actions, can not attack for the rest of the turn

Level 3

Cost 1

Snap Shot

One key of many marital arts styles is to pay attention to you opponents moves and counter them. But it is hard to counter what you do not know is coming. Hayai Ken teaches students quick jabs and kicks to hit an opponent before they can react. These attacks give no warning and move at blinding speed, giving them the added bonus of surprise. The snap shot attack receives a +7 to hit, do to the blinding speed of Hayai Ken.

Type Strike or Kick

+7 to hit

Level 3

Cost 1

Rushing Attack

Speed is the essence, moving before your opponent has a chance to react to your attacks. Rushing attack is a quick grab and throw, the student rushes in and weaves through an opponents defenses grabs them and slams them quickly to the ground before they can react.

Type Throw

+3d6 Damage to throw

Level 3

Cost 1

Blitz

The Blitz is a technique that allows the user to do two attacks in the time it take a person to do one. Blitz allows a Master of Hayai Ken to deliver more attacks in a short amount of time. The blitz delivers two attacks for every one action at no negatives, this is do to the blinding speed of the attack.

Type Strike, Kick, Throw

2 attacks in one action (no negatives)

Level 5

Cost 3

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Bullseye

Speed can also be the key to landing a blow right where it is needed. The speed of Hayai Ken allows a student to make an accurate strike at a specific location of an opponent.

Type Strike, Kick, and Throw
+8 to Hit can name a location
Level 5
Cost 3

Double Image

The double image dodge is a rapid movement to the side. So fast the master leaves an after image where they were standing, that the opponent will attack. Even experienced fighters fall for the double image.

Type Dodge
+12 to Dodge
Level 5
Cost 3

No Shadow Kick

Hayai Ken teaches that speed is the secret to winning. The kick without shadow is just that, so fast it does not leave a shadow. Fast enough so it cannot be blocked, powerful enough to devastate an opponent.

Type Kick
+5 to Hit x2 Damage
Level 7
Cost 5

Follow Through

If a first attack is blocked, dodged, or avoided in some manner, a disciple of Hayai Ken can decide to do an immediate counterattack. This counterattack is delivered immediately after the first one is avoided, and uses the full speed of Hayai Ken. A character can decide once an attack has missed, or does no hit points of damage, to do a Follow Through.

Type Kick Strike or Throw
+5 to hit +8 to damage
Level 7
Cost 5

Sempu Ken

Hayai Ken teaches a power technique known as sempu ken or Hurricane attack. Sempu ken is the ultimate burst of speed allowing the user to hit an opponent a number of times in the time it normally takes to attack once.

Type Strike or Kick
X5 Damage
Level 9
Cost 8

Shoot Style

“I’m going to take you down and put you in a world of hurt”

Many martial artists believe that being up close and personal combat is the only way to go. If you wrap your opponent up in a hold, or make them pass out, you will win every time. Shoot Style is used a great deal for full contact ring combat, often referred to as the squared circle. The style is geared for one on one combat, but it still is very effective in a group situation. Many holds are used in the shoot style, once an opponent is in a hold it is almost impossible to break out of.

Taking Bumps

A shoot fighter has to learn to take bumps, take a hit, as they move in to grapple their target. Since the style emphasizes getting in close a student needs to be able to take a hit or two. Add shoot style skill level to DAN, it does not increase hit points.

Type Bonus
+SL DAN
Level 1
Cost None

Arm Bar

This famous maneuver is meant to gain control over an opponent. The student of the shoot style grabs an opponent’s arm after an attack and bends it to apply pressure on the joints. Roll dodge as normal, if the shoot fighter wins they can apply an arm bar against their opponent.

Type Block
2d6+SL+1d10 Damage
Level 1
Cost None

The Sickle

This stiff arm attack is a powerful clothesline, sending many opponents crashing to the ground hard and fast. The Sickle is often used to gain control of the fight.

Type Strike
+8 Damage, opponent is knocked over
Level 3
Cost 1

Rush

When a burst of speed is needed the shoot fighter uses the rush. This technique allows the student to get a jump on many opponents, allowing them to get inside their defense and use their grappling moves.

Type Bonus
+8 Initiative
Level 3
Cost 1

Zen and the Art of Mayhem

Heel Drop

This move can really catch an opponent off guard. The shoot fighter can get their foot up to an opponent's chin at lighting speed. This move often sends an opponent crashing to the ground, thus its name the heel drop.

Type Kick

+8 to hit, Head shot

Level 3

Cost 1

Bull Dog

The key to the bull dog is to get a hold of your opponents head or upper body, then leap forward and trust your opponent into the ground.

Type Throw

+3d6 Damage to throw

Level 3

Cost 1

Spear

A powerful charge, a shoot fighter puts all their strength into this attack hitting with full force. The spear sends an opponent flying back from the force of the attack. A shoot fighter can choose to let the victim out of the spear and send them flying. Or follow them all the way through the Spear adding an extra hit on the end.

Type Throw

+5 to Hit +12 Damage, +3d6 Follow Through

Level 5

Cost 3

Suplex

One of the most useful skills in the shoot style, the suplex allows the fighter to grab their opponent around their torso, then flip them around and slam them on their back, or if the opponent is unlucky on their head, hard.

Type Throw

+24 Damage

Level 5

Cost 3

DDT

A powerful move the DDT, also known as a stunner, is executed when the shoot fighter grabs his opponents head and slams it to the ground with great force. Many different styles of the DDT exist; some have the fighter twist the head before the drop. Others have the head hit the fighter shoulder, causing the victim to fly back from the impact. But in the end they are all pretty much the same move.

Type Throw

x2 Damage

Level 5

Cost 3

Sharp Shooter

The sharp shooter is a powerful hold. The opponent is thrown to the ground and the fighter grabs the victim's legs and starts to apply pressure to the spine. The move can be held for along time forcing the victim to pass out from pain.

Type Throw

+7 to hit, Punch Damage x2 every round

Level 7

Cost 5

Sleeper Hold

This powerful hold does not cause direct damage to the body; it does cut off oxygen, having the victim pass out. Victims have to make an Body Type check every turn, if they fail they pass out. The roll is halved every turn. As long as the victim is up they can try and break the hold.

Type Throw

Body Type Check, 1/2 every turn

Level 7

Cost 5

Body Slam

The shoot fighters whole body is a weapon, and there is nothing better then using all of the weapon at once. The powerful body slam delivers all the power, and all the weight, on to an opponent.

Type Throw

+7 to Hit +20 Damage

Level 7

Cost 5

Power Bomb

This devastating move is delivered by grabbing an opponent and raising them above the fighters head, flipping them upside down, and then send them on too their head with as much force as possible.

Type Throw

x4 Damage 1/2 DAN

Level 9

Cost 8

Zen and the Art of Mayhem

Silent Cujo

“Please move away from me, I’m going to enter combat”

Silent Cujo teaches the user to unleashed the power of their rage. A very powerful technique a master can amplify their power and abilities fueled by their rage. They can take more damage then a normal person and keep fighting after blows that would kill a normal man. Some say the technique allows the body to release adrenaline on command allowing the person to survive in battle longer then most. Other believes that Silent Cujo taps a persons Ki releasing it through out the body allowing the user to tap the full potential of the body. The downside being the state of mind the user is in while fighting.

While using Silent Cujo it is hard to tell friend from foe, and the disciple during the battle may attack a friend by mistake. To counter this a master of Silent Cujo prefers to fight alone. When entering combat they will pick one opponent to fight. If that person falls they will attack the next nearest to them. If it is a friendly they can make a cool check to resist -1 for every turn of combat that has gone by. When combat is over and no targets are in range the character can make a cool check to regain control, +1 for every turn after combat has ended.

Enraged Strength

When a disciple of Silent Cujo lets loss with their rage their very strength is amplified. This makes each blow they land very powerful and deadly. Double Skill level to damage with each strike.

Type Bonus

2xSL to Damage

Level 1

Cost None

Increased Toughness

In battle a disciple’s rage is so great they can ignore injuries that would effect a normal fighter. When fighting a character using Silent Cujo can add their skill level to DAN (this does not raise hit points).

Type Bonus

+SL to DAN

Level 1

Cost None

Increased Tolerance

Do to the state of mind a disciple is in during combat they do not have to make normal stat checks during combat. They can raise the stat check by 1. A normal stat check is double, a 1/2 check is normal, a 1/3 stat check is only halved, etc...

Type Bonus

Improved Stat check

Level 1

Cost None

Mega Strike

Silent Cujo teaches a powerful mega strike to deliver a devastating blow to an opponent. This strike can be delivered with great accuracy even in the rage of Silent Cujo.

Type Strike

+12 Damage

Level 3

Cost 1

Stand Ground

With rage stirring inside a pupil they are able to ignore the effects of a knockback. After taking a hit a student of the Silent Cujo can stop Skill Level + Strength + 1d10 points of knockback.

Type Block

SL+Str+1d10 of knockback

Level 3

Cost 1

Fury Blast

A disciple of Silent Cujo is taught to project their rage. This projection comes in the from of a powerful raw energy blast. The blast forms a cone outward from the user in powerful waves of destruction. The blast reaches out Skill Level in range, Skill Level +Coordination+ 1d10 to Hit, and Skill Level +Strength + 1d10x2 Damage.

Type Blast

SL+Coord+1d10 to Hit, SL+Str+1d10x2 damage

Level 5

Cost 3

Tremor Slam

A powerful blow directed at the ground, the force of the hit sets the terrain trembling knocking over an opponent. Range is either 1/2 Skill Level radius or Skill level in a 45°-degree arc. Normal coordination check to remain standing. This attack also sends up an enormous amount of smoke and derby.

Type Blast

Knockdown Opponents, Throw Damage

Level 5

Cost 3

No Pain No Gain

As a pupil’s rage increases so does the ability to ignore pain as well. The Silent Cujo teaches its students to forget about pain and keep on fighting. A master can divide damage of an incoming attack in half.

Type Block

1/2 Damage

Level 5

Cost 3

Zen and the Art of Mayhem

Taoling

Killing Blow

The Killing blow is a very powerful strike taught to be delivered fast and deadly to an opponent the force of the blow can knock a man through a wall. This attack summons all the rage and strength in a powerful blow.

Type Strike
x3 Damage
Level 7
Cost 5

Massive Retaliation

The master of the Silent Cujo can channel his rage into their speed making them incredible fast. When a massive retaliation is invoked the great difference in speed catches many opponents off guard giving the master a chance to finish them off.

Type Bonus
+15 to initiative
Level 7
Cost 5

the Rage

A master of Silent Cujo is taught to tap their full rage. The rage cannot be initiated until a character has lost half their hit points, once initiated the character gains SL+Str+1d10 x2 hit points back. All damage received is halved before subtracting DAN. All attacks receive an additional x2 damage, and strength is raised to 15. The Rage lasts 1/2 Skill Level turns.

Type Strike, Kick, or Throw
4 Attacks in one action x2 Damage
Level 9
Cost 8

“The Mind, Body, and Spirit must all be one.”

One of the more powerful combination of spirit and martial arts, the student is taught to summon the power of nature around them to help in combat. Originally designed by a sect of demon hunters to counter the powerful magic's these beings seemed to possess in our world. There are many legends of these powerful warriors and the feats they were able to accomplish. Many Taoling masters also learn magic to help in their cause. This combination made them a very powerful threat. The magic became intertwined with the use of the martial art, sometimes making it appear that they were one style.

Metaphysical Resistance

A student learns to protect themselves from the powerful forces of Ki, Magic, and Psi. Students of Taoling receive their current skill level to their DAN when hit by a metaphysical attack. Or they receive their skill level plus appropriate stat to resist against the effects of a metaphysical ability.

Type Bonus
SL+DAN against Metaphysical Attacks, SL to resistance.
Level 1
Cost None

Weapon of Choice

A Taoling pupil learns to use a weapon as well as open hand combat. This weapon whether it is a sword, club, staff, bow or other the weapon can be used with the martial arts. Choose one weapon, which the martial artist has trained with and has incorporated into their style of fight. This weapon can be used at Taoling Skill level.

Type Bonus
1 Weapon at MA SL
Level 1
Cost None

Swiftess of the Wind

The ability to dodge blows of a more powerful enemy is taught to the youngest students of Taoling. +9 to dodge opponents attacks.

Type Dodge
+9 Dodge
Level 3
Cost 1

Ride the Wind

The ability to take long leaps, giving an apprentice a great advantage on the battlefield. Pupils of Taoling are able to leap Skill Level in any direction including straight up.

Type Movement
SL leap
Level 3
Cost 1

Zen and the Art of Mayhem

Magic Tag

The magic tag is used to improve an apprentices chance to hit a opponent or target. The spell attracts the attacks of Taoling allowing a +5 to all attacks from the caster.

Type Bonus

+5 to Hit for 1/2 SL turns

Level 3

Cost 1

True Strike

It is sometimes very important to take out a weapon or strike a weak point in an armor. The true strike allows a hit to be called to a single location.

Type Strike or Throw

+4 to Hit, A Hit can be called to a location

Level 3

Cost 1

Shield

Defense is sometime more important than offense, if you can't survive an attack your chance of defeating any opponent is slim. The shield can protect a student of Taoling from physical damage of a powerful enemy attack. Skill Level + Strength + 1d10 x2 points of DAN Shield. The spell will last for 1/2 skill level turns or until it reaches 0.

Type Block

SL+Str+1d10 x2 DAN Shield, 1/2 SL Actions

Level 5

Cost 3

Jump Kick

Putting a lot of force behind a blow increases the chance of causing damage to a more powerful enemy. The Jump kick is taught to be quick and accurate.

Type Kick

+5 to Hit +12 Damage

Level 5

Cost 3

Gust of Wind

Although Taoling is not based upon speed, students do understand that getting the jump on an opponent can mean the difference between winning and losing a fight.

Type Bonus

+12 Initiative

Level 5

Cost 3

Crushing Hand

A powerful field is created around the enemy and is then collapsed. The damage inflicted on the enemy is great. The opponent must be in Skill Level Range. Skill Level + Coordination +5 to hit. The victims are engulfed by crushing hand for SL/4 rounds. The collapsing field will cause Skill + Strength + 1d10 x3 damage to opponent.

Type Blast

SL+Coord+5+1d10 to Hit, SL+Magic+1d10x3

Damage.

Level 7

Cost 5

Skin of Stone

Since many Taoling masters face opponents much more powerful than themselves they came up with powerful defensive techniques. The Skin of Stone increase then amount of damage a master was able to take in battle. The master can raise their DAN by 40, for 1/2 skill level turns, allowing them to last longer.

Type Block

+40 DAN

Level 7

Cost 5

Storm of the Spirit

The most powerful Technique of the Taoling is the storm of the spirit. A rapid succession of blows designed to deliver a large amount of damage in a single attack.

Type Strike or Kick

4 Attacks x2 Damage

Level 9

Cost 8

Zen and the Art of Mayhem

Tiger Spirit

“Read your opponent, counter their moves, land your blow.”

Tiger Spirit teaches the art of reading your opponents move, then being prepare to counter, and deliver an attack before they can recover. Throws are a major philosophy in Tiger Spirit, much of the technique centers around powerful throws, delivering blows after a throw, or pinning an opponent. A master using Tiger Spirit will start most attacks by blocking and leading the opponent into their counterattack before they can react.

Auto Throw

When defending against another martial arts attack, a master of Tiger Spirit can block and throw their opponent as a single action. Instead of a normal dodge a character with Tiger Spirit can chose to throw their opponent. If the characters total is higher then the attacker. The attacker is thrown and takes throw damage.

Type Throw

Throw opponent if character wins martial arts roll

Level 1

Cost None

Roll With the Attack

When concentrating on combat the user of Tiger Spirit can read attacks of their opponents, letting them know what attack is coming. A master of Tiger Spirit can roll with an attack instead of dodge. They can add skill level + Coordination +1d10 to their DAN. But the attack will hit.

Type Block

SL+Coord+1d10 to DAN

Level 1

Cost None

Directed Throw

A student of Tiger Spirit can control the throw enough to aim the opponent. This is done to throw an opponent where the master wants. This can be done to throw a person into a wall, on to something on the ground, or through a doorway or window.

Type Throw

Aimed throw

Level 3

Cost 1

Power Throw

One of the more versatile throws in Tiger Spirit, this attack slams an opponent to the ground causing great shock to the body. Power throw is a very effective throw causing enough damage to immobilize a normal man.

Type Throw

+3d6 Damage throw

Level 3

Cost 1

Tiger Leap

Although the philosophy of Tiger Spirit is very defensive, it is believed that it is important to sometimes be able to act before your opponent. Using tiger leap a student can gain the advantage to get the upper hand on a foe, add +8 to an initiative roll.

Type Bonus

+8 to Initiative

Level 3

Cost 1

Tiger Block

Tiger Spirit teaches a powerful block, which allows a disciple to counter even the most powerful blow. When concentrating a master of Tiger Spirit can reduce the strength of an attack by half before subtracting DAN.

Type Block

1/2 Damage

Level 5

Cost 3

Slide Kick

A deadly kick and sweep combined into one attack. the users does a powerful thrust forward with both legs, entangling an opponents legs with their own then snapping their legs with great force. The victim will take x2 Damage and fall to the ground losing their next action. However the user will also be on the ground.

Type Kick

x2 Damage and knockover

Level 5

Cost 3

Reversal

If a master of Tiger Spirit is about to be thrown they have a chance to reverse the throw. This is done through the knowledge of the art of throwing, and knowing at what point the thrower is at their weakest and most unbalanced. If caught in a throw, a pupil can make another Martial arts attack roll vs. the opponents. If they win the throw is reversed.

Type Block

Martial arts roll off, if won throw is reversed

Level 5

Cost 3

Arm Grasp

Instead of blocking or deflecting an attack a disciple of the Tiger Spirit can grab an opponents arm and pin it behind an opponent immobilizing that arm. +8 to Dodge and pin an opponents arm they must break the hold before they can dodge again. Can only be used to defend against a punch.

Type Block

+8 to Dodge, Pin arm, +10 to throw next action

Level 5

Cost 3

Zen and the Art of Mayhem

Tiger Crush

Tiger Spirit allows a powerful blow to be delivered after a throw. The opponent must be thrown at the feet of the disciple, they can then land a heavy blow before the opponent has time to react. This blow is delivered right to the weak area of an opponent with deadly accuracy.

Type Strike or Kick
+5 to hit x2 damage
Level 7
Cost 5

Double Suplex

The master of the Tiger Spirit can grab an opponent around the waste, flip them, and drop them on their head, then pin the opponent on the ground. Every action the opponent remains pinned they receive punch damage automatically.

Type Throw
+7 to hit, +12 Damage Throw, Pin opponent on ground
Level 7
Cost 5

Power Closesline

The master of Tiger Spirit can catch an opponent in a closesline attack, drag them across the battlefield, and finish the attack off with a devastating blast of raw energy, sending the opponent flying straight up. +7 to hit opponent, x2 throw damage, drag opponent Skill Level in a straight line (If they hit an object treat as knockback), then Strength +Skill Level+1d10x2 damage, knockback is treated as straight up.

Type Throw
+7 to Hit, x2 Damage, Energy attack
(SL+Str+1d10)x2 Damage
Level 9
Cost 8

Tai Chi

“Nature is the Origin of Everything”

Everything in nature is a force, that force can be amplified, modified, and used. This is the teachings of Tai Chi. The many moves of Tai Chi help the forces pass through the body freely. The forces can also be used by a disciple in many ways. Tai Chi is also known as passive martial arts, it's many moves uses an attackers own force against them.

Ocean Breeze

Tai Chi teaches the disciple that everything is a force, that force obeys rules. Know those rules and you can control that force. Knowing the rules of how your opponent most make an attack gives the student of Tai Chi away to dodge. A student of Tai Chi can add 1/2 their skill level to a dodge roll.

Type Bonus
+1/2 SL to Dodge
Level 1
Cost None

Ripples in the Water

When an opponent attacks the force they are using can be manipulated. A disciple of Tai Chi learns to bleed of some the attacking force, lessening the damage of an attack. Add skill level to DAN, this represents the force dispersed from an attack. This technique does not increase hit points, only DAN during combat.

Type Bonus
SL to DAN
Level 1
Cost None

Northern Gust

Tai Chi teaches a student quick steps side to side allowing the martial artist to avoid all incoming attacks. However when using this dodge a pupil cannot do any attacks, they are concentrating fully on dodging. +5 to dodge All attacks, no negatives for dodging more attacks then your actions.

Type Dodge
+5 to dodge, no negatives to more dodges then actions, cannot attack for the rest of the turn
Level 3
Cost 1

Bending Reed

A student of Tai chi learns to grab an opponents limbs and bend them the wrong way causing great pain at the same time. +2d6 Damage plus the victim most make a break roll or the will receive throw damage +2d6 next action.

Type Throw
Throw Damage +2d6, Limb is held unless opponent makes a break roll
Level 3
Cost 1

Zen and the Art of Mayhem

Volcanic Eruption

A disciple of Tai chi is taught to project their inner energy. This projection comes in the form of a powerful raw energy blast. The blast forms a cone outward from the user in powerful waves of destruction. The Range is Strength + Skill Level. Students use Skill Level + Coordination + 1d10 to hit, and Skill Level + Strength + 1d10 x 2 Damage.

Type Blast

SL+Coord+1d10 to Hit, SL+Str+1d10x2 damage

Level 5

Cost 3

Mountain Fortitude

The student of Tai Chi learns to focus their energies to ward off the damage of incoming attack. Mountain Fortitude allows the user to gain +18 DAN for one turn.

Type Block

+18 DAN

Level 5

Cost 3

Cyclone Force

When needed the pupil can channel their energy into a burst of speed, allowing them to perform two attacks in one action. The actions can be any combination the student wishes, kicks, punches, or throws.

Type Bonus

2 Attacks in one Action

Level 5

Cost 3

Roots of the Earth

The master of Tai Chi learns to increase their strength by manipulating the forces around them and channeling it. This technique raises a master strength by 5 points for 1/4 skill level rounds. Strength cannot be raised above 15

Type Bonus

Increase Strength by 5

Level 7

Cost 5

Winds of the Storm

The forces can also be used to increase the speed of a master of Tai Chi. A master can increase their speed stat up by 5 for 1/4 SL in turns. Speed cannot be raised above 15.

Type Bonus

Increase Speed by 5

Level 7

Cost 5

Swiftess of the Horse

With the right technique, a master can increase their coordination by manipulating the flow of forces around them. A master of Tai Chi can raise their coordination stat by 5 for 1/4 skill level turns. Coordination cannot be raised above 15.

Type Bonus

Increase Coordination by 5

Level 7

Cost 5

Power of Nature

The power of nature is Tai chi's most powerful technique. The master channels all their energy into one massive attack. Used only as a last resort the power of nature can deliver incredible amount of damage straight to an opponents hit points, bypassing DAN.

Type Strike or Kick

x3 Damage Straight to Hit Points ignore DAN

Level 9

Cost 8

Zen and the Art of Mayhem

The Art of the Soul

"I have studied the arts to learn to heal, do not make me use my talents to harm you"

As the study of the martial developed styles started to learn to change the body through the use of martial arts. It was from these studies that the Art of the Soul began. The art was developed to heal ones body and the bodies of others. The style teach the user about pressure points on the human body, which are used to strengthen or weaken the body. The art ventured into the studied of herbal medicine.

Pressure Fist

The knowledge of pressure points on the body gives a student of this style a great advantage in a fight. However the damage caused by each point varies depending on where it is hit and how much pressure is applied. So the extra damage delivered is not always constant.

Type Bonus
+2d6 Damage
Level 1
Cost None

Steel Shell

There are many points on the body that when struck will increase a persons tolerance to pain. Used mostly to help comfort a patient these areas can also help a fighter ignore pain during a fight.

Type Bonus
+ SL to DAN for SL rounds
Level 3
Cost 1

Weaken Flesh

Also taught to a student of the medical arts are points on the body that decrease a person's ability to deal with pain. Normally taught so a student could avoid these points, a warrior can uses this knowledge to weaken an opponent in a fight.

Type Bonus
Half Opponents DAN or SL Rounds
Level 3
Cost 1

Improved Endurance

The body can be given signals to deaden pain or release adrenaline simply by hitting the right spot. This knowledge can be used to help recover faster from a powerful attack. All stat checked are up one, Instead of a normal stat check it is double, Half stat checks are normal, 1/3 Stat checks are 1/2, etc...

Type Bonus
Improved Stat Check
Level 3
Cost 1

Healing Touch

The body has the ability to heal itself, Inner Essence teaches a disciple to accelerate the bodies ability to heal itself. However the body has limits and accelerating the bodies ability to heal to often can do more damage then good. Receive 8d6 hit points back. If Healing Touch is used more then once per day on the same person make a stat check or the 8d6 healing points become damage points. Half stat check for every extra attempt.

Type Bonus
Receive 8d6 hit points back
Level 5
Cost 3

Paralyzation Touch

The body is full of pressure points each point has a different effect on the body. A pupil of the Art of the Soul learn to hit these points in combination for different effects. The paralyzation touch can be used to immobilize an opponents limb for 1/2 skill level actions.

Type Strike
Points on the body can be hit and paralyze limbs
Knock out limb
Level 5
Cost 3

Collapsed Strength

The bodies strength is tied into many pressure points, hit these in the right order an opponent strength can be halved. Reduce strength stat by 1/2 for 1/2 skill level actions.

Type Bonus
1/2 opponent Strength Stat
Level 7
Cost 5

Deceleration

The speed of the a person can be greatly effected by pressure points. The right combination of hits can easily slow even the fastest man down.

Type Bonus
1/2 opponent Speed Stat
Level 7
Cost 5

Imbalance

The inner ear plays an important roll in maintaining a sense of balance. A master of the Art of the Soul can disable the inner ear throwing off an opponent balance and coordination.

Type Bonus
1/2 opponent Coord Stat
Level 7
Cost 5

Zen and the Art of Mayhem

Repulse

The most powerful technique in the Art of the Soul, the repulse attack is a powerful counter. Using the power of your own opponent against themselves. The Repulse is able to take the force of the enemy attack and return it.

Type Block

Absorb all the energy from an attack and return it with the next attack, 1/3 SL in rounds energy can be held

Level 9

Cost 8

Way of the Shadows

“The one who escapes lives to fight another day.”

Also known as the art of stealth, the way of shadow, is popular among thieves and assassins. The style does not teach only ways to defeat opponents, but ways to avoid combat. When faced with a superior opponent, or when you are vastly out numbered, it is sometimes more prudent to escape and live to fight another day. Blending into the shadows, being able to quickly scale walls and obstacles, tricking your opponents senses, the way of the shadow teaches these escape techniques and basic fighting moves.

Phantom Movement

The Way of the Shadows teaches the art of being able to carry ones momentum forward, allowing them to scale walls, or move over obstacles very quickly. Characters can move Skill Level over any terrain or object per turn. They do not suffer any penalty to surface condition. However when they are done with their movement allowance they may suffer the effects of the terrain. If they end up on top of water they will fall in, on a wall with nothing to grab a hold of they will fall off.

Type Movement

SL to movement with no penalty

Level 1

Cost None

Shifting Shadow

A student is taught that being able to avoid damage and escape is superior to dying due to a wound. The Way of the Shadows teaches the shifting shadow which allows the student to dodge incoming attacks. Quick movements, uses of the warriors surrounding, even the uses of items of clothing to trick an enemies attacks. The student can add half skill level to defense rolls.

Type Bonus

+1/2 SL to Defense

Level 1

Cost None

Shadow Teleport

The Way of the Shadows teaches quick burst of speed allowing a master to move almost instantly between two locations, it almost appears as if they just appeared there. These quick bursts of speed can be used to move out of the way of any attack or to out flank an opponent. A character can shadow teleport Skill Level+ Speed+1d10 for movement.

Type Bonus

SL+Speed+1d10 movement.

Level 3

Cost 1

Zen and the Art of Mayhem

Double Jump

Level 3
Cost 1

Dark Hammer

The dark hammer punch can be delivered quickly to an opponent delivering more damage than a normal blow. A powerful attack it can be used to knock an opponent back or give the pupil time to escape.

Type Strike
+12 Damage
Level 3
Cost 1

Silhouette

It is important for a student of the way of shadow to be able to act first in some situations. The Silhouette gives the student the advantage of gaining the initiative in a combat situation.

Type Bonus
+8 Initiative
Level 3
Cost 1

Exact Strike

A quick and accurate blow delivered in those times when a student of the Way of the Shadows needs to land the blow then to do a lot of damage. The exact strike can be aimed at a particular area without any negatives.

Type Strike or Kick
+8 To Hit, No negatives to called shots
Level 5
Cost 3

Shadow Block

The Way of the Shadows teaches a powerful technique to reduce the damage of an incoming attack. The force of the attack is bled off, and the damage is reduced by half before being taken to DAN. The student often needs to twist and bend bleeding off the force and a foe may believe that the full damage was taken, this can be used to the advantage of a clever pupil.

Type Block
1/2 Damage
Level 5
Cost 3

Shadow Suplex

The student grabs a foe around the waist and flips them over their head and into the ground, hard. The shadow suplex allows the fighter to do a lot of damage with a single throw.

Type Throw
+24 Damage
Level 5
Cost 3

Mirror Images

Deception is at the heart of the style and the master learns to fool an opponent's senses and make it appear that they are more than one of them. The mirror images move about the same as the master and will sometimes overlap each other, or appear to be standing side by side. Either way the effect is the same, the attacker must choose an image and hope they are attacking the real thing, +12 to dodge and defense rolls.

Type Dodge
+12 To Dodge
Level 7
Cost 5

Dancing Shadow

It sometimes becomes necessary for a pupil of the way of shadows to perform many actions in a short amount of time. Dancing shadows allow this by giving the user 3 attacks in one action.

Type Bonus
3 Attacks in One Action
Level 7
Cost 5

Shadow Play

The master of the Way of the Shadows knows that escaping is sometimes more important than winning a fight. So to this end they have developed the ultimate escape method, using whatever is on hand the master will trick their foe's concentration and escape out of sight. Not going too far they just have to hide from detection long enough for their foe to leave. The distraction can be anything, a puff of smoke, throwing sand, a sound that makes their foe turn around, it can be anything since it is only misdirection. The master then hides out of sight, the foe will need to roll a notice roll higher than the Shadow Play roll to figure out where they are hiding.

Type Bonus
SL+Speed+15+1d10 opponents must beat this roll to spot them
Level 7
Cost 5

Shadow Armor

Not exactly an attack it is a state of mind where the master cancels all pain reception. For one full turn they can take anything thrown at them like it was nothing. A master using this technique does not have to bother blocking incoming attacks. This can be used during an escape, or sometimes to shrug off a powerful attack of an opponent and psyche them out.

Type Block
Ignore all damage for one turn
Level 9
Cost 8

Zen and the Art of Mayhem

Wild Card Style

“The reason to study gambling is when the time comes, it isn’t”

Gamblers have had to learn to fight just to get away from the table with the winning. Being the master of seeing the odds, and reading an opponents tells, gave the gambler an advantage even in combat. Many gamblers started to develop styles of fighting, reading the same body language that told them if someone was bluffing, and playing the odds to take a chance when they think they have the advantage, to help them defeat their foe. They even started to use the items of their trade as weapons, learning to throw cards like weapons. This practice has lead to the development of the Wild Card Style.

Fifth Street

Do to the nature of the Wild Card style a student has luck on their side. Things seem to go there way during a battle, they hardly ever seem to mess up. Anyone using Wild Card Style can reroll a roll of a one once, if they roll another one they screw up.

Type Bonus
Reroll any roll of a 1
Level 1
Cost None

The Deal

A important lesson in the Wild Card style teaches two thing one always have an ace up your sleeve, and two know how to use it. A student of the Wild Card always has a cards and dice on them, and they can throw these items with great accuracy and damage. Use Wild Card skill level to hit as normal, 2X Skill Level in range.

Type Bonus
Throw cards and Dice 2xSL Range, Cards
2d6+SL, Dice 2d6+3+SL
Level 1
Cost None

The Flop

Through a combination of speed, coordination, and luck a pupil of the Wild Card can make a miss turn into a hit. If the student rolls a miss they can reroll to see if they can do better. The student may not spend luck points to up their second roll, and can only reroll once per attack.

Type Bonus
Reroll Miss
Level 3
Cost 1

Two Pair

With quick reflexes and a little bit of fortune a scholar of the Wild Card can improve a hit and do more damage. The student can reroll damage once for an attack.

Type Bonus
Reroll Damage
Level 3
Cost 1

Pocket Pair

Through swiftness and a uncanny fluke a Wild Card expert can improve their speed in combat and get the jump on an opponent. Reroll Initiative once per turn.

Type Bonus
Reroll Initiative Roll
Level 5
Cost 3

Good Kicker

With an impulsive grace and luck a master of the Wild Card can turn a solid hit into a miss. Reroll a Dodge once.

Type Bonus
Reroll Dodge
Level 5
Cost 3

Big Slick

With grace, and quickness, a little bit of chance, and some windfall a disciple of the Wild Card style can turn a hit into a miss. Force opponent to reroll a hit once.

Type Bonus
Force Opponent to Reroll Hit
Level 7
Cost 5

Re-Raise

Opponents of a student of the Wild Card seem to land a solid hit and have it turn around and not do as much damage as they thought it would. With the Wild Card a hit student can force an opponent to reroll damage once.

Type Bonus
Force Opponent to Reroll Damage
Level 7
Cost 5

Zen and the Art of Mayhem

Check Raise

It's important to size up your opponent whether it is across the gambling table or on the battlefield. Also like the battlefield one should know how to make the opponent feel they have the upper hand, until you lay down your cards, catching them off guard.

Type Strike, Kick, or Throw

+5 to hit x2 Damage

Level 7

Cost 5

ALL IN

The greatest trick of all is when the master of the Wild Card is able to take a hit and somehow transfer all damage to his attacker.

Type Block

Damage is done to the Attacker

Level 9

Cost 5

X-1 The Intelligence Based Martial Arts

"Everything is a calculation, the secret is knowing the formula."

The Core belief of this style is combat can be broken down into mathematical formulas, if the formulas are calculated out you will know the outcome of every move. Only the fastest minds are able to use this style, their calculations take everything into account, allowing them to know when to dodge and where to land the counter blow. X-1 is different than other styles, most rolls are based on Intelligence instead of coordination. This is due to a scholar of X-1 to predict the next action of his opponent.

Proof Z

A Student of the X-1 style learns to predicate not only where a weak spot on an opponent is but also exactly where the opponent will be when the blow is landed. This allows attacks to be extremely accurate, plus 1/2 skill level to hit

Type Bonus

+1/2 SL to Hit

Level 1

Cost None

Proof ZZ

X-1 teaches the formula to predicate the incoming and outgoing attacks of your opponent. This means that the student of X-1 is not using their physical coordination to attack and defend but in fact they are using their intelligence. Use intelligence to dodge and attack instead of Coordination.

Type Bonus

SL+Int+1d10 to Dodge or Attack

Level 1

Cost None

Proof V

The style of X-1 teaches students to study their opponent and find their weak points through mathematics formulas. Students can do more damage every hit once they have finished their calculations.

Type Bonus

x2 SL to damage

Level 1

Cost None

Proof J

An opponent's center of gravity is constantly moving about. A student of X-1 can calculate precisely where that center point is and attack with a sweep to knockdown an opponent.

Type Kick

+7 to hit with a Sweep

Level 3

Cost 1

Zen and the Art of Mayhem

Proof Q

Knowing the speed and power of an enemy attack allows a disciple to better block and incoming attack and reduce the damage. This block can be called after the enemies attack roll.

Type Block

-3d6 Damage from incoming attack

Level 3

Cost 1

Proof Ω

The ultimate attack in the X-1 technique is Proof Ω. This equation gives the master of X-1 the time they need to pull off a combination of 5 attacks, always a powerful advantage.

Type Strike, Kick, or Throw

5 Attacks in One Action

Level 9

Cost 8

Proof Δ

Every attack will result in an opportunity for a counterstrike. Knowing where the opponent will be after an attack allows a counterstrike to hit hard

Type Dodge

+9 to dodge and deliver a counterstrike

Level 5

Cost 3

Proof π

With the correct facts and formulas a disciple of X-1 can calculate how to hit an opponent two extra times in the course of one strike.

Type Strike, Kick, or Throw

2 attacks in one action

Level 5

Cost 3

Proof f

To effectively fight an opponent it is sometimes very important to get the jump on them. A precise calculation can give a master of X-1 the ability to act first.

Type Bonus

+12 Initiative

Level 5

Cost 3

Proof β

Teachings of X-1 concentrate on formulas of speed and force, upper level formulas teaches how to avoid a powerful blow and send your opponent flying by the force of their attack. +8 to Dodge, roll the opponents attack as if they hit, but they take the damage as knockback, do not minus DAN.

Type Dodge

+8 to Dodge Roll opponents Damage and they take it as Knockback

Level 7

Cost 5

Proof Σ

X-1 formulas allow a master to pull off moves that many would have thought impossible. When the time is right and everything falls in place a master can deliver an enormous amount of damage in one strike.

Type Strike, Kick, Throw

x3 Damage

Level 7

Cost 5

Zen and the Art of Mayhem

Weapon Based Martial Arts

Weapons based martial arts started to develop as soon as weapons were put into use. Many styles and philosophy have evolved for almost every weapon type. Each major weapon from the sword to the whip have had many different styles developed. Most students are able to customize the style to fit their own fighting technique. Choosing powerful blows, defensive techniques, speedy strikes, or others moves that fit their own personal style.

Archery

“The arrows flies straight and true”

The bow and arrow have been a powerful combination for centuries. Master have learned more than just hitting the center of a target they learn to do this and more in the stressful every changing world of combat. Trick shots, rapid shot, even using the bow when close combat can't be avoided.

Clear the Mind, Seek the Target

The most important thing for an archer to do is be able to be on target, even during the stress of combat. This includes hitting moving targets, and firing while moving, etc.... The pupil is taught to fire with greater accuracy at all times. The Pupil can add half their skill level to all to hit rolls when firing an arrow.

Type Bonus
+1/2 SL to Hit
Level 1
Cost None

Arrow Strike

The arrow is normally a projectile but it sharp point can be used in hand to hand combat when the archer can't pull off a shot. The arrow itself is either thrust into an exposed area or slashed across to maximize damage. The arrow does 3d6 Damage + Strength Bonus

Type Attack
Use Arrow As Hand to Hand Weapon 3d6+SB
Level 1
Cost None

Bow Barricade

Even though a bow is a delicate weapon using it to help block an attack is sometimes times a better option then taking a deadly wound. The archer can use the bow to get a +9 to block.

Type Block
+9 to Block
Level 3
Cost 1

Second Shot

Once an archer finds a target and hits they can fire a second shot to hit the same location. An archer can deliver a second shot after the first successful hit.

Type Attack
Extra Shot After Hit
Level 3
Cost 1

Power Shot

An archer learns to study their foes and find a weak area. A shot can then be aimed to take advantage of the weak area and cause more damage.

Type Attack
+12 Damage
Level 3
Cost 1

Aimed Shot

Being able to hit a specific location, shot a weapon, or other pierce shot is often the key to victory. The archer can concentrate on hitting the smallest location when necessary, +8 to hit no negatives, archer most call location they are trying to hit.

Type Attack
+8 to Hit no negative to called shots
Level 5
Cost 3

Barrage

The archer can fire arrows in rapid successions at one target. This attack is designed to deliver a great deal of damage to a single target. The pupil only rolls to hit once but rolls damage for each arrow.

Type Attack
3 Arrow shots at one target
Level 5
Cost 3

Intense Shot

The master archer knows how to maximize the damage from a shot when needed. This attack is used to push pass an opponents defense, 1/2 opponents DAN.

Type Attack
1/2 Enemies DAN
Level 7
Cost 5

Rapid Shots

With the speed and concentration the master can fire three arrows in one action. Each arrow can be aimed at a different target with no negatives.

Type Attack
3 Shots
Level 7
Cost 5

Zen and the Art of Mayhem

Charged Shot

The master archer can concentrate energy into a single arrow, sending it at an opponent with much greater force than a normal shot. This charged arrow can deliver twice the normal damage.

Type Attack

+5 to Hit x2 Damage

Level 7

Cost 5

Rain of Arrows

The rain of arrows is the most powerful attack used by an archery master. With blinding speed the master is able to fire barrage of arrows with devastating results. This attack can be aimed at up to 5 separate targets, Each Attack is roll separate and does x2 damage.

Type Attack

5 Arrows X2 Damage

Level 9

Cost 8

Chow Yun Fu

“Give him one gun he’s unstoppable, give him two and he’s god”

Fairly recently the Style of Chow Yun Fu has been developed. Known as the Martial Arts for the Marksmen, it is used by many assassins. The style teaches steady aim, while using many gymnastic maneuvers. When employed by a master no one is able to get a good shot off at the fast moving master, yet all his shots are straight and true. Masters of Chow Yun Fu often use two Handguns at once.

Free Firing

A disciple of Chow Yun Fu can fire off highly accurate shots from any positions, lying down, Flying in the air, During a roll, while springing to their feet. Their are no negative for firing a gun while doing another action.

Type Bonus

No Negative fire a gun during another action

Level 1

Cost None

Double Pistol Action

A student of Chow Yun Fu is taught to use two handguns at once. This allows them greater freedom choosing a target and delivering shots. The second gun delivers no negatives to hit.

Type Bonus

Use two guns

Level 1

Cost None

Full Auto Dodge

A disciple of Chow Yun Fu is taught to keep moving, Never stop, and don’t let someone get a bead on your position. While in combat a student will always be on the move, using their full movement rate to move from cover to cover, or leap through the air and bouncing off walls, etc... The Master knows not to let anyone get into close range, to keep as much distance between them and their opponent as possible.

Type Dodge

+1/2 SL to Dodge

Level 1

Cost None

Quick Reload

In the time it takes to reload a student of Chow Yun Fu might not survive, so the Style teaches a lighting fast reload that take No action.

Type Bonus

No Action reload

Level 3

Cost 1

Zen and the Art of Mayhem

Quick Draw

In order to get the jump on others in battle, students of Chow Yun Fu are taught Quick Draw to get the jump on their opponents.

Type Bonus

+8 to Initiative

Level 3

Cost 1

Careful Aim

If a disciple of Chow Yun Fu needs to make a shot they can use Careful Aim to make sure the shot is straight and true.

Type Attack

+10 to Hit

Level 5

Cost 3

Rapid Fire

The master of swift shot learns that speed is sometimes the most important factor in an attack. The student can do three attacks in one action, either at one target or up to three separate targets.

Type Attack

3 Attacks in One Action

Level 7

Cost 5

Dead On

Bullets do not always stop an opponent as fast as a master of Chow Yun Fu might hope. So a shot to the body may not do much good; but with a well placed shot they can knock a bullet out of the air, knock a weapon out of a hand, shoot off an antenna off a radio or remote control unit, or even find the crack between two pieces of armor.

Type Attack

+15 to hit must be aimed at 1 specific small hard to hit area or an item

Level 7

Cost 5

Hidden Weapon

The master of Chow Yun Fu is never without back up firearms, either the gun is concealed on the body, or taken from a fallen opponent, or hidden in the combat area prior to the battle. The firearm is of the Architect choosing but will be fully loaded.

Type Bonus

Extra Firearm

Level 7

Cost 5

Unload

A very powerful technique a master of Chow Yun Fu can take a weapon to it's limits and unload all rounds in one action. This can be done to one target, filling it with the most damage the weapon can deal. Take all remaining ammo and roll damage (If ammo is not begin kept track of roll 6+1d6 for remaining ammo.

Type Attack

Fire off all Ammo or 6+1d6 Ammo

Level 9

Cost 8

Zen and the Art of Mayhem

Fans

“After I finish you off, I’ll cool myself off with my fans”

The fan is an elegant weapon used with style and grace. The fan was never meant to a powerful offensive weapon, more as a defensive means. This does not mean the fan did not have its offensive capabilities, its edges could cut like a razor in the hands of a master.

Dancing Fan

The fan is used to help deflect blows, the fan can catch an incoming attack and guide it off course, bleeding off some of its power. The Dancing Fan technique Increase the DAN of the user equal to the skill level.

Type Bonus
+SL to DAN
Level 1
Cost None

Quick Fan Snap

A technique used to gain the upper hand in a combat situation. The student of the fans can use this bonus to help win the advantage, add 8 to the initiative roll.

Type Bonus
+8 initiative
Level 3
Cost 1

True Fan Strike

The master of the fan can find the weak point of an opponent’s defense, then they use this knowledge to increase the chance to hit. Add 7 to the to hit roll when using True Fan Strike.

Type Attack
+ 7 to Hit
Level 3
Cost 1

Razor Fan Slice

The fan can do allot of damage when the razors edge is sliced across a foe. Add 3d6 to damage when using razor fan slice.

Type Attack
+3d6 Damage
Level 3
Cost 1

True Fan Offensive

The fan can brush up against an opponent and ride over the body then when the user wishes the fan is turned inwards causing damage. The fan master can call the location of a hit, choosing to specific body part or possible item being carried by their enemy.

Type Bonus
Hit Location can be called
Level 3
Cost 1

Speed Fan Attack

Speed is taught to be a key to victory when using the fans. A master can reverse the momentum of an attack, thus causing it to have another chance to hit. After a successful attack the student can roll again.

Type Attack
Extra Attack After a Hit
Level 3
Cost 1

Power Fan Assault

The fan user can channel extra energy into an attack increasing the damage caused. The student of the fan cans double the damage done in a single attack.

Type Attack
x2 Damage
Level 5
Cost 3

Stone Fan Endurance

A incoming attack is made of force, that force can be reduced with the right movements. A master of the fan can reduce the damage of an attack by half.

Type Block
1/2 Damage of Attack
Level 5
Cost 3

Iron Fan Defense

A powerful defensive technique, iron fan defense sets up a power field in front of the fans, which can absorb the damage of an attack. Take Skill Level + Coordination + 1d10 x3 this is the amount of damage removed from the power of the attack. The rest of the damage is taken normally.

Type Block
SL+ Coord+1d10x3 points of damage ignored.
The rest taken normally.
Level 7
Cost 5

Blade Fan Thrash

A very skilled master of the fans can do multiple attacks in one action. Using blade fan thrash the user can do three attacks in one action to up to three separate opponents.

Type Attack
3 Attacks in one Action
Level 7
Cost 5

Ultimate Fan Technique

The ultimate fan technique is just that, not just an attack the fan user can attack up to four separate targets doing double damage to each. Or the user can concentrate all four attack on one foe and deliver a totally devastating attack.

Type Attack
4 Attacks x2 damage
Level 9
Cost 8

Zen and the Art of Mayhem

Slugger

“I’m going to hit one out of the park”

Clubs, maces, and morning stars have been used as powerful weapons for ages, styles and techniques have come and gone many times. However a rebirth of these weapons have seem to come with the creation of the baseball bat. It could be just the fact that these weapons are easily found and used, or that it seems to be the weapon of choice of street gangs. This style is not just limited to the baseball bat it can be used with a crowbar, 2x4 board , even a bat or board with nails stick out, and yes clubs, maces, and morning stars.

Hardwood

Knowing how to get the most out of your weapon is important. Any slugger knows how to wield their weapon to it full capacity, getting the most damage possible from every swing. A slugger can add 2d6 to the damage when rolling a hit.

Type Bonus
+2d6 Damage
Level 1
Cost None

Bunt

The bat can be used to help deflect or block a blow. The slugger can use the bat to help dodge an incoming blow of an attack, +9 to dodge.

Type Block
+9 to Dodge
Level 3
Cost 1

Line Drive

A quick and powerful blow used to deliver extra damage to a foe.

Type Attack
+12 Damage
Level 3
Cost 1

Extra Swing

Speed is sometimes an important factor in a fight, getting in an extra blow can really effect that out come of a fight. A slugger can use extra swing to get in an extra attack after a successful attack.

Type Attack
Extra attack after a hit
Level 3
Cost 1

Switch Hitting

Being able to get a swing in before an foe can be the difference between victory and defeat. A slugger can use Switch hitting to gain the upper hand and win initiative when important.

Type
+ 8 to Initiative
Level 3
Cost 1

Reduced Strike Zone

The slugger knows that an opponent is going to get in a hit every now and then, and you better be able to take. They can use their weapon to help reduce the incoming attack hopefully stopping a dangerous attacks from take them out of a fight.

Type Block
+18 DAN
Level 5
Cost 3

Pop Up

A power swing designed to send a foe up in the air, possibly even setting them up for another attack. The swings force sends an opponent flying straight up in the air.

Type Attack
x2 Damage, Knockback straight up
Level 5
Cost 3

Devious Kick

Since the slugger relies on the bat so much foes tend to concentrate on it and not necessarily on the slugger. This opens up the opportunity for the slugger to get in a powerful kick.

Type Kick
+8 to Hit +16 Damage (Kick only)
Level 5
Cost 3

Zen and the Art of Mayhem

Staff

Wild Swing

The slugger likes to sometimes just go wild, swinging madly at a foe, not giving them time to mount a counterattack. The wild swing is used to do three attacks in the time it normally takes to do only one.

Type Attack

3 Swings in one action

Level 7

Cost 5

Homerun

A powerful and accurate swing, the homerun is used to deliver allot of damage with one swing. A slugger uses the homerun when they know they need that extra power to get their point across.

Type Attack

+5 to hit x2 Damage

Level 7

Cost 5

Grand Slam

The name says it all, the Grand Slam is a massive hit delivered by a slugger to do as much damage as they can muster. It takes allot out of them to do, but the effects are truly devastating.

Type Attack

x5 Damage

Level 9

Cost 8

“The Staff must be an extension of your body”

The Staff has been a weapon used by many martial artist since fighting styles where first invented. The staff can be used as a powerful extension of the user, giving them greater range in attacks, or a mighty defense. A master of the staff can hold off many opponent with quick thrusts and defensive parries.

the Vault

This maneuvers is taught to allow the user to get out of a tight situation by vaulting into the air using the staff. Using this maneuver the students can launch themselves high into the air (Skill Level in feet) and land a great deal away from where they vaulted (SL+Coord+1d10 Feet Maximum).

Type Movement

SL Feet Leap, SL+Coord+1d10 Feet away

Level 1

Cost None

Spinning Defense

The wielder of a staff can use it to set up a defensive perimeter around themselves. Using the staff they can spin the staff around them and force a foe to stay back further making some attacks hard to hit with. The student must be able to move freely and have some space around them to use these technique. The student can add half skill level to all defense rolls.

Type Bonus

+1/2 SL to Defense

Level 1

Cost None

Heavy Parry

A student is taught very early that the staff is a very powerful defensive weapon. A Snap parry from a staff can easily block most blows coming in from an opponent. They can add extra power to the parry allowing the to block blows that would have gotten past their defenses.

Type Dodge

+9 to Dodge

Level 3

Cost 1

Power Thrust

A Hit from a staff can deliver allot of damage to an opponent. But a student of ... is taught a number of moves to increase the damage potential from their weapon of choice. A Power thrust uses extra thrust at the moment the staff is going to hit to increase the damage potential.

Type Attack

+12 Damage

Level 3

Cost 1

Zen and the Art of Mayhem

Jump Start

A student is taught to use a quick stance to increase their speed and time it takes to attack. This technique can be used when a master needs the extra speed to grab the upper hand in battle.

Type Bonus

+8 to Initiative

Level 3

Cost 1

Whirling Defense

By spinning the staff the user can set up a powerful defense. When uses it is very difficult for an opponent to deliver any damage to the user. This technique even saps the energy out of metaphysical attacks.

Type Block

+18 to DAN

Level 5

Cost 3

Probing Attack

This technique allows the user of the staff to maneuver around defenses and deliver a blow to an opponent. The attacker searches for a hole in the opponent defense probing with the staff, when the hole is found, the staff thrust through delivering its damage.

Type Bonus

+10 to Hit

Level 5

Cost 3

Launching Thrust

Students are taught to launch a spear at an opponent who may be some distance away. A successful Hit will return the staff to the hands of the student. A miss will mean they have to retrieve the staff. Range is SL+ Strength+1d10, Damage is Normal Staff damage+ 2d6

Type Attack

Launch Staff at opponent +2d6 Damage

Level 5

Cost 3

Whirlwind Attack

A master of the staff can reach out with a great burst of speed and hit an opponent multi times. This attack can be delivered to one opponent or be used to attack three opponents in the time it usually takes to one opponent attack once.

Type Attack

3 Attacks in One Action

Level 7

Cost 5

Slashing Parry

This maneuver allows the user to put the full power of the staff behind a block allowing them to push aside most blows. However the force and concentration that must be used drains the disciple greatly.

Type

+8 to Dodge if user wins cause one hit to an opponent

Level 7

Cost 5

Tempest Attack

The most powerful attack taught in the wind staff technique. The Tempest Attack uses all the power of the user and the staff to deliver one great blow, the damage deliver is enough to kill a normal man.

Type Attack

x5 Damage

Level 9

Cost 8

Zen and the Art of Mayhem

Sticks

“Rapid attacks are the key to victory”

Since the early development of fighting styles martial artist have used short batons, tonfas, sticks, etc... in combat. They are incredibly versatile and can be used for extra power in an attack or to block incoming damage. They are fast and can easily be thrown at an opponent as well. The student learns to fight with two weapons automatically, using them for attack and defense, however even when armed with one the master is still quite deadly.

Extra Force

Sticks can deliver powerful blows able to ignore armor dealing most of the energy directly to the foe. Students can double the skill bonus in combat.

Type Bonus
2xSL Damage Bonus
Level 1
Cost None

Fling

The student learns to throw their weapon with great accuracy and force. Although they will lose one of their weapons it can be thrown Skill Level + Coordination x2 with no negative. Treat as a normal attack for to hit and damage.

Type Attack
Throw Weapon
Level 1
Cost None

Double Handed

The student learns to use both hands to block and attack, giving them the advantage to block with one and attack with another. Anyone learning to use these short weapons can use two at the same time with no negatives.

Type Bonus
Use Two Weapons at the Same Time no negatives
Level 1
Cost None

Guard

The pupil of the sticks style of fighting learns to use them for defense as well as offense. They can be used to block incoming attack allowing the user to absorb some of the force and push it out of the way. Add Skill level to DAN.

Type Bonus
+SL to DAN
Level
Cost

Heavy Thrust

At times extra force in an attack can make a difference. The student can add extra force and cause an additional 12 points of damage to an attack.

Type Attack
+12 Damage
Level 3
Cost 1

Rapid Dodge

The sticks style of fighting teaches a student quick steps side to side allowing the martial artist to avoid all incoming attacks. However when using rapid dodge a person can not do any attacks, they are concentrating fully on dodging. +5 to dodge All attacks, no negatives for dodging more attacks than your actions. Character can not do any attacks for that full turn.

Type Dodge
+5 to dodge, no negatives to more dodges than actions, can not attack for the rest of the turn
Level 3
Cost 1

Counterattack

The master knows when to land a quick counterstrike after blocking a foe's blow. When used the master receives +9 to Dodge, and gets to deliver a counterattack.

Type Dodge
+9 Dodge and deliver counterattack
Level 5
Cost 3

Speed Strike

With a quick burst of speed the master of the sticks style of fighting can do two attacks in one action. These attacks can be at one or two separate targets.

Type Attack
2 Attacks in One Action
Level 5
Cost 3

Zen and the Art of Mayhem

Iron Barricade

The Master of the stick style of fighting learns to block the force of an incoming attack and bleed off much of its power. The Master can take Skill Level + Coordination + 1d10 x2 points of damage off and incoming attack. The rest of the damage will be taken normally.

Type Block

SI+Coord+1d10x2 Point Blocked, the rest of the Damage taken Normally

Level 7

Cost 5

Force Blow

A powerful blow, this attack is designed to be fast, accurate, and deadly. The attack gains a +5 to hit and does double damage to an opponent.

Type Attack

+5 to Hit x2 Damage

Level 7

Cost 5

Blizzard Assault

A very powerful attack, a master can deliver up to five attacks in one action. The attack can be delivered to one opponent or up to five separate foes.

Type Attack

5 Attacks

Level 9

Cost 8

Swift Shot

“Duck”

The projectile martial arts, the style teaches a pupil to turn any small object like a dart, dagger, axe, card, coin, marble, or other small objects into a powerful projectile. The disciple is able to throw multiple projectiles at blinding speeds and great accuracy. A student of swift shot learns to throw two types of items with great skill. They can learn to throw other objects by taking a slot. If they need to throw another object other than the ones they have learned they still can at Skill Level, however none of the bonuses and special techniques can be applied.

Snap Throws

A student of quick not only learns to throw with great accuracy, but to do it in any situation. They are taught to throw while running, while diving behind cover, even from the ground. The pupil of swift shot can throw a weapon during other actions with no negatives

Type Bonus

No Negatives to Throw During an Action

Level 1

Cost None

Close in Fighting

Anyone who studies swift shot learns that it is important to use their weapons in hand to hand combat, as well as being able to throw them. The pupil is trained to get maximum damage from their weapon in hand to hand combat. Add 2d6 to damage when fighting in close combat.

Type Bonus

Use Weapons in Hand to Hand +2d6 Damage

Level 1

Cost None

Rapid Dodge

A disciple of swift shot is taught to keep moving, Never stop, and don't let someone get a bead on your position. While in combat a student will always be on the move, using their full movement rate to shift from cover to cover, or leap through the air and bouncing off walls, etc... The Master knows not to let anyone get into close range, to keep as much distance between them and their opponent as possible.

Type Dodge

+1/2 SL to Dodge

Level 1

Cost None

Zen and the Art of Mayhem

Additional Expertise

Although the student of swift shot only learns two primary throwing items, they can learn to use other items as well. For each Additional Expertise they learn they can add one item.

Type Bonus

Additional Item type can be thrown

Level 1

Cost None

Express Shot

Once a target has been acquired and a successful hit is made, the master of swift shot will throw a second item with great speed. The dispel of swift shot learns to fire a quick second shot after a successful hit.

Type Bonus

Extra Attack after first hit

Level 3

Cost 1

Quick Draw

In order to get the jump on others in battle, students of swift shot are taught quick draw to get the jump on their opponents.

Type Bonus

+8 to Initiative

Level 3

Cost 1

Careful Aim

If a disciple of swift shot needs to make a shot they can use careful aim to make sure the shot is straight and true.

Type Attack

+10 to Hit

Level 5

Cost 3

Force Throw

The student of swift shot learns to add extra force to a shot when it's really needed. Double the damage done by force throw.

Type Attack

x2 Damage

Level 5

Cost 3

Rapid Fire

The master of swift shot learns that speed is sometimes the most important factor in an attack. The student can do three attacks in one action, either at one target or up to three separate targets.

Type Attack

3 Attacks in One Action

Level 7

Cost 5

Dead On

Hits do not always stop an opponent as fast as a master of swift shot might hope. So a shot to the body may not do much good; but with a well placed shot they can knock an attack out of the air, knock a weapon out of a hand, shoot off an antenna off a radio or remote control unit, or even find the crack between two pieces of armor.

Type Attack

+15 to hit must be aimed at 1 specific small hard to hit area or an item

Level 7

Cost 5

Tempest Assault

The master of swift shot learns the tempest assault the styles most powerful technique. The master grabs as many items to throw as possible and launches them at an opponent in a massive tempest assault.

Type Attack

x4 Damage 1/2 DAN

Level 9

Cost 8

Zen and the Art of Mayhem

Sword

“You must become one with the Sword”

The sword is an age-old weapon used by many fighters. Its blade can be used to slice through opponents or to block and protect the user. There are many styles of thoughts behind the use of swords, fighting styles with swords are as varied as the types of blades that are produced. One major style believes in quick fast slices and blocks, get in, hit, and then back off before your opponent can strike back. Another believes in heavy killing blows, if your opponent drops they cannot return an attack.. Some center on using medium swords, with a parry and thrust philosophy. With small blades the style centers on quickness, two-handed swords lean towards power moves, etc. Students of the sword style pick attacks that from a wide selection, being able to customize their attacks to suit their style.

Two Swords

Students learn to wield two swords at one time. The student must be able to wield each sword with one hand, other than that the swords can be of any combinations. Two long swords, two short swords, one long sword one short, etc... The character wields these swords with no negatives they can choose to attack with one or the other, or even strike with both in a single action.

Two swords no negatives
Level 1
Cost none

Skilled Parry

The sword can be used as a defensive weapon as well as an offensive weapon. Students learning the style of the blade can defend themselves well with a sword. +1/2 current skill level to defense rolls when wielding a sword.

Type Bonus
+1/2SL Parry
Level 1
Cost none

Precise Strike

The sword can be used to strike with precision with a jab or slash, locating a weak spot or hole in a defense. The student of the blade learns to spot these lapses in an opponent defense and use them to great advantage in a battle.

Type Bonus
+1/2SL to Hit
Level 1
Cost none

Power Slash

The student of the blade learns that once a sword strike hits they can add power to the blow to increase the damage done. The student can add twice their skill level to damage.

Type Bonus
x2 SL to Damage
Level 1
Cost None

Swift Blade

The ability to strike fast and first is sometimes the difference to victory or defeat. A student can gain +8 to their initiative roll at the start of the turn.

Type Bonus
+8 to Initiative
Level 3
Cost 1

Sliver Cut

This technique is a powerful combination of accuracy and strength; the cut combines both in one attack. The student gets +4 to Hit and +8 Damage when using this attack.

Type Attack
+4 to Hit, +8 to Damage
Level 3
Cost 1

Mighty Blow

A powerful strike is sometimes needed to help cut through a well armored foe. The mighty blow delivers an extra 12 points of damage to an opponent.

Type Attack
+12 Damage
Level 3
Cost 1

Exact Thrust

A swords master knows how to study their opponent to find weaknesses in their defense and the use that weakness to gain the upper hand. Exact Thrust can be used to get a +7 to hit a enemy.

Type Attack
+7 to Hit
Level 3
Cost 1

Reprisal

The student of the blade learns a quick reprisal attack. This attack can only be used after a successful defense roll; the attack is made with no extra bonuses.

Type Block
Return attack with a successful defense roll
Level 3
Cost 1

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Hilt Thrust

In a sword battle most foes are afraid of the cutting blade, allowing a skill swordsman to sneak in a thrust with the hilt. This attack comes as a shock to the opponent and hits a surprisingly amount of the time used. Since the Blade is not being used the Damage is only Skill Level +3d6, Strength Bonus does apply.

Type Strike
+10 to Hit SL+3d6 Damage
Level 3
Cost 1

Power Slice

The swordsman knows how to increase the power of a swing at the right moment to increase the damage done. This power slice can be used to double the damage of a hit.

Type Attack
x2 Damage
Level 5
Cost 3

Twisting the Blade

A master swordsman knows when to turn the blade to add extra damage to an opponent. The swordsman can add 24 points of damage to an attack.

Type Attack
+24 Damage
Level 5
Cost 3

Fast Blade

Type Attack
2 attacks in one action
Level 5
Cost 3

Rapid Blade

Speed can always be used to gain the upper hand in combat. A master swordsman can do a rapid succession of blows to one to three opponents in a single action.

Type Attack
3 Attacks in One Action
Level 7
Cost 5

Counterstrike

The counterstrike technique is used to block and then quickly counterattack a foe. Although not a powerful blow it does give the swordsman great advantage over his enemy.

Type Attack
+8 to Dodge if user wins cause one hit to an opponent
Level 7
Cost 5

Crescent Swing

A powerful swing, this attack is designed to hit anyone standing in close combat with the swordsman. The swing does 3 times normal damage and anyone standing near enough to the swordsman to attack them without additional movement will take damage. The damage is divide equally to all that are hit.

Type Attack
x3 Damage, Divide equally to all that are hit
Level 7
Cost 5

Power of the Blade

A master swordsman can learn to concentrate all their power into a single blow, doing a tremendous amount of damage in a single shot. The power of the blade does 5 times the normal damage in a single blow.

Type Attack
x5 Damage
Level 9
Cost 8

Swiftiness of the Blade

The swiftiness of the blade is a master technique to increase their quickness. A master swordsman learns to concentrate their energies into blinding speed, allowing them get five swings in one action. These attacks can be concentrated on one opponent or five separate targets.

Type Attack
5 attacks in one action
Level 9
Cost 8

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Umbrella

“My umbrella is enough to protect me from the rain and you”

To most the umbrella does not seem to be a first choice for a weapon, however for many years the umbrella has been used by martial artist as a weapon. It is light and agile and can be wield in both a offensive and defensive manner. It can also be carried in public without alarm, until they see what can be done when wielded by a master.

Elegance Technique

The umbrella is not the most powerful offensive weapon a fighter can wield, but it is very handy as a defensive weapon. The master of the umbrella can use it to block incoming shots and parry blows with graceful method. Add half current skill level to dodge rolls when using an umbrella.

Type Bonus

+ 1/2 SL to Dodge

Level 1

Cost None

Graceful Strike

The student learns to use the speed of the umbrella to great effect. A quick and accurate strike to a weak area in a foes defense. Add +4 to hit and +8 damage to the attack.

Type Attack

+4 To Hit +8 Damage

Level 3

Cost 1

Nimble Tango

The student learns that sometimes the key to gaining the upper hand is getting the first attack. When needed the pupil can use nimble tango to add 8 to their initiative.

Type Bonus

+8 To Initiative

Level 3

Cost 1

Two Step

The handle of the umbrella can be used to grab an opponent's limb. Not really an attack this technique can be used to force an opponent drop a weapon or object. Anyone struck will have to roll a halved coordination stat check or drop what they were holding.

Type Attack

+7 To Hit Grab Limb

Level 3

Cost 1

Exquisite Strike

Using the handle of the umbrella to knock an opponent over is a classic technique. The opponent will be knocked over and take 3d6 points of damage from the fall,

Type Attack

+7 to Hit Knock over opponent 3d6 Damage

Level 3

Cost 1

Polished Reprisal

The style of fighting used with the umbrella has a very defensive orientation. When attacked the user learns to block an incoming attack and deliver a counterstrike at the same time.

Type Defense

+9 Deliver Counterstrike

Level 5

Cost 3

Flawless Action

With the agility of the umbrella the master can pin point an area to hit. The strike can be an object being held, thrown, or even a weak point in a piece of armor. Add 10 to hit area aimed at most be declared.

Type Attack

+10 To Hit Called Shot

Level 5

Cost 3

A Little Jazz

In the hands of a master the umbrella can be quite a powerful weapon. A master learns to focus their energies into the umbrella and increase the damage of an attack.

Type Attack

x2 Damage

Level 5

Cost 3

Spinning Tango

A master can open the umbrella spinning it in front of them to ward off an incoming attack. Normally a umbrella would crumple under the force of an attack, the master is able to expand some of his energy around the umbrella, which can absorb the damage of an attack. Take Skill Level + Coordination + 1d10 x3 this is the amount of damage removed from the power of the attack. The rest of the damage is taken normally.

Type Block

SL+ Coord+1d10x3 points of damage ignored.

The rest taken normally.

Level 7

Cost 5

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Graceful Waltz

The umbrella is a light a quick weapon, the master can learn to use it with great speed and agility. With the graceful waltz technique a master can perform up to three attacks in one action, at either one or up to three separate targets.

Type Attack

3 Attack in One Action

Level 7

Cost 5

Adeptest Maximus

A very powerful and accurate attack, the Adeptest Maximus is a combination of speed, power and agility performed with grace, elegance, and style. The master gains +7 to hit and the attack delivers triple the normal damage.

Type Attack

+7 to Hit x3 Damage

Level 9

Cost 8

Buying an Original Martial Arts Attack

A student of any martial arts style can buy attacks from the special martial arts table in the original Zen Rules. These attacks stay the same with the same cost to uses, minimum level, luck point cost, etc... They will take up a technique slot.

Combining Two Styles

“Verity is good, but do not over extend yourself”

Some fighter can learn to master more then one style of martial arts. This however takes allot of training and may force the student to forfeit learning special attacks from one style to learn attacks from others. A character cannot learn more then 8 special martial arts attack. When combining two styles a character is limited to learning a maximum of 3 level one attacks. These attacks are part of the martial arts core belief and part of the stance. The character is not limited to how many other level attacks they can choose, if they wish to fill up all their slots with level 3 attacks they can. Most often a weapons style will be combined with a hand-to-hand style, nothings worse then losing your sword and not being able to fight.

Hungry Wolf

“No style just a Hunger to learn everything”

The Hungry Wolf style is not a real style or technique. It is a class for those fighters that want to learn attacks and moves from many different styles and create their own unique fighting technique. A hard way to learn, the fighter will wander from one master to another picking up moves and styles as they go and incorporate them into their own personal style.

A fighter dedicated to creating their own fighting style can learn attacks from any style above. They can only learn 7 attacks total and are limited to the number of attacks at each level as well. They can only learn a maximum 3 attacks for level 1 and 4 attacks for each levels 3 and 5, and 2 attacks from level 7 and one level 9 attack. All luck point cost are doubled for learning these attack. This is do to the fighter learning to incorporate an attack into their own style. Student of the Hungry Wolf can still learn normal special attack from the original Zen rules at normal luck point cost.

Creating a New Style (Level 2 Martial Arts)

Normal Number of attacks 8 to 10

Lvl Normal Max Attacks

1	2	3
3	3	5
5	3	5
7	2	3
9	1	2

A style may have many special attacks for each level, however a character can only learn a maximum of 8 attacks. A character cannot learn attack until their skill level is equal or higher then the level of an attack.

Level 1 Attacks (Cost Free)

These are very powerful since they do not have a cost a character any APs. Characters will always use them during combat. Each style should have 2 level 1 techniques. If a style has three they most sacrifice an attack from each other level to make up for the added bonuses. If the Character only takes 1 then they may add 2 level 3 or 5 attacks or 1 level 7 or 9 attack.

Role Playing Abilities

Each character should have a level 1 or 3 attack be a role-playing bonus. Not a powerful attack, but something that can be used by the player in a role-playing situation. This move should be related to the Martial arts style in someway

examples: Power Sprint, Burst of Strength

Level 3 Attacks (Cost 1)

These attacks are usually bonuses given to characters for one attack. The bonus is not all that high but it can give the character the extra edge in battle. The cost is also low allowing the character to use the attack many times during combat. However they will run out of points eventually. Characters can normal take up to 3 level one attacks for a character. If the style sacrifice higher or lower attacks the maximum level 3 attacks are 5.

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Level 5 Attacks (Cost 3)

More powerful than a Level one attack, level 5 attacks can be delivered by a character to do a good deal of damage or gain to upper hand in battle. At a cost of 2 a character is more limited to the amount of times they may use the attack during a battle. However they should be able to do it a few times. A character can normal have 3 level 5 attacks, a maximum of 5.

Level 7 Attacks (Cost 5)

These are powerful attacks giving the character a great upper hand during a battle. They deliver a great deal of damage and great bonuses to the character. However with the cost of 3 APs per attack a character will be limited to the amount of times they can do this attack. A Character will usually have 2 level 7 attacks maximum of 3. If a character sacrifices 1 level 7 attack they can take 1 extra level 5 or 3 attack. Or they can sacrifice 2 level 7 attacks and take 1 extra level 9 attack.

Level 9 Attacks (Cost 8)

Level 9 attacks are very powerful these attacks can be used to devastate an opponent. However the cost to use them is 4 meaning a character may only get to use the attack once maybe twice in battle. A Character will normal only have 1 level 9 attack. They may have a maximum of 2. If the sacrifice their level 9 attack they can take 1 extra level 7 or two level 5 or 3 attacks.

Upgrading Attacks

A student of a martial arts style can work on advancing style and improving attacks. This is done through many hours of practices and spending some luck points. A character can increase the damage done by an attack, make it faster, more accurate, etc... A character can upgrade an attack once, at no extra cost to use. If the attack is modified again it will go up a class in difficulty and cost more to use. This will happen with each up grade.

25 Luck points

+4 Damage

+4 DAN

+3 Initiative

+3 Dodge

50 Luck points

x2 Damage (As long as the attack does not already have a damage bonus)

Role Playing Martial Arts and Advancing

When playing a character with a specialized martial arts it is important to have the characters personality effected by the martial arts they uses. For example a character using tiger spirit will not be a kill crazy berserker, the style teaches control and counter moves. This does not mean all characters with the same martial arts style will have the same personality, they will however have similarities between them.

Role-playing is important during combat, just stating that the character is attacking and rolling the dice can get real old, real fast. Try to have the character describe how they are doing an attack, instead of just saying they are using an attack and rolling the dice. Have the character start the description from how they recover from the attack by their opponent and move into the their attack, etc... This does get to be harder in a mass combat situations, but to encourage the use the Architect should add bonuses to rolls when the description of the attack fits into the situation. It is plausible for a character to use attack one after another to setup a combo. The Architect should reward this by giving extra bonuses to the attacks.

Characters shouldn't just raises a skill level or gain an attack in the middle of the game. If they are playing on purchasing an attack they should be practicing and training trying to develop the attack. They can even seek out a master who will teach them how to perform the attack. This adds to the role playing instead of just saying they have a new attack.

When they do learn a new attack you can let them break it out during combat (And hype it up some the first time some does a new attack it always seems more powerful). This usually works well during a game letting the character get out of a tight situation with their new attack. The Architect can always install a learning time for an attack. In till the character gets some more practice in the attack is hard to pull off and may fail during a combat situation. If the character tries to show off with the attack during this time it doesn't work. However when they really need it will.