

Thrash Revised

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Chapter 1: Thrash Revised

in order to fit them into miscellaneous anime settings.

Introduction: If it ain't broke...

One of my first considerations when I first thought about publishing this document was... "man, you owe the rest of the Thrash community an explanation for this blasphemy"...

Reason 1) "No sir, I don't like it"

My main reason: after all the previews and ruckus about Thrash 2.0 and my disagreements on the upcoming changes I got to the conclusion that there was little chance of ver. 2.0 and me getting along.

Reason 2) Home-brew, In-depth clarifications

For some time now I was eager to give a more in-depth description to several things, like more defined systems for skills or exactly how attractive is a character with appearance 7. Also, I expanded the descriptions for many already-existing resources, so please take some time to read carefully the description for each skill, discipline, etc. Even if many of the text may remain the same, it's probably that I expanded it a little.

Reason 3) Widened scope

I fell in love with the gaming system since I first met it. However, I saw in Thrash way more than a mere fighting game/anime martial arts gaming system, as it was so full of possibilities for simulating anime and not just fighting games, and so I'm presenting this attempting to give the game a wider scope. Also, I'm giving more importance to skills and such traits other than style and maneuvers, expanding the description for several skills, and adding some of my own.

Reason 4) BESM

Yeah, the crown in misc. Anime RPG may belong to BESM, but the tri-stat system just doesn't satisfy me. I just like Thrash quite enough and I'm sticking with it.

Reason 5) More revisions...

Many of the material here is also available on my site. However, this document features major revisions, corrections, and revamping of such material (advantages, former 'weird powers' etc.).

- Revised nearly all the advantages of my creation.
- Added more elemental maneuvers (time maneuvers specially) and changed some others.
- The former weird powers of High-Tech, Magic, and Superhumans all have significant changes.
- Tweaked weapons, armor, and firearm maneuvers found in my *Cute Killers* sourcebook

Thrash

As the title implies, Thrash Revised is a revision of the original martial arts RPG created by Ewen 'Blackbird' Cluney. The original Thrash was born out of Blackbird's need of an RPG that was as true-to-God to videogame martial arts as possible.

Thrash combines elements from White Wolf's long dead Street Fighter RPG, Mekton-Z, and Ninjas & Superspies to simulate fighting games as closely as possible. Also, as most fighting games come from Japan, incorporating several anime elements, the game also contemplates those elements characteristic to the genre and incorporate them into the game. The result was a system that's incredibly flexible, easy to understand, and allows for the creation of nearly any character.

Thrash Revised and the "Tux Effect"

Thrash Revised (TR) is the result of years of tinkering, play-testing, and feedback on the part of the several role-playing tables I have GM'ed.

Also, the main attribute of Thrash is that the system is so open-ended that it didn't merely allowed for corrections and expansion on the part of players and GMs...it encouraged it. Soon many friends and acquaintances had their own sets of home rules and even "Thrash Flavors" of their own... and it seems me and my friends weren't the only ones, for just before I finally decided to post this document someone in the Thrash mailing list told me that by now everyone and their brother had a Thrash Minime modified for their gaming table. Well, seems that even if Blackbird's project didn't start as an open-source idea, slowly Thrash has been experimenting "The Tux Effect".

While TR still has strong ties to its roots (fighting games and martial arts), it's no longer centered on a world of martial arts, but more on one of miscellaneous anime.

Combat and action is still a central piece of the game (otherwise the chapter 5 wouldn't be so damn long), but in TR hand-to-hand combat is as likely as combat with weapons, supernatural abilities, or even tactical combat with the use of skills.

Non-combat resources recieved a COMPLETE revamping, making them more attractive and giving them way more importance than they ever had.

Added a plethora of new skills and revamped already existing ones. Also remodeled formerly 'useless' skills for in-game immediate usefulness.

Added style limitations and level limitations to the big-league disciplines to prevent such incoherences as the former white belts with mastery of Positive Chi so often found in many tables.

Revised and corrected the list of additional advantages and disadvantages found in my site and fit them in. This document host now **MORE THAN 80 ADVANTAGES AND DISADVANTAGES.**

And so here I am, presenting my own “Thrash Flavor”, and hoping I dont get flamed too badly.

WWW

The Official Thrash Home Page (home of the original game) can be found at <http://blackbird.nu/thrash> and blackbird can be reached at blackbird@earthdome.com.

Also, just in case you got this document from someone else, the home of this document as well as my Thrash site can be found at:

<http://www.angelfire.com/va/virtualadepts/thrash.html>

Contact me at azalin1@lycos.com

Disclaimer

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Also, Thrash is an original concept of Ewen “Blackbird” Cluney, and should this document proves to be a heresy to him, his family, his dog, or the free state of Lala-land, I’ll remove it from my site, never to be seen again in the net.

...it’s alright if this document is a heresy to NotMoose, we are all used to his flames by now =P

Chapter 2: Character Creation

A little bit different, and a little bit the same...

Step 0: Concept

Forget about stats and numbers for now, the first thing I want you to do is to think about an anime character. How would your anime character be like? Is he a hero or anti-hero? A villain? A big-time freak-of-nature? Think whatever concept you like, but as a rule of thumb you should think of a character concept that is the most compatible with that of the other player characters. Antagonisms among player characters can be fun at first, but when the group starts dividing have in mind that the GM will inevitably have to start dividing his attention span between the remaining factions (trust me, it's unavoidable), and the real problems will begin at the also unavoidable time when the GM starts paying more attention to one faction than others (for story's sake or whatever reason)... trust me, I have played villains several times, and it can be fun to try and take over the world, but having 3 minutes of GM's attention per each gaming hour seriously sucked. Also, if badly handled, conflicts between player characters can easily evolve in conflicts between players.

Also, as half of this document is dedicated to flashy anime resources and I don't think I need to remind you that most mainstream anime is action-oriented then your character should count with means to survive in a hostile world. By this I'm not saying that your char should be a skull-basher (frontal violence is not the only way around a confrontation), but he or she should be able to make it through tight situations, be it through the use of highly-developed skills, combat training, supernatural abilities, or a really quit wit.

Finally, now that you have a firm grip on how you want your character to be, take all his abilities and talents...now CUT THEM IN HALF. Sometimes when thinking on character concepts we have troubles keeping in mind that we are about to create STARTING CHARACTERS. Even if you modeled your character after Terry Bogard or Ryo Saeba, remember that they didn't start their careers already knowing the Senpu Ken or being able to drive a car on two wheels only. Your starting characters are precisely at the beginning of their careers, they're fresh and new, and just about to take their first taste of adventure.

Step 1: Attributes

Characters have primary and secondary stats. The first are the main attributes of the character, reflecting his raw ability; secondary stats are a series of sub-stats consequence of the primary stats.

Characters have a given number of points to distribute among their primary stats, such number is

given according to the power-level of the campaign the GM wants to run.

Power Level	Points
Low	48
Medium	56
Heroic	64

Low: This level is appropriate for campaigns with total or near total lack of supernatural elements like chi powers or most found under the *Cutting Edge* section. Heroes from this category may be highly skilled and stick above the norm, but they're still within mundane limits. Urban action flicks, film noir, sci-fi, and similar non super-powered examples fall under this category.

Medium: This category is the default standard for most Thrash games. Medium-level starting heroes, while still unable to pull superheroics, they already possess talents unknown or unreachable to the average Joe and should already be considered powerful on their own right. Nearly all elements listed under the *Cutting Edge* section can be found here, even if on a limited scale. Even those campaigns scoped on high-powered adventures usually start with medium-powered starting characters. Nearly all anime heroes begin their careers on a medium power level.

Heroic: This category should only be used when the GM has VERY specific plans for the characters. Heroes from this category are already formidable individuals each. All elements under the *Cutting Edge* section are present and at full power. The most clear example of heroic-level campaigns is the superhero genre.

The eight primary stats

A note on Attributes

Some players may inevitably feel that their characters are wimps if they don't have at least 10 in two attributes. However, have in mind that these attributes are made for player character standards, and player characters are already in a league of their own when compared to the average person. Besides, later in the game they can increase their stats by spending experience points (expensive, but still feasible).

Intelligence

This describes the character's overall reasoning ability, memory, perception, and so on. A comparative table of intelligence ratings shows below...

Intelligence	Comparison
1	Brain dead (-8 on social rolls)***
2	5-year older (-5 on social rolls)**
3	Bubblehead (-3 on social rolls)
4	Dumb (-1 on social rolls)
5	Slow
6	Average
7	Smart

8	Wise
9	Genius
10	Genius
11+	Supra-Genius

4-6	10kgs per point of strenght
7-10	30kgs per point of strenght
11+	50kgs per point of strenght

* Except for Intimidate.

** Cannot learn any skills more complicated than reading and writing. Penalties on social rolls incurred unless a real child.

*** Cannot learn any skills, disciplines, or any other trait that requires of any learning at all.

Why social penalties towards dumb characters?

Easy, an intelligence score that low only reflects a character that is too dumb to come up with an intelligent approach or good answers.

Focus

This is a measure of the character's overall mental control and ability to focus his spirit. The Focus attribute is critical for most of the more mystical martial arts abilities, and determines the damage of most purely chi-based attacks.

Charisma

This describes how personable the character is overall; how well they relate to other people. A comparative table of charisma ratings shows below...

Charisma	Comparison
1	Non-intelligent life-form*
2	Popular-hatred icon. Witch inside an inquisition's meeting*
3	Dork, you easily attract strangers' hostility*
4	Awkward, you have problems getting inside nightclubs or getting people to trust you*
5	John Doe. Your face is easily forgettable.
6	Average
7	Nice, you leave a lasting impression on people. Your opinions are taken into account.
8	Natural-born Leader, people follow you. You could make a living as a politician.
9	Superman, people follow you unquestioningly. You could easily make a living starting a religious cult.
10	Magneto, strangers would die for you.
11+	Could start a religious cult and pass yourself for a god.

* Cannot learn any skill that influences others' behavior in your favor (except intimidate).

Will

The Will attribute is a measure of the character's determination and force of will, and, amongst other things, is used to resist mental attacks.

Strength

Strength describes the character's overall physical strength, and thus determines both how much damage they inflict with normal, physical attacks, and how much they can lift and carry. A weight lifting table for strenght values is shown below.

Strenght Lifting Capacity	
1-3	5kgs per point of strenght

By weight lifting be understood supporting weight over one's shoulders and on a firm stance (be it motionless or at a maximum speed of 1ft per turn); such feat of strenght can be held for as long as 1 turn per point of Will. Characters can carry effortlessly half the amount they can lift.

Agility

Agility determines how fast the character can move, how good their reflexes are, as well as how dexterous.

Stamina

Stamina is a measure of how long the character can carry out physical activities without being fatigued, and also determines how much damage they can take in combat.

Appearance

Appearance is a general measure of how good-looking the character is. A comparative table for appearance ratings is shown below...

Appearance Comparison	
1	Monstruous (-8 social rolls)*
2	Hideous (-6 on social rolls)*
3	Butt-ugly (-4 on social rolls)*
4	Ugly (-2 on social rolls)
5	Plain (-1 on social rolls)
6	Average
7	Good-looking
8	Beautiful, could make a life as an idol singer or in a boy-band (+2 to persuasion-related rolls)*
9	Statuesque, could esily work as a top-model (+3 to persuasion-related rolls)*
10	Divine, members of the other sex would kill to get your attention** (+4 to persuasion-related rolls)*
11+	Goddess/Vampire/Helene of Troy (+5 plus an additional 1 per additional point of appearance)*

* Except for Intimidate

** This can (and will more often than not) be a double-edged weapon.

Unspent attribute points are doubled and added to the character's available Character Points (see below).

Secondary Stats

The secondary stats are other statistics of varying importance, which are based on the character's attributes.

Base Action Points

The number of Action Points a character has affects initiative and determines how many different things they can do in a single combat turn. Each maneuver counts as a certain number of Action Points, and when all the character's APs are used up for that turn they cannot act

anymore. **All characters begin with 8 APs, plus 1 per point in their various styles.**

Chi

A character's Chi stat is a measure of the power of their life force and spirit. Chi points are spent to make use of certain powerful maneuvers. A character's base Chi is determined as follows: **(Focus x 2) + Will**. In low-powered campaigns this stat is irrelevant.

Health

Health is equal to **Stamina x 4**, and determines how much damage a character can take before being rendered unconscious.

Dizzying Threshold

Marks how much damage a character can take in a single hit to get briefly knocked down. This is determined as **Stamina + 8**. Characters knocked down this way can take no actions until they succeed a stamina+body hardening roll difficulty 18 or until three turns have passed, whichever comes first.

Rage Threshold

A character's Rage threshold determines how much punishment they can take before becoming "charged up" by it (sort of like the Rage Meters in many fighting games), and is determined as: **Stamina + Will + Focus**. You might be asking why it is that more powerful characters take longer to "charge up." Basically, the idea behind this is that a more powerful character has greater endurance and inner control, so that it takes them longer to get truly pissed off, but when they do – *watch out!*

Basic Damage

The damage for nearly all maneuvers is determined by taking the modifier listed below, as calculated from the appropriate stat, and applying it to the damage of the maneuver. Base Damage for Strength and Focus should be recorded on your character sheet.

Level	Base Damage
1	-3
2	-2
3	-1
4	+0
5	+1
6	+2
7	+3
8	+4
9	+5
10	+6

+1 damage per point above 10

Upper/Lower Body Strength (Optional)

Generally speaking, characters are assumed to have roughly equal upper and lower body. Of course, this may not always be the case; some characters are exceptionally good at kicking (e.g., Chi Li), while others are far better at punching (e.g., ANY boxer character).

To simulate this in game, you take your normal Strength attribute and "split" it. Next to the basic strength you write in parenthesis two numbers, the first being the upper body strength and the second being the lower. They begin equal to the normal Strength attribute, but either may be increased one point by lowering the other one point. They cannot be more than 4 points apart, however.

Upper Body Strength is applied to all punches, most weapon strikes, and similar maneuvers. Lower Body Strength is applied to all kicks. ALL other maneuver types use the character's basic Strength attribute normally, since Athletics, Grappling, and other maneuvers make use of both upper and lower body muscles.

For Example: The player is creating a kickboxer, who has a Strength of 7, but wants his character to be better at kicking than punching, so he puts the lower body strength two higher than the upper; under Strength on the character sheet it will read: 7 (5/9)

Step 2: Character Points

You are given character points equal to your character's Intelligence plus Agility, plus 40. Character points are used to buy skills, disciplines, advantages, and special talents (each one will be detailed in its own section).

Spending CPs On Secondary Stats (Optional)

The GM may allow players to increase various secondary stats "artificially" at character creation by spending extra character points. The GM may disallow or limit this as her or she sees fit.

Stat	Cost	Maximum Increase
Base APs	3 per +1	+4
Chi	1 per +2	+12
Health	1 per +2	+12
Dizzying Threshold	1 per +1	+6

Unspecified CPs (Optional)

With the GM's permission, the character may leave some CPs unspent, so that they can be used to buy additional stuff on the fly, things which the character "just happens" to know. The character may have any number of Unspecified CPs, up to half of their total available, but they must pay 1 CP for every 4 set aside in this manner.

Chapter 3: Skills

Can your character cook? Drive? Swim? That's what skills are for. Skills are the areas of knowledge in which your character possesses a certain degree of expertise.

Skills cost 1 character point per level at character creation and the level in each skill reflects the character's degree of expertise in said skill. Most muchkins and action hogs dismiss skills as useless or mere cosmetic make up, but have in mind that raw might will only take a character so far: a fighter that can't swim can meet his end at the closest pool, a troublemaker that isn't familiar with stealth techniques will not be able to escape when he finally meets a challenge greater than himself, a hero that can't drive may not get on time to save that hostage in the other side of the city, and a computer illiterate will need help doing more tasks every day in this modent society.

To roll or not to roll?

The more important rule about skills is: NOT EVERY SINGLE USE OF A SKILL REQUIRES A ROLL.. You don't have to make a drive roll to turn on your car, you don't have to make an investigation roll to walk around and ask questions, you don't have to make a communications roll to press the 'talk' button on a walkie-talkie, you don't make a computer roll to make a search on Google. Skill rolls are only required when an action has an actual chance of failure. Rules for success tests on skills are given on chapter seven.

Specializations and Concentrations (Optional)

A *specialization* is a type of enhancement to a skill whereby the character is better at a particular area involving that skill. For instance, a character with the Swimming skill might specialize in distance, or speed, or whatever. To select a specialization you must have the particular skill at 5 or higher, and when rolling for something involving the skill in a manner for which the specialization is important, roll a d12 instead of a d10.

A *concentration* is similar to a specialization, except that the character has studied their particular specialized area to the point of neglecting others, and thus they roll 2d6 for rolls that involve the concentration, and 1d6 for those that do not.

Specializations and Concentrations may be applied to all Skills and Disciplines, but not to Styles or anything else.

Skills and Money Income

"The two basics for success with women: get a showy and expensive car...and be yourself"
--Popular Wisdom

Many of the skills listed here can be used to earn a living (animal training, computer, cook, sing, etc). In such cases, the character can earn a weekly amount of money according to his level in said skill. For simplicity's sake, the amount of money a character can earn from the professional use of a skill per level is assigned by the GM according to his country's economy and his common sense.

Skill Descriptions

Animal Training (cha)

This is the ability, through typical learning techniques, to teach an animal to perform simple tasks, such as training a horse to respond to commands from the reins, or getting a hawk to track and capture rodents for its owner. Rolls are made each week, and a failure means the animal wasn't taught correctly and a week is wasted.

Assimilation (int)

This skill enables the character to study another culture, pick up important details, and appear as a member of said culture.

Basic Repair (ag)

This is a very basic knowledge of mechanics, sufficient to fix a toaster or do basic automotive repairs. A failure on the roll means the device couldn't be repaired right away, while monumental failures mean mr. Fix-it broke down the device he was trying to repair

Blades (ag)

The character is skilled in using swords, knives, and other blade weapons. A character cannot have a level in Kenjutsu or Swordfighting higher than his level on the Blades skill.

Blunt Weapons (ag)

Skill in using cudgels, maces, clubs, and similar weapons in combat. Combat styles that teach the use of blunt weapons (like Tae-Kwon-Do and Kung-Fu) also require the character to possess the blunt weapons skill to be able to learn blunt weapon maneuvers, being the highest accuracy for such maneuvers the character's level in the Blunt Weapons skill, to a maximum of the character's level in his combat style.

Camouflage (int)

Instruction in techniques for hiding things other than oneself (vehicles, emcampments, etc). Can also be applied to oneself in the form of choosing the right costumes for the environment, body painting, etc,

granting bonuses to Stealth rolls at the GM's discretion. Camouflage can be seen through with a successful perception roll.

Chain Weapons (ag)

The character is skilled in using chain weapons; this includes flails and related weapons, as well as nunchaku, ordinary lengths of chain, and other such weapons. Combat styles that teach the use of chain weapons (like Kung-Fu and Ninjutsu) also require the character to possess the chain weapons skill to be able to learn chain weapon maneuvers, being the highest accuracy for such maneuvers the character's level in the chain weapons skill, to a maximum of the character's level in his combat style.

Computer (int)

This is a general ability to handle computers. A low level in this skill (+1 to +3) indicates just computer usage skills, while higher levels enable the character to do things as programming, networks theory, hardware repair and construction, boolean algebra, etc. For information retrieval purposes, rolls are only necessary if the information is hidden, encrypted, or obscured somehow, if case that such information is protected or access to the system is restricted, then the system must be hacked first. Hacking requires that the character possesses at least 7 ranks in the computer skill and consists in analysing a system's security, looking for existing loopholes, exploiting them for getting access, then leaving, erasing the hacker's trail. Each hacking attempt takes from 2 hours to 2 weeks according to the degree of security of the system. Monumental successes in hacking allow the hacker to set a backdoor in the system, granting him future access to the system anytime without the need of future computer rolls. Any time the system administrator is supervising the system's security, he is allowed a computer roll (difficulty the hacking roll) to detect backdoors. Likewise, monumental hacking failures alert the system administrator of the hacking attempt, allowing him a contested computer roll to track the hacker's network address.

Communications (int)

Training in the theory and operation, repair, design, and even sabotage of diverse communication equipment. Basic levels enable the character to operate basic and advanced radio equipment, computer networks, etc. While more advanced levels allow for the operation of laser communications equipment, microwaves, satellite transponders, etc. Another use of the communications skill is *Electronic Countermeasures (ECM)*, also known in vulgar argot as Jamming. ECM are common techniques for disrupting wireless communications, fooling radars and miscellaneous sensory equipment, etc.

Cooking (int)

The character is versed in how to prepare meals well. Nearly anyone can cook, but this character has practiced at it, and probably has at least a small repartee of memorized recipes. 5 or more levels in the cooking skill means the character is a chef of professional quality, and can make a living of it with little or no problem. A failed roll means the food is inedible.

Dance (ag)

Self-explanatory. 5 or more ranks in the dance skill means the character is a professional performer. A failed roll means the performance was unimpressive.

Daredevil (ag)

The practice of various risky sports from scuba diving to climbing to parachuting to whatnot. Needless to say, failure on such rolls mean from a few dice of damage to and instant (and painful) death.

Deception (cha)

Practice in the subtle arts of subterfuge. Successful uses of this skill allow the character to bluff, disguise lies, cheat at games, feign sleep, etc. Failure on the roll means the lie was not plausible or the cheater was not able to pull that extra ace from his sleeve, while monumental failures means the deception attempt is obvious or that he was caught cheating. Another use of this skill is *seduction*, or a sexual approach to another person with possible intimacy purposes but with no real feelings involved. Seduction is the hardest form of deception (contested roll of the seducer's cha+deception vs target's will+int+perception) but the most effective once succeed: seduced people tend to have a low guard and loose lips, they are susceptible to accepting the seducer's words as truth and are prone to do favors and reveal secrets (no further rolls required once the seduction is successful). However, seduction is based on lies and fake feelings. For honestly switching a person's attitude favorably towards you (ie you really like her) see the Savoir Fare skill.

Demolitions (int)

Demolitions is an ability to prepare or disarm explosive devices of various types, as well as knowledge of demolitions techniques (how to best place demolition packs to effectively demolish a building) and demolitions disposal.

Disguise (int)

Disguise as well as impersonation techniques to make oneself look like someone else. This requires makeup, clothes, and possibly some other items. Onlookers with logic reasons to distrust the impostor (locals that see the impostor acting strange, co-workers of the man he is impersonating, etc.) are

entitled a perception or disguise roll to see through the deception.

Drive/Pilot (ag)

This is a general ability to pilot/drive various types of vehicles. Each different type of vehicle counts as a separate skill (i.e., Drive Autos, Pilot Airplanes, Pilot Boats, etc.).

Engineering (int)

This is an advanced knowledge of some area of engineering (electrical, mechanical, avionics, robotics, etc.). The repairs of anything more complicated than a car requires the engineering skill. For gadget and hi-tech construction see the *Cutting Edge* section.

Escape (ag)

Training in escaping physical restraints, squeezing through very narrow spaces, contortionism, and such. This typically involves careful muscle control, and the often painful process of dislocating joints.

Expert (varies)

Expert applies to any skill not covered in this document (spelunking, archaeology, etc). The Expert skill can be used for a wide variety of skills, including hobbies, artistic skills (art, writing, playing a musical instrument, etc.), and even science (biology, chemistry, psychology, etc.).

Firearms (ag)

A general skill with using guns. A character's level in the Gunfighting combat style can't be higher than his level in the Firearms skill.

First Aid (int)

Skill in administering the simplest (but vital at the critical time) of medical techniques, such as the proper treatment of wounds, performing CPR, knowing when is the right time to pull a drowning person out of the water, or how to pull the victim of a car crash out of his car without snapping his neck.

Forgery (int)

Tricks and techniques for forging cash cards, IDs, money, documents, etc. The use of this skill requires the proper materials and a copy of the kind of thing to be forged.

Groundfighting (ag)

This skill allows the character to fight while prone. A successful roll on the Groundfighting skill enables the character to use any reasonable maneuver (i.e., any ones that logically could be used while on the ground; GM discretion). Characters without this skill will receive a -4 penalty to all combat rolls, and anyone attempting to attack a groundfighter will likewise be at -3 to attack with maneuvers not designed for such opponents.

Hojoujutsu (ag)

This is a series of techniques for binding/tying up others such that it is exceedingly difficult to escape. If hojoujutsu is used successfully, attempts to escape are at -6.

Hold Breath (sta)

This skill allows the character to hold their breath for a number of minutes equal to half their Stamina, plus one minute per 2 levels of Hold Breath.

Interrogation (cha)

Techniques for extracting information from unwilling targets. This may include torture, either physical or mental, deception, playing "good cop/bad cop", and depriving of sleep or food. Rolls are made on a daily basis. A failure means no information was extracted that day, while a monumental failure grants the target a +5 to save on his next interrogation session.

Intimidation (cha)

Techniques of intimidation ranging from subtle suggestions to outright physical threats; characters with this skill understand how to get what they want by being imperious. Intimidation can be used to attempt to "psych out" an opponent before a fight. To determine the rate of success, make a contested roll; 1d10 + Charisma + Intimidation Vs 1d10 + Will + Focus. If the intimidating character wins, the opponent is at -4 on initiative and loses half their APs for as many turns as the difference between the two rolls.

Investigation

Training in snooping and information gathering techniques: from contacts and media to the internet and such. Only one roll can be made per day. A failure on the roll means no data was found on the subject, while a critical failure gathers false information that the character will perceive as true.

Language (automatic)

This skill grants knowledge of a language other than your native one(s). **All characters are considered to know their native language at a skill level of 3;** this can be increased higher if so desired. No rolls are made, the level in the skill reflex how complex a sentence or sentences the character is able to convey or understand.

Leadership (cha)

The ability to take control of a situation and convince others to follow you, though the GM should apply a penalty to attempts to lead others into danger, especially if the commander is not going himself.

Lore (int)

knowledge in a particular area of obscure, usually supernatural knowledge (demonology, magic, etc). Each area counts as a separate skill. Unless the character possesses a reasonable level in the skill

or has reasons to possess true knowledge about the topic (being a wizard himself for example), many data may differ from the truth, but will still give the character *some* useful clues most of the time.

Medicine (int)

Advanced medical techniques for the treatment of disease, performing surgery, pathology, pharmacology, etc. However, this can vary from the conventional style to homeopathic medicine to holistic to shamanic, etc. (as long as the results are the same). When the Medicine skill is used successfully, half the level of the skill is added to the total Health restored per day. In order to learn the Medicine skill, the character must possess at least 5 levels in the First Aid skill and an Intelligence score of 8 or higher.

Mimicry (int)

A difficult skill to be sure, this allows the character to convincingly imitate the voice of another person. The character can imitate any accent they've heard before, but imitating a specific person requires that the character study that person's voice, and make a skill roll. Regardless, the character cannot fool electronic detection.

Missile Weapons (ag)

The character is skilled in using primitive projectile weapons, including bows, slings, crossbows, and so on.

Musical Instrument (cha)

This is the ability to play a particular type or class of musical instrument. Each type counts as a separate skill. 5 or more levels in the skill means the character is a professional musician, and can easily make a living out of it (maybe even becoming famous) as soon as he gets a manager or contact in a recording house. A failure on the roll means the performance was unimpressive.

Navigation (int)

Training in using navigation equipment as well as the correct reading of maps, the sky, etc. To be able to chart a navigation course from one point to another, as well as to estimate the character's current position.

Perception (int)

"One must be able to distinguish from among 70 different perfumes before considering oneself a true detective..."
---Jason Todd, "A Death in the Family"

Training in noticing small details that usually escape the eye. Successful use of this skill allows the character to notice small things or details (hidden characters, security devices, small-but-important objects, clues, etc.) as well as attempts of deception. At more advanced levels, this skill allows the character to notice things that would otherwise be

undistinguishable from one another, like telling the subtle differences between two similar fragrances, reading lips, etc. A failed roll means the character missed a possibly important detail, while a monumental failure means the character gets a false impression of something. The Savoir-Faire skill is a genuine attempt at gaining the character's favor, and there's no point in trying to use Perception on it.

Philosophy (int)

This skill grants knowledge of a particular philosophy, such as Buddhism, Taoism, Confucianism, etc. Successful use of the philosophy skill grants the character insight in an enigma, puzzle, or similar predicament in the current adventure (insights at the GM's discretion, the GM is under no obligation to give the plot away). Each type of philosophy counts as a separate skill.

Polearms (ag)

This is skill with using polearms, including halberds, naginata, and similar weapons. Combat styles that teach the use of weapons (like Kung-Fu) also require the character to possess this skill to be able to learn polearm maneuvers, being the highest accuracy for such maneuvers the character's level in this skill, to a maximum of the character's level in his combat style.

Savoir-Faire (cha)

Diplomatic techniques for shifting another person's attitude favorably towards you. Successful use of this skill allows the character to get favors, strike bargains, acquire new contacts or allies, etc.

Security (int)

Knowledge in techniques for the most effective application of sensory equipment and manpower to secure a perimeter, basic intelligence and counter-intelligence, technical know-how of security equipment, etc. A tiger-team attempting to penetrate a secured area must first bypass its security with a contested security roll between the tiger team's leader and whoever is in charge for the security of the area. Failures on the roll to evaluate the security of an area means means the tiger team will require constant perception rolls (difficulty the security roll) with a penalty of -5 to avoid running into security devices or personnel. However, having only one or two levels in this skill means the character can't pull any feat bigger than picking a simple lock or hot-wiring a car.

Shield (ag)

Skill in using shields to parry blows. A shield adds +2 to all blocking maneuvers as long as the character is proficient in a fighting style that teaches the use of shields (such as Swordfighting).

Sing (cha)

Self-explanatory. 5 or more ranks means the character sings with professional quality and can make a living from it as soon as he gets a contract in a record house. A failed roll means the song resulted uninspired.

Sleight of Hand (ag)

Training in moving your hands quicker than the eye can follow. Successful use of this skill allows the character to do things as prestidigitator tricks, palming, pick-pockets, concealing small objects on his person without the risk of detection, planting a tracking 'bug' on someone without him noticing, etc. Sleight of Hand is resisted with a perception roll.

Stealth (ag)

Training in to moving quietly, passing unnoticed, and fast detection and use of every potential hiding place. The character is not invisible, but unless an observer actually sees the character, detection is highly unlikely. A casual observer might spot a hiding character with a perception roll (difficulty the result of the stealth roll) with a penalty of -5, but if the contestant is effectively looking for stalkers then it becomes a contested roll with no penalties. A character can use stealth for "shadowing" another person by succeeding every minute a stealth roll difficulty the target's intelligence+perception.

Streetwise (int)

A general knowledge of the various gangs, dealers, and other criminals that may be found in an area familiar to the character, as well as being able to avoid conflicts.

Survival (int)

This is the ability to survive in a wilderness area. The character knows how to find food and water, avoid hazards, build shelters, and so on. Make one skill roll per day spent trying to survive; failure means the character has made some kind of mistake (in general, this can be condensed to saying that the character has managed to take 1d6 damage in all by some means or another).

Swimming (str)

This is the ability to move while in water, keep from drowning, and so forth. Swimming characters effectively use their Strength as Agility for the purpose of determining how far they can move in a turn.

Taunt(cha)

This is the ability to make fun of your opponent, by variously jeering at them, making weird faces, or whatever suits your fancy. A successful taunt roll will take off Rage points from the person it is directed at as per the Base Damage table using their Charisma. Taunting takes up at least 10 APs.

Thrown Weapons (ag)

Skill in using thrown weapons, including shuriken, darts, and even rocks.

Whip (ag)

Skill in wielding a whip or similar weapon (blackjack, cat-o-nine-tails, etc.) in combat.

Chapter 4: Advantages&Disadvantages

The advantages and disadvantages are special quirks and traits that mark a character as an individual and make him unique from the rest. A character might be highly capable with numbers while other is alcoholic while some others may fear spiders. Advantages cost you character points, while Disadvantages give you more points to spend. Some of this traits give characters a human-like feeling, while others reflect the nature of anime mostly.

Advantages

Acute Senses (1/level)

The character is exceptionally observant. For every level of Acute Senses, add +1 to rolls relating to perception.

Alertness (1/level)

The character is naturally alert and tends to react quickly. For the first turn of combat when there is a surprise attack, add the level of Alertness to the character's initiative total.

Allies (4 each)

The character has one or more friends or associates who will support them if need be. Allies will not always be available, but can usually be counted on in times of need. Allies can take on nearly any form imaginable.

Ambidextrous (4)

The character is able to use both hands equally well, and thus does not suffer a penalty for using their off hand (usually -4 to the roll).

Animal Companion (2/level)

An animal companion is an animal with which the character has an empathic rapport. The level of the Animal companion background determines how deep the rapport is, and thus how well they can command their "pet." Such companions are very rare in fighting games an anime, the only really notable exception being Nakoruru and Galford from Samurai Shodown. Further details about animal companions can be found in chapter 5.8.

Area Specialization (3)

The character is particularly adept at a certain class of maneuvers (Athletics, Evasion, Focus, Grappling, Kick, Weapons, etc.; characters may not specialize in Super Attacks). As such, increase the accuracy of all such maneuver by +1, and reduce their AP cost by 1 point.

Artifact (varies)

An Artifact is a magical item of some sort, most often (though not necessarily) an enchanted weapon. Artifacts generally have powers of their own and are capable of bestowing powers on their users. A selection of artifacts is included in the Magic section of chapter five, The Cutting Edge. The GM should also feel free to create new ones as needed.

Attuned (4)

The character naturally attuned to the spiritual nature of things. By making a Focus roll, they can estimate the Chi of an opponent (requires one turn/1 AP of concentration). Also, by spending 2 Chi points, you can open yourself up to the forces around you, thus sensing the general levels of Chi and other energy forms in the immediate area for the next few hours.

Aura of Power (3)

The character radiates a sense of incredible power. Those who face them that are less powerful (GM discretion) will be overcome by a sense that the character is stronger and can crush them (even if that isn't really the case). The Aura of Power adds +4 to any intimidation rolls, and incurs a -2 penalty to all rolls for any opponent less powerful than you.

Berserker (4)

Regardless of whether you have a short or long fuse, when you finally explode you go for the kill, and God knows you're serious about it. On the bright side, when you reach your Rage Threshold your attacks have a +5 bonus to damage (instead of the regular +2). On the down side, while in this state, you cannot perform any defensive maneuvers or tactics at all, and can only retreat from combat upon succeeding a Will roll difficulty 18 or by performing a *super* (effectively depleting your Rage). Combining this advantage with the Blind Rage disadvantage is very dangerous, for it cuts the only two ways for the character to end his fit of rage and prevents him from escaping combat, thing that will most likely get him killed if he's outnumbered.

Calm (1/level)

The character is nearly always calm and serene. As such, any time the character would gain Rage points, roll 1d10 + Calm, reducing the amount of Rage gained by that amount, to a minimum of 1 point. Naturally, this makes it very rare for the character to reach their Rage Threshold, and thus they will have a hard time doing Super Attacks. Instead, they can attempt to use the Super Attack through their mental control -- this requires a roll on 1d10 + Focus + Calm, against a difficulty of 20 or more.

Common Sense (5)

An advantage mainly for newbs that allows a reckless player to play a cautious character.

Everytime the character is about to do something outright STUPID, the GM makes an intelligence roll for the player difficulty 15, a success lets the GM to warn the player of the possible consequences of his current course of action.

Costume (2)

The relatively minor advantage serves no real purpose other than to look cool. In essence, it grants the character the power to stay in their chosen fighting (or whatever) costume. When they are wearing it, stuff that would burn, cut, or otherwise damage it may be ignored if so desired. Further, if the character is not wearing their costume, they can do the "instant costume change" trick used by many anime characters, whereby the character tears off whatever they're wearing, by grabbing the fabric at the shoulder and pulling so that the clothing being removed flies in front of the camera, obscuring them from view for a brief moment, after which they are back in costume and ready to kick some ass. For that matter, if the character is really pissed off (see Kim in Fatal Fury the Motion Picture), they can just cause the fabric to tear/melt away by sheer force of will. Depending on the campaign, the GM may wish to simply declare that this applies to ALL characters and be done with it.

Cuteness (5)

The character is generally cute and possibly annoying to boot. However, in anime cuteness also serves as a natural defense. Any time someone attempts to inflict direct physical violence on a character with this advantage, they must make a contested roll; the attacker on 1d10 + Will, and the cute defender on 1d10 + Appearance + 5. Extremely evil characters (GM discretion) do not suffer this problem, but anyone else will be unable to do any harm to the cute character. The only exception is if the Cute character has committed a violent act themselves; then it's open season.

Desperation (10)

It's said that when death is staring in your face you tend to move beyond the realm of what is normally possible. Any time the character is down to 1-6 Health remaining, they receive the following modifiers:

- They are considered to always be able to attempt to use super maneuvers, regardless of Rage.
- They may spend any number of Chi points to increase the damage of a maneuver by +1 per point spent.
- They may perform a "berserker attack" version of any non-focus attacking maneuver, which is at +2 to Damage and Move and -2 to AP cost, by spending 1 Chi point, but they will be completely unable to defend themselves the following turn.

Double-Jointed (2)

The character is unusually flexible, reducing the difficulty of escape and climbing rolls by one fourth.

Dramatic Pose (2)

This maneuver allows the character to strike a dramatic-looking pose more or less at will. Opponents cannot attack at this time, unless they make a roll on 1d10 + Focus + Will. The character can also spend 1 Chi to make a light wind come up to dramatically blow their clothing around -- this adds +3 to attempts at intimidation. An additional Chi point will add a flutter of cherry blossoms or a crackle of thunder or whatever -- this adds another +2 to intimidation rolls.

Eidetic Memory (3)

Provides the character with the following benefits: +1 on all difficult memory-related perception rolls (difficulty 18 and higher), little details about things (difficulty 15 and less) are automatically remembered. +1 on all theory-related skill rolls.

Exceptional Attribute (2/level)

Normally characters cannot have their basic attributes above 10; for every level of Exceptional Attribute purchased, the character may have one attribute one point higher than 10, to a maximum of 15. Exceptional Attribute does NOT actually give you points to raise the attribute (you must reassign them appropriately), but merely facilitates it being that high.

Fame (2)

You are a public figure (be it a martial arts champion, movie star, superhero, idol singer, etc), which makes you well-known, liked by many, and hated by others. Add +4 to all social rolls. However, the player as well as the GM should keep in mind the consequences of life under the spotlight: your life will always be under constant scrutiny, and unless you have a secret identity you'll have no privacy; it will be very hard (if not impossible) for you to walk unnoticed; people will always be judging your actions (for good and ill) as well as they'll tend to exaggerate your real abilities. Also, If your fame comes from combat prowess, you'll receive constant challenges to duel...like in the wild west, there's always someone itching to beat the fastest gun.

Fury (1/level)

Fury means that the character is constantly seething with rage and hatred. In game terms this also means that they always have some Rage. They are considered to always have Rage equal to the level of their Fury.

Inverse Rage (3)

Either because of a mental or spiritual disorder, the character doesn't accumulate Rage points by getting beaten, but by inflicting damage on others. The total damage rolled on any blow the character lands before blocking and whatnot is added to their current Rage. As inverse rage is a disorder (useful, but disorder in the end), a character must possess at

least 3 serious disorders (mental or spiritual) in order to possess inverse rage.

Law Enforcer (2/4)

You belong to a law enforcement agency. The +2 version means you belong to the local police force, which grants you license to uphold the law, but likewise you must adhere to it firmly (actually all characters can stop bad guys and should adhere to the local law, but you also get a fat check for doing so). The +4 version puts you into one of the big players of national security like the FBI, the CIA, the NSA, your contry's Interpol, or even as a spy in a miscellaneous intelligence agency, which besides of the license to uphold the law, also allows (sometimes, GMs discretion) you to break the law over the course of your job. The +4 version would also allow the character to be in the army with all its benefits like access to vehicles, armor, military weaponry, etc.

Light Feet (6)

The character is naturally very light on their feet, and thus is able to move faster, jump higher, and generally move around quickly. Double the character's Movement and Dash maneuvers' move (effectively doubling the character's running speed) and add a bonus of +1 to the Move of all maneuvers they possess (assuming the character can move while using that maneuver in the first place).

Long Reach (2)

The character's arms have a longer reach in combat that would be normally possible. All your punch maneuvers are considered kicks for purposes of *attack range hierarchies* (see chapter seven). In fighting games, some boxers seem to have inhumanly long arms when the fight starts.

Requisites: Area Specialization: Punch

Manager (1/level)

The character has a manager, who handles the business end of their career (i.e., arranges concerts or fights, transportation, schedules, accounting, finds sponsors, etc.). The level of the Manager Advantage determines how well-connected the character is.

Manhunter (4)

You are unnaturally focused when facing a single enemy at a time, you are probably a bounty hunter or professional assassin. Upon choosing a single prey, you receive a +1 bonus on all rolls regarding him or her. You cannot, however, transfer that bonus to another target until you either finish your previous job or you finally give up completely (if you give up, you'll never enjoy this bonus again against the object of your defeat).

Massive (6)

You are unusually large (2m and higher), and equally as strong: Your health is calculated

multiplying stamina times five instead of times four and receive a +2 bonus on all weight-lifting rolls.

Mechanical Genius (4)

You have a knack for mechanics, electronics, computers, and everything related. The difficulty for all ordinary skill rolls regarding technical skills is reduced by two. Plus, the character is able to build any of the hi-tech gizmos and weapons under the *Cutting Edge* section.

Mental Link (2)

This advantage grants a telepathic link between two (or occasionally more) characters, usually ones who are twins, and nearly always by psychic characters. Mental Link must be paid for once by each person involved. Characters with a mental link can communicate telepathically over any distance, though the messages sent become more and more indistinct when they are get further away.

Mentor (1/level)

The character still has contact with their teacher or another mentor. The reputation of one's mentor can have an effect on how others see the character. The level of the Mentor Advantage determines the Mentor's overall skill level and renown. The mentor is likely to grant boons and favors occasionally, and your mentor's friends are also likely to be friendly to you. However, the higher your mentor's skill level means that people will expect big things from you, and people will always be doing uncomfortable comparisons and will be constantly judging you if you don't live up to their expectations towards you. Also, if you don't make a name for yourself, you'll live in your mentor's shadow forever.

Monstruos (3)

The character is ugly to the core...and he profits from that. Add the character's penalties on social rolls due to a low Appearance score as a bonus to all intimidate-related rolls. **Prerequisites:** Appearance 4 or lower.

Nightvision (2)

The character can naturally see about 40 feet at night. In total darkness, however, he is as blind as anyone else.

Power of Lechery (6)

In an Ataru-like manner, the character is able to draw strength from the power of his own perversion, overcoming nearly any opposition for a sufficiently attractive member of the opposite sex. This is useless for offensive purposes, since when used the character's intentions will be anything but violent. When attempting to undertake something to get closer to his lecherous goal, the character can add the Appearance of the subject of his affection to any roll that directly furthers that goal, getting him physically closer to her, including Soak rolls.

Power of Scanty Clothes (8)

The character (who, for anime purposes, must be female and have an Appearance of 6 or higher) is able to take advantage of the Reverse Armor Factor (also known as the "Conan Theorem") whereby a hero(ine) in minimal clothing is far less likely to get hurt in a battle than someone in full plate mail. To simulate this, the character receives special bonuses to soak rolls based on their Appearance and attire. These bonuses take affect in the form of the character tending to receive less severe (or at least less severe-looking) damage from foes for no readily apparent reason. Kekko Kamen is, of course, the *ultimate* expression of this...

Clothing	Soak Bonus
Full cover, but form fitting, such as superhero spandex.	+½ Appearance
Torso covered only (as per a thong bathing suit)	+2 x Appearance
Bikini/loincloth/undergarments	+3 x Appearance
As above, but with cleavage uncovered (female characters only)	+4 x Appearance
Nude (female characters only)	+5 x Appearance

Pro-Wrestler (4)

Your grappling skills are unique, allowing you to move too fast in combat when grappling is concerned. All your grappling maneuvers are considered kicks for purposes of *attack range hierarchies* (see chapter seven). **Requires: Area Specialization: Grappling.**

Punching Bag (2)

You have a high resistance to physical punishment. When being pushed beyond your dizzying threshold, your recovery roll has a bonus of +3. This bonus is also applicable to Will rolls to resist torture.

Resources (2/level)

Resources determines how well-off the character is financially. The character can also make a living from the use of his skills, however, the resources background frees the character from mastering a profession or from having to spend hours of his day actively working. This background also applies to other character types that, while also receiving a monthly income, said money comes from a more questionable source: black market dealers, spies, professional thieves, assassins, and mercs can all make use of this background to get a "stable income" that in story terms the character earned "off-camera" from quick, story-irrelevant contracts.

- Level 1: \$1,000 USD a month
- Level 2: \$2,000 USD a month
- Level 3: \$4,000 USD a month
- Level 4: \$5,000 USD a month
- Level 5: \$6,000 USD a month
- Level 6: \$8,000 USD a month
- Level 7: \$10,000 USD a month
- Level 8: \$20,000 USD a month

Shojo Mallet (2)

This Advantage allows the character (who must be female and preferably cute/silly) to breach HammerSpace™, allowing them to hit someone with a mallet. However, this can only be done for comical purposes, and thus does no actual damage. In *real* combat it cannot be used at all.

Short Fuse (4)

"Don't cut it, bub!"
---Wolverine

You can accumulate Rage points from sources other than combat. Any time you face situations of anger or frustration, you accumulate 1-3 Rage points at the GM's discretion. However, when you finally reach your Rage threshold, you have to succeed a Will roll difficulty 18 in order not to perform a *super* on the object of your anger, regardless of whether you're in combat or in dinner with your business' associates.

Spontaneous Moves (4)

In anime, the acquisition of new maneuvers is not accomplished by months of practice. Rather, it sort of happens suddenly. Out of nowhere, they think of a new way to do something, or they see someone else do it and imitate. Even if it's a chi blast or something else.

To use this ability, the character must make a roll on 1d10 + Intelligence + Style; if successful, they can learn a maneuver, be it observed, thought of, or whatever, instantly, though they must still spend experience for it.

Vengeance (4)

The character has a score to settle with a person or persons, and the character has managed to properly channel that grudge in order to draw strength from his hatred, receiving bonuses on all rolls regarding his sworn enemy or enemies: +3 if it is a single person, or +1 if it is a group.

Disadvantages

Age (-4/-10)

The flower of youth has been taken away from you.. The +4 version puts you in an age 10 years older than the average character in your campaign setting, which means you generally stick out of the group and characters generally feel somewhat awkward in your presence (-2 on all social rolls). The +10 bonus makes you effectively an elder (70+ years), while in some circles (like martial artists) this means the character is obviously more experienced than the rest (hence the high bonus), this also means the character is VERY near the end of his life.

Amnesia (-2)

The character remembers nothing about his or her past, or anything about themselves or their family. However, their past may some day come back to haunt you. GM's have no reason to be merciful about it.

Anachronism (-3)

The character seems to live in another world, one set in another storical peroid other than our modern world. He dressess oddly, speaks with old accent, and seems to know little (if anything) of the fruits of modern world like toasters, cable television... or electricity. Taking this guy to an amusement park or Las Vegas will surely freak him out while a trip to the Four-Freedom Plaza may prove a true culture-shock to him. He may have been raised in a monastery or some other odd place, and will have several problems adapting to our world, a process that will take time, roleplaying, and cooperation on the part of the player and GM.

Area Difficulty (-3)

The character has trouble with one category of maneuvers (this cannot include Supers). For all maneuvers in this category, the character is at -2 Accuracy, -2 Damage, and all such maneuvers cost an additional 1 APs.

Bad Sight (-2)

Your sight is defective, putting a -4 penalty on all visual-related rolls. This disadvantage can be overcome with the use of glasses though. However, when involved in a fight, a '10' rolled for an attack against your person means your opponent knocked your glasses away from you (all penalties apply).

Blackmailed (-2)

The acquisition of this disadvantage requires that the character also possess the *Skeleton in the Closet* disadvantage, because the character must possess a dark secret first. The plus of this additional disadvantage, however, is that someone has knowledge of that secret, and will constantly be blackmailing you into doing things for him (how often, however, is at GM's discretion). The GM is encouraged to use this for possible story hooks.

Bleeder (-5)

An old serious wound or disease left you impaired for life: everytime you suffer damage, you keep loosing 1 point of Health per turn until you die or recieve proper medical treatment.

Blind (-8)

The character is blind, lacking any sense of sight. As such, they must rely on their other senses for doing anything. Attempting activities for which sight is usually required will have penalties ranging from -3 or so, to being completely impossible.

Blind Rage (-4)

When you reach your Rage Threshold you cannot tell friend from foe. You just lash out then and there until you completely destroy the object of your rage, or you die. Any ally getting in your way while in this frenzied state will be percieved as an enemy and treated accordingly unless he/she moves out of your way. Also, your Rage Threshold won't deplete until the fight finishes (for good or i'll), and you can't perform *supers*.

Code of Honor (-2/-4/-6)

You adhdere firmly to your chosen set of beliefs. The -2 version demans mere bravery: loyalty to your buddies, your buddy's foe is your own, always avenge an insult, etc. The -4 version demands honorable behavior: always fight fair, never break your word, never ignore an insult, etc. Finally, the -6 version (the most compromising one), would be very close to the chivalric code.

Curse (Varies)

There character has had some kind of curse placed on them. The details of this and its cost are left to the GM, and the effects can range from a minor inconvenience to instant death when certain conditions are met. Certain types of curses can be considered a Transformation instead (see Weird Powers for more details).

Deaf (-6)

The character is unable to hear at all. They must communicate by writing, gestures, or sign language. The character receives a -4 penalty to combat rolls.

Delusion (-1,-2,-4)

The character firmly believes in something that simply isn't true. (-1) Something minor, which doesn't usually keep you from functioning normally, (-2) Something relatively major that can cause major problems sometimes, (-4) Something major, which may prevent them from functioning in normal society.

Fanatic (-4)

Your cause is your life, and will put it before anything else. You find it very difficult to get along people who doesn't follow your cause (-2 to social rolls) and most likely will get violent when your ideals are questioned.

Filtered Perception (-2, -6)

The character's ability to perceive events in the world around them is "filtered"; there are certain things which they are simply incapable of realizing, the only possible exception being a serious turning point in the story. For -2 points it is something relatively minor, in terms of how it will affect the character's actions (e.g., "There can't possibly be any connection between Ryoga and P-Chan!"). For -6 points it is something major, which could

potentially affect every aspect of their lives (e.g., "Everything's nice and normal here at the Tendo Dojo.").

Fugitive (-3)

The character is running from someone or something: he may be a criminal, a ninja running away from his clan, someone who owes money to the yakuza, an experiment from a clandestine laboratory or the government, a rogue spy, etc. The character has to keep moving and while his prosecutors may not necessarily want him dead, the result of capture may not be any more pleasing than that.

Gender Bending (-2)

The character is able to appear to be a member of the opposite sex all too well. Close inspection would reveal their gender with ease, but unless they deliberately try to dress as their own gender, any casual look would have the character appear to be of the opposite sex.

Glass Jaw (-1/level)

You are just not well-cut for violence. For each level of the disadvantage, your Dizzying Threshold is reduced by 1.

Gullibility (-4)

You will just swallow whole anything you hear from others if it's told with enough conviction. In game terms, others attempt at using the Deception skill on you are uncontested rolls (you aren't entitled a Perception roll to perceive deceptions).

Hatred (-2)

You hate something or someone with all your guts. In the presence of the object of your hate, you are required a succeed Will roll in order not to get violent.

Infamy (-2)

For whatever reason, you are in a bad standing with the the public and maybe the media too. Apply a -4 penalty to social rolls that involve shifting people's opinion favorably towards you (however, as a mixed blessing, you have a +2 bonus on social rolls that involve living up to your mean reputation).

Lecher (-3)

You just can't resist the proximity of the opposite sex without doing something about it. Whenever some member of the opposite sex with Appearance 7 or higher is in your proximity, you must succeed a Will roll not to attempt anything in your power to get your way with her(or him?). This doesn't make you automatically a sexual delinquent, just a very annoying person... and very likely victim of shoji mallets. The character also suffer a -4 penalty o social rolls when dealing with any member of the opposite sex (unless said person is likewise as desperate as you are).

Masochist (-5)

You just love so much how it hurts. On the down side, all your soak rolls are cut in half (you NEED to feel it) and can't take maneuvers like Roll with Impact, Breakfall, and Impact Sponge. You also can't purchase Evasion maneuvers (Blocking maneuvers are still ok, as they receive a minimum of 1 damage). On the good side however, your Dizzying Threshold is doubled.

Mundane (-10)

Even in the context of anime, the character is considered a "mere mortal". He can't freely harness the force of chi and so is banned from the acquisition of nearly all supernatural powers found in the *Cutting Edge* section. The only focus maneuvers available to him are those seen in real-world martial artists like Ki-ai or the extra-force modifier. As another side effect, the character's attribute points are considered as if he was from a game 1 power category lower (ie if the campaign is *medium* powered he only gets 48 attribute points to build his character). Can also acquire the Art of Breaking maneuver, but it will never be able to break through metal or hardened metal.

Mute (-5)

The character is unable to speak. They must communicate by writing, sign language, or gestures.

Negative Chi (-2)

Somehow, the character has negative Chi, yet you live on and heal normally. This is not outwardly obvious to others most of the time, unless their Focus is 8 or higher, in which case their physical appearance is affected by it, becoming more sinister and demonic. Energy and flame attacks you perform are typically black or purple in color. Regardless, the Negative Chi's biggest effect is on the mind and soul. The more powerful the character becomes, the more warped each becomes, and the more power they will desire. Mundane concerns, especially those relating to others quickly become unimportant, and they start to lose touch with humanity. Reduce the dice pool for all social rolls by half (rounded down) of the character's Focus, except for intimidation, for which it is added.

No Kick Training (-3)

The character simply does not know how to kick properly; they never learned how for some reason or another. This Disadvantage is only appropriate for characters whose styles do not rely too much on kicks. Thus, it would be reasonable for a character who knows Brawling, Wrestling, or Boxing, but should be disallowed completely (and not wanted in the first place) for Wu Shu, Karate, and especially kickboxing.

In game terms, the character does not have the normal basic kick maneuvers. If you do have to kick,

you do so somewhat awkwardly, and the statistics of the maneuver are as follows:

Prerequisites: None

Character points: Free

Accuracy: -2

Action Points: 1

Chi Cost: None

Damage: -3

Move: None

If you want to learn the normal kick maneuvers later, they cost one CP each.

Nosebleeder (-3)

The character is a typical anime male, combining being a lecher with being very shy. Thus, when he encounters a woman he is attracted to, he will attempt to get involved with her, but chicken out, and finally resort to secretly taking pictures of her. Also, so long as the character is a virgin, he will get nosebleeds when aroused.

Obese (-5)

You have a severe overweight problem. Multiply your weight times two and add that to your encumbrance at all times. Add the following penalties: -3 accuracy on all kicks, -6 on all Stealth, Disguise, and similar rolls where discretion counts. You are easily remembered. You can be massive and obese at the same time. Also, increase the cost of all Athletics maneuvers by two points.

One Hand/Arm (-2/-4)

You lost one limb, either the hand (-2) or the whole arm (-4), its fair to assume it was your left one (if righthanded). For a lost hand, you suffer penalties of -1 to all blocking maneuvers and -2 to all grappling (double that for a missing arm). An additional penalty of -4 is imposed on all tasks that require two hands. You cannot pick this disadvantage if you are going to purchase the Cybernetics cutting edge.

Overconfidence (-2)

Your pride in your abilities exceeds your abilities themselves. You take unnecessary risks and accept any and all challenges regardless of opponent. You just lack the natural and self-preservatorial ability of discerning when the odds are stacked against you.

Pennyless (-4)

Basically, you possess only the shirt on your back and little else. While regular player characters are assumed to come from the middle class, you could be despectively denominated dirt-poor. You don't have to be homeless, but unless your luck changes (drastically) you are always assumed not to be able to afford any monetary luxuries beyond the basic needs, one or two extra clothing changes, and a modest roof over your head. The GM may also assign you penalties ranging from -2 to -4 on social rolls that involve status.

Phobia (-1)

The character has an overwhelming fear of something, from which they will illogically retreat and avoid. There are numerous types of phobias, though among the more common are insects, crowds, open spaces, certain types of animals, closed spaces, etc. Going near the object of the character's fear requires a roll on 1d10 + Will.

Pacifism (-1, -2, -4)

The character considers violence either unnecessary or immoral. Consequently, they (-1) may fight, but will not kill, (-2) will fight for self-defense only, or (-4) will not commit any acts of violence for any reason.

Paranoia (-4)

The character is paranoid, constantly worried that everyone is out to get them. Of course, in some campaign worlds this is justified, but regardless, being unwilling to fully trust *anyone* can cause some problems.

Power Self (-2)

This are and often terrible disadvantage means that the character (who must be something other than a mere human, ike a Psychic, Elemental, or Superhuman) has an alternate personality which has near total command over their power, but little or no compassion or humanity (or vocabulary, for that matter), acting as a force of nature rather than a person. The Power Self may be brought out under any number of conditions, though usually only when the character is under great stress (the old "Incredible Hulk Syndrome"), and at times simply when they reach their Rage Threshold.

Psychics see the level of their Psychic advantage double and the chi costs of all maneuvers and psychic disciplines halved (round up).

Elementals will perpetually have Elemental Form and are considered to have Fury 4.

Superhumans treat all combat-oriented super-powers as if they were 2d4 levels higher.

The Power Self will usually only stay active for as long as the danger/object of anger/whatever that brought it out passes. The character will normally have no memory of what happens, or if they do it will be only bits and pieces.

Sadist (-3)

You need to see the pain in the face of others, and will extract it at all costs. On the good side, you have a +1 bonus to the damage of all maneuvers. On the down side, you have a -3 accuracy on all defensive maneuvers, and require to succeed a Will roll difficulty 18 to retire from a battle, even if it means the difference between life and death for you.

Second-Class Citizen (-3)

You belong to a social minority or otherwise discriminated group (a woman in the feudal japan, a black man in the 1950's USA, etc). People's first

reaction will always range from contempt to outright hostility: -4 on all social-related rolls.

girl pops up, she'll land on top of them... You get the idea.

Short (-3)

You are unusually short for your age (child, genetic dwarf, etc). -2 to the movement and dash basic maneuvers, -2 accuracy on all punches and kicks when not in the same hex as your opponent. However, opponents also have a -1 to accuracy on all non-crouching attack maneuvers against you and -2 accuracy on all aerial maneuvers (your counters against aerial maneuvers doesn't cause knockdown though).

Shy (-2)

You have difficulty interacting with others. You have a hard time getting people to pay attention to you, asking favors, etc. Cannot select the Intimidate skill as well as any other trait that involves imposing yourself. (-4 on all rolls that involve people paying attention to your person) Some people may find your attitude cute though.

Skeleton in the Closet (-2)

The character keeps a sinister secret about himself that will most likely ruin his life should it ever see the light: the character may have committed an atrocious crime in the past or may keep a secret identity and live a double life. The secret must involve the character directly and the consequences of the secret being revealed must threaten ruining the character's life.

Unusual Appearance (-2)

The character doesn't need to be an alien or superpowered mutant of sorts, but for some reason his appearance is not quite human: you may have odd skin color or long and pointed ears, little horns, or other similar unpleasantness. You will never pass unnoticed among crowds and have a -2 penalty on non-intimidating social rolls. Your appearance, however, while strange, is not necessarily ugly unless your Appearance score is low as well. You can NOT be *Monstrous* and have *Unusual Appearance* at the same time. Likewise, you cannot take this disadvantage if you're already a *Mutant Animal*.

Ward (-3/-5)

You have a dependant under your care. The bonus of the disadvantage indicates how defenseless your protegee is and/or how frequently he (or she) may appear in the story, as well as his potential to get himself (and you) into troubles. Note that many of your enemies may try to get to you through your protegee (Double Dragon anyone?).

Weirdness Magnet (-3)

Strange things just tend to happen to the character. If a demon lord is coming to town, he'll stop by this character's house for some tea first. If aliens invade, they'll start at their school, if a mysteriously beautiful

Chapter 5: The Cutting Edge

A character can stick out from the rest either by mundane means (ie skills) or by extraordinary means. The Cutting Edge resumes all supernatural or mundane-taken-beyond-human-limits factors that take a character above the rest.

5.0) Disciplines

Disciplines are different forms of special training imparted to characters to excel in a specific and often uncommon area: some characters toughen their bodies to be resilient as stones while others make vehicle combat into a second nature to them and others master the use of a single weapon until turning it into an extension of their bodies.. At character creation, disciplines cost either 2 character points per level.

Armor Fighting

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

Arts of Invisibility

The Arts of Invisibility, originally based on the techniques of puppeteers in Kabuki theater, were developed by the Ninja in order to carry out their clandestine activities. Practicing the Arts of Invisibility requires a mix of ingenuity and mental control that few are capable of. The level of a character in Arts of Invisibility cannot exceed his level in Ninjutsu times two. When one of the following abilities requires a roll to succeed, such roll is made

1. **Move Silently:** This is effectively the same as the Stealth skill, and uses the level of Arts of Invisibility for such.
2. **Hiding:** The character learns how to become one with their environment, thereby hiding, motionless, with almost no chance of being noticed by the naked eye. The character is generally considered to automatically succeed, though when under close observation they must make a roll to maintain the illusion.
3. **Evasion:** This ability lets the character hide behind someone, following their every move-ment so that they perpetually remain in that person's blind spot. Again, this works auto-matically unless the other person is attempting to find them.
4. **Escape:** This is effectively the same as the Escape skill, and uses the level of Arts of Invisibility for such.
5. **Disguise:** This is effectively the same as the Disguise skill, and uses the level of Arts of Invisibility for such.
6. **Vanish:** This ability allows the character to appear to vanish; in truth they create a distraction of some sort (like the archetypical eggshell smoke bomb), and then quickly move out of sight. Obviously, this requires somewhere to disappear to, as well as a successful contested roll of Aol vs perception.
7. **Mystic Invisibility:** This mystical power allows the character to cloud the minds of observers, such that they simply do not perceive him, even if it was activated while they were looking right at him. This costs 4 Chi and 8 APs to activate, but

additional chi must be expended any time they move – 1 Chi per 10 APs they expend.

8. **Mystic Disguise:** A more complex illusion, this power causes others to perceive the user as being someone (or something) else. So long as it is maintained the illusion is convincing to most any visual inspection, though it will not work at all for physical purposes. Maintaining the illusion costs 2 Chi per minute, and a roll is required to produce a convincing illusion.
9. **Shadow Copy:** The ninja creates several illusory replicas that copy his movements. Activation costs 5 Chi and 6 APs, plus 1 Chi per each replica and maintaining the replicas cost 1 Chi per replica and 1 AP each additional turn. Every time the ninja is hit roll a die (the die corresponding to the number of replicas +1), any number rolled other than a '1' hits a replica instead. Ghost replicas are harmless by themselves, but if the ninja infuses each copy with additional Chi at the moment of activation, the replicas can cause actual damage to demons and creatures with negative chi, damage equal to the Chi points invested in each replica.

Blind Fighting

This discipline teaches the character how to use all of their other senses to fight when blinded. Any time the character cannot see and attempts to fight, they may make a Blind Fighting roll to negate the usual penalties for blindness (-5 to all rolls, APs are halved) as they pertain to fighting for the duration of the turn, though they will be at -2 APs.

Body Hardening

Martial artists will do all sorts of things to make themselves, stronger and tougher, and a lot of them are pretty painful. Body Hardening refers to any number of exercises which make the body resistant to damage. This can include standing under waterfalls, chopping wood, taking blows from other students, and other fun things.

For every level of Body Hardening, add +3 to the total of all Soak Rolls (see the rules section for more details).

Combat Driving/Piloting

Very popular among bikers, mobsters, and the like, Combat Driving is merely practice in vehicle-to-vehicle combat. The character's level in Combat Driving can be used as combat style level for the purposes of performing offensive stunts like pushing rival cars off the road or attacking oponents with hand-to-hand or melee weapon maneuvers while driving a motorcycle. Such attacks are executed safely without the need of drive/pilot rolls to maintain control of the vehicle or such inconveniences. Characters that doesn't posses the Combat Driving/piloting discipline can try to dodge attacks from oponents that do, but with a penalty of -5. The character's level in combat driving cannot exceed his level in the *drive/pilot* skill.

laido

Considered a style in and of itself, laido is the Japanese art of sword-drawing. The original combat form, laijutsu, was based around the idea of striking down an opponent with a single, lightning-quick blow. It enables them to draw the sword and strike in one smooth, fluid motion, with lightning speed.

When a character uses laido as the first attack of a fight, add +2 to Initiative per level of laido. The laido strike uses 5 APs total, and adds +2 to damage per level of laido. A character's level in laido cannot exceed his level in Kenjutsu.

Iron Fist

Through arduous training and body hardening exercises, the warrior's hands are made as hard as steel. Normal punches see their damage increased by +1 per 3 levels of Iron Fist, and the character can execute a **Power Punch**, as follows:

Accuracy: -1

Action Points: 9

Chi Cost: None

Damage: 1d6+3

Move: None

Iron Will

The discipline of Iron Will essentially serves to build mental fortitude, providing a defense against any attack that affects the character's psyche. For any such attack, the character may add the level of Iron Will to their total for attempting to resist it.

Kyudo

Kyudo, "the Way of the Bow," is a form of archery derived from Zen philosophy. The object is not to hit the target, so much as to position bow, mind, and body in perfect harmony. Those skilled in Kyudo perform astonishingly well with bow and arrow, gaining the following benefits.

- The level of Kyudo may be used for archery (except with crossbows).
- Practicing archery effectively counts as Meditation at the level of the Kyudo discipline.
- The character can fire arrows while unable to see, using the level of Kyudo in place of the Blind Fighting discipline, or it is added to Blind Fighting if they already have it.
- By spending 2 Chi the character can increase the Damage and Accuracy of a shot by +1 (to a maximum of half their Focus).

Meditation

Meditation is a technique whereby the body is kept motionless and the mind stays in a clear, calm, restful state. Although by no means a substitute for sleep,

meditation is very relaxing, and further allows for more rapid restoration of spent Chi points.

A character may spend up to 30 minutes meditating per level of the Meditation Discipline. For each 30 minutes make a roll on 1d10 + Focus + Meditation against a difficulty of 18; for every point that the total exceeds 18, the character regains one Chi point.

Negative Chi

The Discipline Negative Chi is perhaps one of the most dangerous and destructive to learn, for it requires that the character rely on Negative Chi, the opposite of *life itself* for power. To learn this Discipline a character must have the Negative Chi disadvantage (likewise they cannot learn Positive Chi if this is the case). A character that wishes to learn the negative chi discipline must first be versed in the ways of a martial art that teaches internal training (like Tai Chi or Kung Fu) and his level in the negative chi discipline cannot exceed his style level times two.

1. **Sense Chi**: The character is granted a natural awareness of the forces of chi around them, and this can sense the type and approximate quantity of chi in anyone within line of sight.
2. **Dragon Chi**: This power enables the character to draw Chi from the Dragon Lines. To do this they must stand on a line (they are quite common) and concentrate, drawing 1-3 Chi points per turn (depending on the strength of the line; GM discretion), which is used to restore their current Chi total.
3. **Hardened Chi**: The power of "Hardened Chi", or Shi Jin enables the character to focus their chi into hard lines of force, thus boosting the damage of attacks. Thus, the character can increase the damage of a direct physical attack by +1 for each point of Chi spent, though every +2 to damage also increases the AP cost by +1. It can also be used to defend, adding +2 to the character's soak roll for each Chi point spent.
4. **Soft Chi**, Chao Jin, enables the character to shape their chi into arc of force, but of a soft sort, such that it can be used to parry blows and use flips and other less direct attacks on opponents. By spending 2 Chi, the character can reduce the AP cost of the basic parry maneuver to ONE AP, and boost its accuracy by +3 for a turn. Also, they can boost the accuracy of Grappling maneuvers (except directly damaging ones such as Slam) by +1 per 1 Chi spent, to a maximum of the character's Focus.
5. **Control Body Weight**: This effectively grants the character the equivalent of the Reduce Weight Maneuver, except that it costs 3 Chi per turn.
6. **Body Chi**: This power enables the character to focus their chi directly into their physical abilities, temporarily boosting their physical attributes (Strength, Stamina, Agility). This costs 1 Chi per +1 increase per turn.
7. **Negative Empty Chi**: This power allows the character to hurl their chi as a disembodied force. This is effectively equivalent to the Kongjin maneuver, except that it costs 6 Chi per use. This attack does no damage to those with Negative Chi.

Positive Chi

While Chi can be used to harm, it can just as easily be used to heal. Those skilled in the use of positive Chi know how to use its powers for health and defense. A character that wishes to learn the negative chi discipline must first be versed in the ways of a martial art that teaches internal training (like Tai Chi or Kung Fu) and

his level in the negative chi discipline cannot exceed his style level times two.

1. **Sense Chi:** Same as the Negative Chi ability.
2. **Chi Healing:** By channeling their chi, the character is able to heal others. They can restore up to 2 health per Chi point spent.
3. **Dragon Chi:** Same as the Negative Chi ability.
4. **Soft Chi:** Same as the Negative Chi ability.
5. **Hardened Chi:** Same as the Negative Chi ability.
6. **Control Body Weight:** This effectively grants the character the equivalent of the Reduce Weight Maneuver, except that it costs 3 Chi per turn.
7. **Body Chi:** This power enables the character to focus their chi directly into their physical abilities, temporarily boosting their physical attributes (Strength, Stamina, Agility). This costs 1 Chi per +1 increase per turn.
8. **Radiate Chi:** This power allows the character to convert their chi into light that emanates from their body. This can come out of their eyes or even their entire body. To simply create illumination costs 1 Chi per turn, but the character can also create a much stronger light, covering a radius equal to their Focus x 2 in feet, in which Negative Chi effects simply do not work! This costs 8 Chi per turn it is maintained.

Vital Points

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

A vital point strike can be resisted in a contested roll of the attacker's Vital Points vs the defender's Meditation or Body Hardening.

While most anime healers or fans of obscured stuff can learn the basics of shiatsu pressure points, only characters versed in the ways of VERY specific martial arts (namely Kalaripayit, the Praying Mantis's Kung Fu, and very FEW others) can take such study to its full potential (others can only take their learning of the discipline as far as level 4). Practitioners of the aforementioned martial arts can have a level in Vital Points as high as their level in their fighting style.

1. **Healing:** The first thing anyone who learns the vital points is taught is how to heal. By making a successful Vital Points roll, they can undo the effects of the Vital Point attacks of Pain, Paralysis, Deafness, and Blindness with but a touch. When caring for someone who is injured, they will increase the rate of healing by 1d6 Health per day.
2. **Advanced Healing:** The character's healing abilities are now improved to the point that they can undo any vital points attack, and when caring for someone increase the rate of healing by 1d10 Health per day instead of 1d6.
3. **Pain:** With a touch the character can strike a vital point that will cause victims excruciating pain, resulting in a -3 penalty on all die rolls, and a reduction of -3 points to the character's available APs for the next 1d6+(Vital Points level) turns.
4. **Partial Paralysis:** The character is capable of paralyzing one of an opponent's limbs with a touch. If a given limb is successfully paralyzed, the character loses the use of that limb for the next 2d6 minutes, and this incurs a penalty of -3 to all rolls, and -5 to Move if it is a leg.
5. **Finger Snap:** By performing a special sort of "finger snap," the attacker can disrupt an opponent's inner ear, thus

causing them to lose all sense of balance, and thus be at -7 to all rolls, and incapable of kicking for 3d6 minutes. Performing a Finger Snap attack requires that the attacker be in the same hex as the opponent, and make an attack roll (1d10 + Agility + Vital Points).

6. **Blindness:** By making a precise strike just below the victim's eyes, the attacker can render them completely blind for 1d6 hours. Attempts to make such a strike are made at -5 on the roll. A successful roll with impact or breakfall will reduce the duration to 4d6 turns.
7. **Full Paralysis:** By making three successful partial paralysis strikes, the character can completely paralyze an opponent for 2d6 minutes, rendering them helpless.
8. **Blood Flow:** By carefully striking at veins, the character can deliver a painful attack whose effects are virtually impossible to resist. This must be used with a narrow-impact hand strike, such as a Fingertip Attack or Knuckle Fist, and inflicts an additional +3 damage, which cannot be soaked.
9. **Dislocation:** Dislocation gives the character a knowledge of damaging bone-locking techniques which have been outlawed from most styles. Using this requires that a Joint Lock be initiated. If it is successful and dislocation is used, the attacker can choose to inflict normal rather than stun damage with the Joint Lock.
10. **Chi Disruption:** This powerful technique allows the character to completely disrupt the capacity to control chi in another person. If this strike is delivered successfully, the victim cannot use any maneuvers which require chi. If they are able to roll with impact or breakfall, they will merely lose 2d6+3 Chi points. Using this attack requires that the attacker determine where the opponent's chi center is (as it varies from person to person), and thus must observe them for ten minutes (or 1d6 rounds if they are making use of their chi in some way).
11. **Amnesia:** True masters of the art of vital points can cause amnesia in others by careful application of pressure to different points on the head. This ability cannot be used in combat, since it normally requires at least a minute or so to perform, without interruption. It can be used in three ways; victims can be made to forget an event a few minutes ago (in which case the memory erasure is complete and permanent), to make a victim forget their normal morals (in which case it lasts 1d6 days), or to erase a person's entire identity (in which case it will last only a few hours, unless the attacker spends ALL of their Chi, in which case it will last 1d6 days).
12. **Puppet Dance:** This rather eerie technique allows the character to grasp another person by the neck and, by applying pressure, animate them like a puppet. Using Puppet Dance requires that the attacker grab the back of the victim's neck (make an attack roll), and then spend two turns to get a feel for the different pressure points that must be used; during this time the victim can attempt to pull away, but after that, they cannot. Once the attacker has control of his victim, he can make them carry out most any normal activities, though those which require rolls are made at -8. Also, while using this power, the character cannot use any maneuvers which require chi or any other forms of vital point attacks. Further, the distraction of working their "puppet" means that their APs are halved and they are -4 on all combat rolls.

Weapon Art

A Weapon Art is a discipline that allows the character to specialize in the use of a *particular* type of weapon, excelling at its use. *When they are using that weapon*, the following modifiers apply:

- The character's Base APs are increased by +1 per level of Weapon Art.
- The level of Weapon Arts is used as the weapon skill.
- The damage inflicted with the weapon is increased by +1 per 3 levels of Weapon Art.

- Possessing a Weapon Art enables you to select appropriate weapon maneuvers for that weapon, with the cost reduced by 1 point (to a minimum of 1) -- this is *not* cumulative with any other Cost Modifiers.

Weapon Improvisation

The Jackie Chan-esque art of using nearly any inanimate object known to man either as a weapon or as a tool to perform stunts. The character's level in Weapon Improvisation can be used as combat style level for performing stunts in combat with miscellaneous objects like ladders, VCRs, motorcycles, etc. The character's level in Weapon Improvisation cannot exceed his level in his combat style level. **Requires: Intelligence 8**

5.1) Combat Training

Following is a short description of varied combat styles, be it hand-to-hand or using weapons.

Learning Multiple Styles

Characters can learn as many styles as they have points for (though styles cost 4 character points per level). A character can use maneuvers that move from one style to the next freely, though the accuracy is always determined by the level of the style that it is considered to fall under.

Another option is to combine two styles into a single, general fighting ability, called a **Hybrid Style**. This is similar to a normal style, but it costs 8 CPs for level one, and 5 CPs per additional level. A Hybrid Style provides the Basic Maneuvers of both original styles, though additional maneuvers are purchased at whichever modified cost is lowest -- cost modifiers may NOT be combined.

<<**IMPORTANT NOTE::** Choosing a combat style from zero is too much a LONG and boring process. If the player doesn't know much about martial arts and/or isn't sure whether his character use a specific martial art (ie he just knows that his char can fight) then adjust his style by default as brawling>>

Style Descriptions

- **Discipline Style:** A style with "(Discipline Style)" next to its name means that it counts as a Discipline with regards to cost -- only 2 CPs per level at character creation -- but only increases the character's Base APs by +1 for every 2 levels.
- **Availability:** This is a description of how readily and where training in the style is available.
- **Prerequisites:** Certain styles have requirements to be met, usually in the form of skills of some sort, attributes above a certain level, etc.; if any

such prerequisites are listed, your character must meet them in order to learn the style.

- **Bonuses:** Styles may provide bonuses of some sort to attributes or skills; these should be added to the character's total for those stats. Attribute bonuses from styles ignore the normal maximums for attribute levels.
- **Basic Maneuvers:** These are maneuvers which are automatically gained when the character learns this style.
- **Cost Modifiers:** This section determines what additional maneuvers are available and if their cost will be different from the basic cost given in the Maneuvers section.
- **Quote:** A quote from a practitioner of the style that sort of sums it all up.

Aikido

Partly derived from the earlier Aikijutsu style, Aikido was created by Morihei Ueshiba in 1942, in an attempt to create a more disciplined, philosophical approach to self-defense. It is a defensive martial art based around using the opponent's motions against them, concentrating more on disabling than harming opponents. Offensive strikes are not absent from Aikido; they are sometimes necessary to provoke an opponent to attack, thus resulting in something to counteract, and some schools of Aikido train (to varying degrees) with melee weapons, most often the jo, bokken, and tanto (a knife), in order to deal with armed attackers, as well as to further improve the student's understanding of Aikido's movement, distancing, and timing.

- **Availability:** Aikido schools can be found in most major cities throughout the world, though the best training can only be had in Japan.
- **Prerequisites:** None
- **Bonuses:** +1 to Agility, +5 to base Chi
- **Basic Maneuvers:** Body Flip, Joint Lock
- **Cost Modifiers:** Reduce the cost of all Focus and Grappling maneuvers by 1 point (to a minimum of 2). Increase the cost of all Kicks and Punches, except for Knife Hand and all foot sweeps by 1 point. Breakfall costs only 1 point.
- **Quote:** "Anchor yourself, and do not allow yourself to be moved. That is the essence of Aikido."

Arnis/Escrima/Kali

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

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

- Availability: These styles are usually only found in large cities, though in the Philippines they are very common.
- Prerequisites: None
- Bonuses: +1 to Agility
- Basic Maneuvers: Double Strike, Riposte
- Cost Modifiers: Reduce the cost of all Weapons maneuvers by 2 points (to a minimum of 1). May not select any Punch maneuvers (except for Head Butt).
- Quote: "I use *two* sticks; you might avoid one attack, but not both."

Bojutsu (Discipline Style)

Bojutsu is the Japanese art of staff-fighting, using the rokushakubo, or bo, a six-foot-long wooden staff. The bo is a deceptively simple weapon, and can be lethal in the hands of a skilled user. Further, it has a greater reach than most weapons, including swords.

The stats for Bojutsu may also be used to describe the English Quarterstaff Fighting style, or any number of other staff-fighting styles throughout the world.

The level of Bojutsu may be used as a skill for using any type of staff.

- Availability: Bojutsu schools can only be found in Japan.
- Prerequisites: None
- Bonuses: +1 to Agility
- Basic Maneuvers: Staff Sweep
- Cost Modifiers: Reduce the cost of all Weapons maneuvers by 1 point. May not select any Punch maneuvers (except for Head Butt).
- Quote: "I don't have to get close to hit you."

Boxing (Discipline Style)

Boxing is a style of fighting that relies solely on punching, and various forms of boxing were practiced by many different civilizations. The form of boxing that is widely practiced today, a multimillion dollar sport, is said to have begun some 700 years ago when St. Bernard taught it to young men to keep them from fighting with knives. Matches were fought bare-fisted and illegally, until in 1865, when the Marquis of Queensberry created a formalized set of rules for boxing that made it a safer, more "merciful" sport.

- Availability: Although it is not taught in the manner of other fighting arts, finding a gym or somewhere similar to learn boxing is exceedingly easy.
- Prerequisites: Strength 6
- Bonuses: +2 to Strength
- Basic Maneuvers: Head Butt, Uppercut

- Cost Modifiers: Reduce the cost of Block maneuvers by 1 point (to a minimum of 1). May not select Kick or Weapons maneuvers.
- Quote: "Don't give me any of that fancy crap. I hit 'em, they go down. Simple."

Brawling (Discipline Style)

Brawling is not so much a martial art as a practiced skill in kicking ass. In pure hand-to-hand battles, brawlers are rarely a match for real martial artists.

The most impairing aspect of the brawling style is its restrictions on acquiring maneuvers, but if your character "just knows how to fight" then this is the style for him.

- Availability: If you live on the streets, you can learn to brawl.
- Prerequisites: None
- Bonuses: +2 to any one attribute, +1 AP.
- Basic Maneuvers: None
- Cost Modifiers: May not select any non-Grappling maneuvers that cost more than 2 CPs, and may not learn any Focus maneuvers other than Focus Rage.
- Quote: "If you think I can't fight, you got another thing coming."

Capoeria

Capoeria is an unusual martial art that originated in Brazil. It was created by slaves brought to Brazil from Africa, who created it in a manner parallel to karate, using whatever was available to them for defense, including sugar cane knives and 3/4 staffs. As slaves, they had to disguise their study of the art, and did so by making dance central to its principles, making it a highly acrobatic, rhythmic form. It was also designed to allow them to fight while their hands were chained, and thus relies heavily on kicks and little on maneuvers which require the use of the hands.

Capoeria is normally practiced almost as a stylized dance, carried out in a circle known as a *roda*, to the tune of various percussion and other instruments.

- Availability: Capoeria is virtually unheard of outside its native Brazil, though there are a few schools scattered here and there throughout the world.
- Prerequisites: Agility 6
- Bonuses: +1 to Agility
- Basic Maneuvers: Foot Sweep, Spinning Thrust Kick
- Cost Modifiers: Reduce the cost of all Kick and Athletics maneuvers by 1 point, may not select Punch maneuvers (except for Head Butt).
- Quote: "Let's dance a little..."

Gunfighting (Discipline Style)

Gunfighting is not a martial art per se, and certainly is not formally taught. Essentially, it is a highly developed version of the Firearms skill. A character with the Gunfighting style can use all manner of guns, and by purchasing additional maneuvers, can perform any number of trick shots and such. Obviously, it's not particularly appropriate for your typical martial arts campaign, but if you want to do a Hong Kong action film sort of game, it's virtually mandatory for Chow Yun Fat style sharpshooter types.

- **Availability:** Gunfighting can be learned in any number of ways; military or police training, as a member of an organized crime organization or just as a part of the NRA. The character just has to spend ridiculous amounts of time practicing with a gun.
- **Prerequisites:** None
- **Bonuses:** +1 to Agility
- **Basic Maneuvers:** Pistol Whip
- **Maneuver Modifiers:** Reduce the cost of all Firearm maneuvers by two points. Increase the cost of all Kicking maneuvers by one point. May not acquire Grappling maneuvers that cost more than 2 CPs. May not acquire Block, Focus, or Punching maneuvers.
- **Quote:** "Do 'ya feel lucky punk? Well, do 'ya?!"

Hwarang-Do

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

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

- **Availability:** Finding a Hwarang-Do school is difficult in the U.S., and the easiest way to find such a school is to go to Korea; in South Korea there are a number of monasteries where it is taught, and in North Korea the Communist government has converted two monasteries into martial arts schools, often used to train agents for other Communist countries.
- **Prerequisites:** None
- **Bonuses:** +1 to Will
- **Basic Maneuvers:** Crescent Kick, Foot Sweep, Wheel Kick

- **Cost Modifiers:** Reduce the cost of all Kick maneuver by 1 point and increase the cost of all Punch maneuver by 1 point.
- **Quote:** "The ability to fight is a gift to be used for self-defense. You must never fight to create violence."

Jeet Kune Do

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

- **Availability:** Since Lee's death, JKD has become an extremely popular and widely taught style, and instructors of the style can be found in nearly any city.
- **Prerequisites:** None
- **Bonuses:** Add +1 to Agility, Strength, or Stamina (choose one)
- **Basic Maneuvers:** Select any punch or kick maneuvers totaling up to 7 CPs in cost.
- **Cost Modifiers:** None
- **Quote:** "Hey, whatever works."

Jujutsu/Judo

Jujutsu is a Japanese fighting style based on fighting techniques that go back more than 1,200 years, though the term "Jujutsu" (also spelled "Jiujitsu") was not used until the 1600s, a time when Japanese martial arts as a whole were moving away from weaponed styles to weaponless ones, which were collectively called Jujutsu.

Jujutsu is primarily a grappling art, the various strikes and weapon techniques having been removed some time ago. Practitioners can make use of leverage, weight, and momentum to throw opponents three times their weight.

More popular is the modern sporting form of Jujutsu, called Judo, which is a little bit simplified. Judo is commonly taught for self-defense purposes, and also distinguished as being the only martial art to be included in the Olympics.

- **Availability:** Jujutsu and Judo can be found in schools all over the world.
- **Prerequisites:** None
- **Bonuses:** +1 to Agility and Stamina
- **Basic Maneuvers:** Body Flip, Breakfall, Foot Sweep
- **Cost Modifiers:** Reduce the cost of all Grappling maneuver by 2 points (to a minimum of 1), may not select any Punch maneuvers (except for Disarm and Ear Pop), or any Kick maneuvers (except for Iron Broom).

- **Quote:** “The harder you attack, the harder you will fall down. You must bend and become stronger for the flexibility it affords.”

Kalaripayit

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

- **Availability:** Kalaripayit is not taught outside India, where practitioners train under gurus whose training compounds also serve as “hospitals” for the practice of the healing arts.
- **Prerequisites:** Medicine at 2 or higher, at least one level in Vital Points.
- **Bonuses:** +1 to Will and Focus, +5 base Chi
- **Basic Maneuvers:** Body Flip, Breakfall
- **Cost Modifiers:** Reduce the cost of all Focus maneuvers by 1 point.
- **Quote:** “Fight only for self-defense; whenever possible, heal rather than hurt.”

Karate

Karate-do, or “the way of the empty hand,” is a martial art that originated in Okinawa, and has since spread all over Japan. It is believed to have been started when Kung Fu was mixed with the Okinawan style known as “te,” meaning “hand,” which, at the time, was a very rough fighting style similar to Western boxing. There are countless different substyles of karate, largely divided into the categories of being Japanese or Okinawan, the difference being that Okinawan styles tend to concentrate more on rigorous physical training, while Japanese styles have longer, more stylistic movements.

Most Okinawan forms of karate also train to some degree in kobudo, the “ancient martial ways.” This is essentially training in a variety of melee weapons, including the bo, sai, nunchaku, rope/chain, kama, and tonfa, and occasionally others.

- **Availability:** Dojos for various styles of karate can be found all over the world. It has become one of the most widespread martial arts in existence.
- **Prerequisites:** None
- **Bonuses:** +1 to Strength
- **Basic Maneuvers:** Knife Hand, Roll With Impact
- **Cost Modifiers:** Reduce the cost of all punch or kick maneuvers (choose one) by 1 point.
- **Quote:** “A fight shouldn’t be about money, or even winning or losing. It’s about giving all you have and improving yourself through combat.”

Kenjutsu

Kenjutsu, the art of the sword, is the swordfighting style of the Samurai, which uses various types of Japanese swords, including the katana, wakizashi, and no-dachi. Begun in the fifth century AD, Kenjutsu was a very popular style among Japanese warriors, and in present times has been converted into the sport of kendo.

Kenjutsu is divided into many styles, but all place little emphasis on blocking, as the valuable katanas would be damaged by it. Instead, warriors are taught to strike first. The styles vary in terms of their preference for speed or power, choice of weapons (though the Nito style, which uses the combination of a katana and wakizashi is probably the best known).

Very closely related to Kenjutsu is a more advanced Japanese swordfighting art known as Zanji Shinjinken-Ryu. It is a killing art, even more so than Kenjutsu, and it trains the warrior to carefully evaluate an opponent and react to their actions instantly. Training in this style is generally much more rigorous. Even being accepted by a teacher of the art usually requires months of rejection, repeatedly asking for instruction and being turned away. Once accepted the instruction is a constant, one-on-one ordeal, with constant discipline and physical punishment. The student is made to change everything about themselves; the way they stand, think, move, even the most minute habits of everyday life.

- **Availability:** Kenjutsu is taught all over Japan, and occasionally in some hard-to-find schools in major cities in other parts of the world. Zanji Shinjinken-Ryu, on the other hand, requires seeking out a master of the art, which nearly always requires going to Japan.
- **Prerequisites:** None
- **Bonuses:** +1 to Agility, +2 to Will
- **Basic Maneuvers:** Fleche, Foot Sweep, Power Block
- **Cost Modifiers:** May not select any Punch Maneuvers (except Knife Hand) or Kick maneuvers. Reduce the cost of all Focus and Weapons maneuvers by 1 point.
- **Quote:** “The value of swordfighting cannot be seen within the confines of swordfighting technique.” (Miyamoto Musashi)

Kempo

Kempo is an unusual art which dates back hundreds of years. It is believed to have originally been based on a form of Kung Fu known as Chuan Fa (“fist method”), which at that time integrated portions of both the original Chuan Fa style and the art of Shih Pa Lo Han Sho, the original series of exercises that became the basis of Kung Fu, which has been lost until then. Chuan Fa ultimately came to Okinawa, Ryukyu, and Japan, supposedly from a wandering Chinese monk who taught

the style to other monks all across Japan. The Chuan Fa style was also brought to Japan by many others over the next few centuries.

In the 17th century Kempo came to the island of Kyushu in Japan, and was modified over the years to reach its current form, which mixes techniques from different styles of Kung Fu and Jujutsu, though it also shows similarities to Tae Kwon Do, Karate, Aikido/Aikijutsu, Ninjutsu.

- **Availability:** Kempo is taught to varying degrees all over the world, though it is most common in Japan.
- **Prerequisites:** None
- **Bonuses:** +1 to Strength, +1 to Agility
- **Basic Maneuvers:** Knife Hand, Roll With Impact
- **Cost Modifiers:** Reduce the cost of all punch or kick maneuvers (choose one) by 1 point.
- **Quote:** "The road to perfection is always paved with difficulties. If you have the strength to overcome them, then you will be a true warrior."

Kung Fu

Kung Fu ("skill and effort") is an ancient martial art that originated in China. It is said that a Buddhist monk named Bohdihama traveled from Tibet to China, and came upon the Shaolin monastery. The monks there sought spiritual enlightenment, but while doing so neglected their bodies, and thus were weak and frail. The Tibetan monk taught them a series of exercises for health, that were ultimately developed into the Shaolin Kung Fu style, which is regarded as the first.

No other style has more sub-styles than Kung Fu, however. There are estimated to be over 1,500 of them, though many are closely guarded secrets, known only on mainland China. Kung Fu includes both internal and external styles, though it is common for students to study two or more such styles.

Because of the tremendous variety of kung fu styles, a character who selects this style is assumed to have studied a number of such styles to some degree; see the Thrash Sourcebook for information on specific styles of Kung Fu..

- **Availability:** Various styles of Kung Fu are taught in schools all over the world, and is up there with Karate in terms of being widespread.
- **Prerequisites:** None
- **Bonuses:** +1 to Strength, +1 to Will
- **Basic Maneuvers:** Crescent Kick, Knife Hand
- **Cost Modifiers:** Reduce the cost of all Focus maneuvers by 1 point.
- **Quote:** "Just because you have found peace with yourself doesn't mean you've found peace with others."

Muay Thai

Muay Thai, also known as Thai Kickboxing, is the national sport of Thailand, and one of the most brutal martial arts in the world, dedicated entirely to combat. Training is as intense as the application of the style, and all aspects of it are mixed to some degree with ritual and superstition. Every fight is begun with a ritual dance, known as the Ram Muay, which can tell a great deal about a fighter.

Practically every boy in Thailand dreams of being a champion kickboxer, and there are some tournaments for women as well, though these are a relatively recent development, resulting from them finally overcoming superstitions regarding women bringing bad luck to matches.

- **Availability:** Muay Thai is, for the most part, taught primarily in Thailand; outside its native country it is very rare.
- **Prerequisites:** Strength 6, Stamina 7, Agility 8
- **Bonuses:** +1 to Stamina
- **Basic Maneuvers:** Stomp, Drop Kick, Elbow Strike
- **Cost Modifiers:** Reduce the cost of all Kick maneuvers by 2 points (to a minimum of 2).
- **Quote:** "You must train hard, fight hard, and honor your school with victory!"

Ninjutsu

Ninjutsu, the "art of perseverance," is derived from traditional fighting techniques that originated in the Iga area of Japan. The style is a combination of the Taijutsu fighting techniques and the stealth and disguise abilities of Ninjutsu. The art of Ninjutsu was most widely used during Japan's feudal era, from 1200 to 1600 AD, when they were employed by samurai to spy on and assassinate their enemies. Legends also attribute the ninja with mystical abilities, using complex hand signs to mesmerize opponents, and other applications of chi power. Whether this is true is a source of controversy, but for roleplaying purposes these legends will be assumed to be quite true.

The ninja are warriors of the night, who use a powerful arsenal of tricks, gadgets, and techniques. They are taught to finish a fight as quickly as possible, by whatever means are necessary. Killing the opponent is unimportant unless absolutely necessary.

Not everyone who learns ninjutsu is a ninja, but those who are not will not be able to learn all of the secrets of the art. To become a ninja is to become a member of a ninja clan, and thus become part of a secret society. There are many different ninja clans, though the Mie and Omi (the modern-day incarnations of the ancient Iga and Koga, respectively). There are believed to have been more than 70 different "ninjutsu ryu," though the majority have since died out.

- Availability: To learn the physical aspects of ninjutsu is comparatively easy, though most such instructors can only be found in Japan. To learn the “true” Ninjutsu, with the mystical aspects included, requires that one be accepted by a ninja clan,
- Prerequisites: Agility 6, Focus 6
- Bonuses: +1 to Charisma, +1 to Agility
- Basic Maneuvers: Foot Sweep, Knife Hand
- Cost Modifiers: Reduce the cost of all Athletics and Focus maneuvers by 1 point.
- Quote: “The ninja do not fail.”

Pentjak-Silat

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

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

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

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

- Availability: Pentjak-Silat is very rare outside of Indonesia.
- Prerequisites: None
- Bonuses: +1 to Agility, +1 to Focus

- Basic Maneuvers: Elbow Strike, Knee Strike, Musical Focus
- Maneuver Modifiers: Reduce the cost of all Weapons and Focus maneuvers by 1 point, to a minimum of 1. Grappling maneuvers are not available.
- Quote: “Know yourself, know your weapons, and know your opponent. Then you will not fail.”

Savate

Savate (also known as *la boxe Française*) is the French art of kickboxing. It is said to have been developed from the fighting techniques of French mariners (who are rumored to have picked up some techniques from Eastern ports) in the 1600s.

Savate is based primarily around kicking, though it also includes some punching techniques derived from conventional boxing and fencing. A practitioner of Savate is known as a *savateur*, and such people are ranked by means of a colored band on the wrist of the gloves (the colors, from lowest to highest, are: purple, blue, green, red, yellow, bronze, silver and gold). A schools of Savate are known as a *salle*, though the best are located in Marseilles and Paris.

- Availability: Savate is practiced primarily by people of French descent, though others may learn it -- the difficult part is finding a *salle*.
- Prerequisites: Agility 6
- Bonuses: +1 to Agility
- Basic Maneuvers: Displacement, Spinning Thrust Kick
- Cost Modifiers: Reduce the cost of all Athletics and Kick maneuvers by 1 point.
- Quote: “If it were just boxing, you might have a chance. But it’s far more.”

Special Forces

Special Forces groups were first implemented after World War II. Elite military squads, they were and still are taught an advanced form of the basic commando hand to hand training, a fairly powerful and very pragmatic style of combat. For fighting game purposes, most of the various military-type characters will know this style; examples include Guile and Cammy of Street Fighter, Ralph, Clark, Heidern, and Leona of King of Fighters, and others.

- Availability: Characters must have had advanced military training to select this style.
- Prerequisites: The character must have been part of a military organization of some sort, and must have the Firearms skill at at least level 2.
- Bonuses: +1 to Agility, +1 to Strength
- Basic Maneuvers: Body Flip, Foot Sweep, Pin
- Cost Modifiers: Reduce the cost of Disabling and Killing maneuvers by 2 points (to a minimum of 1), reduce the cost of Grappling maneuvers by 1 point (to a minimum of 1), and increase the

cost of all Acrobatics, Focus, and Super maneuvers by 1 point.

- **Quote:** “And while you were a little kid, taking karate classes, I was busting my ass for Uncle Sam!”

Sumo

Sumo wrestling is the single oldest form of combat from Japan, and is still very popular among the Japanese people. The sumotori who practice this style are often treated like kings, and the grand champion, the *yokozuna*, as a god. To practice sumo, one must build up both overall weight and muscle as much as possible, such that the average sumotori will weigh at least 250 pounds, often over 300.

Sumo wrestling is highly ritualized and requires as much discipline of the mind as the body. Even so, it is relatively simple in its actual combat methods, but can be remarkably effective. In a sumo match the object is to push the opponent out of the ring, though without these rules in place, a sumotori will simply flatten the opponent.

The basic stats for Sumo can also be used for *Kumi-Uchi*, a variant of sumo created for use on the battlefield. Kumi-Uchi allows a warrior to grapple with armored an unarmored opponents with equal ease, and was usually practiced while wearing lightweight armor.

- **Availability:** Sumo schools can be found throughout Japan, but apart from these and the three in Hawaii, they are virtually unknown throughout the rest of the world.
- **Prerequisites:** Focus 5, Strength 4
- **Bonuses:** +1 to Focus, +1 to Stamina
- **Basic Maneuvers:** Palm Strike, Tackle
- **Maneuver Modifiers:** Reduce the cost of Athletics and Grappling maneuvers by 1 point (to a minimum of 1).
- **Quote:** “You think Sumo isn’t a real fighting style? Well, step into the ring, and I’ll show you what a ‘fat Japanese guy’ can do!”

Swordfighting

The sword has been the weapon of the bravest warriors all over the world for centuries. Characters who practice the Swordfighting style are skilled in one or more such styles. This covers fencing, knightly swordfighting, Florentine fighting (rapier and dagger), and any number of other styles. Japanese swordfighting is a separate style (see Kenjutsu, above).

- **Availability:** Of the various styles of Western swordfighting only Fencing is formally taught, and then as a sport -- though it certainly can still be used in combat; it is practiced by people in all walks of life. Other swordfighting styles are a little harder to come by, except among the growing subculture of medieval enthusiasts and

live-action role-players, who make use of swords (preferably wooden or padded) in their activities.

- **Prerequisites:** Blades at +3 or higher
- **Bonuses:** +1 to Strength
- **Basic Maneuvers:** Fleche, Riposte
- **Cost Modifiers:** Reduce the cost of all appropriate Weapon maneuvers by 1 point. May not select and punch maneuvers (except for Disarm and Head Butt).
- **Quote:** “The blade is a means to victory. You must choose the right one, and know it as yourself.”

Tae Kwon Do

Tae Kwon Do, “the way of kicking and punching,” is a Korean style that dates back to the seventh century AD, which was constantly refined until it was forced underground by the Japanese invasion of Korea in the early 1900s. Since W.W.II it has spread across the world.

Like most of the Korean fighting arts Tae Kwon Do favors kicks over punches. Depending on the teacher, it can be a simple sport or a deadly combat art. A place where Tae Kwon Do is taught is known as a *dojang*, and the uniform of a Tae Kwon Do stylist, similar to a karate *gi*, is called a *dobok*.

- **Availability:** Tae Kwon Do schools can be found all over the world.
- **Prerequisites:** None
- **Bonuses:** +1 to Stamina, +1 to Agility
- **Basic Maneuvers:** Drop Kick, Foot Sweep, Knife Hand
- **Cost Modifiers:** Reduce the cost of all kick maneuvers by 1 point. May not select Weapons maneuvers.
- **Quote:** “Punches may seem more direct, but kicks are more powerful, and, with the proper training, faster.”

Tai Chi Chuan

Derived from Taoist philosophies, Tai Chi Chuan (“Supreme Ultimate Fist”) is one of the greatest pacifist martial arts. It is very common all over the world in its basic form as a means of exercise, but further training, over the course of many years, allows it to be used as a form of self-defense which exemplifies the Taoist ideal of “effortless motion;” a Tai Chi master in combat seems to act almost in slow motion, yet anticipates every attack of the opponent and responds gently, thus defeating the opponent with ease. He acts in harmony with the Tao and understands the use of opposites, countering a hard attack with a soft defense and vice versa.

- **Availability:** Tai Chi is taught all over the world as an exercise form, but to learn it to the point that it is useful in combat requires finding a highly skilled teacher.

- Prerequisites: None
- Bonuses: +5 to base Chi, +1 to Will
- Basic Maneuvers: Backhand, Chi Push
- Cost Modifiers: May not select any Kick maneuvers (except for Crescent Kick, Foot Sweep, Iron Broom, Slide Kick), or Punch Maneuvers (except for Backhand and Monkey Grab Punch), or any Weapons maneuvers. Reduce the cost of all Focus maneuvers by 2 points and all Evasion maneuvers by 1 point.
- Quote: "To be come strong, one must first become weak. To become tall, one must become short. To become rigid, one must bend. That is the way of the Tao."

Wrestling (Discipline Style)

Wrestling is perhaps one of the oldest fighting styles known, easily going back more than 15,000 years. It was and still is practiced all over the world, known to countless different cultures. Wrestlers rely on speed, coordination, strength, and leverage to grapple with opponents. Basic wrestling is commonly taught as a sport in amateur clubs, high schools, and the local YMCA.

Other styles of wrestling, especially the more formalized ones such as Japanese Sumo and Russian SAMBO are a bit harder to come by, and require far more of the student.

- Availability: Common wrestling styles can be learned nearly anywhere by nearly anyone. More intensive ones, like Sumo and SAMBO require that one go to the style's native country and find an instructor.
- Prerequisites: None
- Bonuses: +1 to Strength
- Basic Maneuvers: Bear Hug, Roll With Impact
- Cost Modifiers: Reduce the cost of all Grappling maneuvers by 1 point. May not select any Kick or Weapons maneuvers.
- Quote: "Yeah, 'yer mom! I was captain of the wrestling team in high school! Let's see what you've got!"

Wu Shu

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

Today, it is a highly structured style of kung fu, which emphasizes continual motion and highly acrobatic

movements, and attacks are by far emphasized over defensive maneuvers. Students will spend time mastering bare-handed and melee weapon fighting techniques, and will also receive some amount of political indoctrination.

- Availability: Wu Shu can be found nearly anywhere in China, but is very rare elsewhere.
- Prerequisites: Agility 6
- Bonuses: +1 to Agility, +1 to Base Aps
- Basic Maneuvers: Axe Kick, Crescent Kick, Knife Hand
- Cost Modifiers: Reduce the cost of all Athletics, Evasion, and Kick maneuvers by 1 point, to a minimum of 1. Increase the cost of Focus and Punch maneuvers by 1 point.
- Quote: "I do not seek merely to fight; I seek to find perfection in fighting technique."

5.1.1) Combat Maneuvers

By the term “maneuver” be understood every single thing a character can do during actual combat. From punching and kicking to turning tail to the use of “special attacks”.

Maneuvers are divided in three groups: Basic, standard, and special maneuvers.

- Basic maneuvers are the “standard set” of combat moves available to any character (think of it as the “4 buttons” in a fighting game).
- Standard maneuvers are maneuvers that can be incorporated into a character’s repertoire by “purchasing them” with character points.
- Finally, special maneuvers are standard maneuvers customized by the character by the addition of maneuver modifiers. Modifiers have the potential of changing every maneuver in completely unique ways like extending its range, augmenting damage, adding special effects, etc. Just as with the standard maneuvers, modifications have a price in character points.

As was aforementioned, Thrash takes an unusual approach to the selection and creation of special abilities; as the player, you need to try to think about what you want, and then let the rules describe it. Thus, it’s not so much a matter of “choosing” special moves as “designing” them. It will *occasionally* prove necessary to create a new maneuver or modifier, but with the existing maneuvers and modifiers, as well as combo maneuvers, super attack combos, mega-attacks, and super normals, the possibilities are nearly limitless.

Purchasing Maneuvers

All maneuvers will cost your character CPs. The base cost of a maneuver is listed in its description. Styles, Weird Powers, and the like can reduce the cost of various maneuvers. However, styles, powers, and such *cannot reduce the cost of any maneuver by more than half* (round up the final cost if need be).

Maneuver Modifiers (see below) can also applied to maneuvers, though these are applied *after* cost modifiers as noted above, and cannot push the cost of a maneuver below 1 point.

Why can’t I use maneuver that I haven’t purchased?

When a character hasn’t purchased a maneuver, it means that he hasn’t payed enough time to master it and use it properly in combat. When you’re in actual combat, you’re more likely to use (even on an instinctive level) those resources already mastered and incorporated into your fighting technique.

Even if some moves would come natural to some fighting styles, if the character hasn’t payed enough time mastering such moves (and CPs), then he can’t use them. Myself for example practiced Muay Thai for some time in the past, and somehow I always sucked at kicks, resorting to punches, knee/elbow, and grappling instead (no comments please).

Using Maneuvers

Appearances: Especially with flashy chi-based maneuvers, you can make a move look however you want. A chi blast can be a standard fireball, a sphere of crackling energy, or something stranger; a playing card, a flaming kanji, or whatever. Some characters, like Kibagami Genjuro, will have all their special moves with special effects along a common theme (for him that’s the Hanafuda cards).

Power Words: Characters will frequently, though not always, shout out the name of their special moves as they used them. This comes from anime and manga, where characters did that basically just so that the audience would know the nifty name that the creators had come up with. Since it started, it has become cliched beyond belief. As such, you may wish to include these Power Worlds in Thrash games. Normally, they don’t really do anything in the game (other than sounding cool), but characters with the Ki-Ai maneuver can use the Power Words as a Ki-Ai, thus receiving the usual bonuses.

Outside Combat: Not all maneuvers in Thrash are designed to hurt people. *Most* are, mind you, but some aren’t, especially in the Focus category. Maneuvers such as Healing, Ghost Form, and so on can be very useful at times.

Modifiers

Modifiers are special additions to various maneuvers to make them more or less effective in various areas. Certain maneuvers will include additional maneuver modifiers unique to them. Certain modifiers also have Prerequisites; as with maneuvers, these *must* be met before the modifier can be selected.

Modifiers must normally always be used. However, certain characters may wish to have more than one variant of a single maneuver (this is especially true of Chi blast). If this is the case, you must purchase the maneuver once at full cost, and each additional variant of the maneuver costs only 2 CP (1 if the base cost of it is 1, or zero for Basic maneuvers), plus/minus the cost of the various modifiers.

Aerial Usage (+1): This modifier allows the maneuver to be used in the air. It only applies to those maneuvers for which it would be logical for this to be the case, but normally isn’t possible; most punching and kicking maneuvers can be used in the air anyway, though Chi Blast, Whirlwind, and other maneuvers with a Move of

None normally cannot. With this modifier, they can be used during a jump or other times when the character is airborne.

Air Charge (+2): Regardless of whether it would be logical to do so, the character can perform the maneuver in mid air; this differs from Aerial usage in that for all intents and purposes, the character creates a tiny patch of ground out of chi to push off of. Thus, it can be applied to a Rising Uppercut, Body Missile, Flying Reverse Turning Kick, Blade Runner, Slice Upper, etc. All such maneuvers will see their Chi cost increased by 4 points. Prerequisites: Focus 6

Chi Charge (+6): Using Chi energy, you propel yourself forward at incredible speed while performing the maneuver. This requires that 4 Chi points be spent when performing it, but provides the following bonuses: +4 to Accuracy, reduce AP cost by -3, and add +2 to damage. Prerequisites: Focus 7

Dashing Move (+5): While performing the maneuver, you run at your opponent. This reduces the AP cost by -3 and increases the Move to 6 (or adds +3; whichever is higher). Prerequisites: Agility 5

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

Extended Duration (+2): This modifier allows a given maneuver to be carried out for an extended period of time; this is normally applied to Focus maneuvers. In this case, the AP cost is increased by +2, and that amount must be spent each turn it is maintained. Damage (if any) is reduced by 20%, and applied each turn of use. If the maneuver has a Chi cost, this must also be paid each turn it is maintained.

Extended Range (+1): For projectile attacks only, this effectively doubles the range of the attack.

Extra Force (+3): You deliver the attack with such force that it inflicts +2 damage and counts as a Knockdown. This requires the expenditure of one Chi point.

Flash Strike (+6): This modifier allows the maneuver to be executed with blinding speed, such that the motions of performing it become a blur. The AP cost of the maneuver is HALVED (round up), and the Accuracy is increased by +1. Prerequisites: Agility 10, Focus 8

Grabbing Maneuver (+1): When using the maneuver, the character grabs onto the opponent first. This means that the character must attempt to slip out of the way rather than parrying, in the manner of a Grappling maneuver (see Thrash). The AP cost of the maneuver is increased by +3, however.

Increased Chi Cost (-1 per level): For every level of Increased Chi Cost, the Chi Cost of the maneuver is increased by 2 points.

Increased Speed (+3): You can deliver the maneuver with exceptional speed, reducing the AP cost by -3, to a minimum of 1.

Lunging Strike (+3): The maneuver is performed while lunging forward, making it highly overextended. This increases the Move of the maneuver by +1 (or to 2 if it is None), and ups the damage by +2 as well, but the AP cost is also increased by +3.

Multiple Strike (+5/+6): This modifier makes the maneuver considerably more powerful in that the character can repeatedly lash out with it several times in a turn. Each strike does 1d4 damage, and uses APs equal to one third (rounded up) the AP cost of the original maneuver. For +5 points the Move is None; for +6 points it is 1 per three strikes made. Prerequisites: Agility 7

Power Boosting (+2): This modifier enables the character to increase the overall power of the maneuver by expending additional energy. For every additional Chi point spent, the damage is increased by +1 and the range (if it is a projectile type attack) is increased by 30% over the original. However, for every 2 Chi spent in this way, the AP cost is increased by +1.

Power Strike (+2): The maneuver can be performed with the fist/foot/weapon/whatever surrounded by an aura of energy/fire/electricity/etc., increasing its damage by +3 at a cost of 2 Chi and +1 AP. This can be used with nearly any physical attacking maneuver, though in the case of Grappling maneuver, the energy is force into the opponent, causing them to be zapped on impact.

Preparation Time (-1/-2/-3): The maneuver requires additional time to prepare, spent concentrating, before it can be used. For -1 points this is 10 APs, for -2 it is 26, and for -3 it is two turns spent more or less totally motionless.

Prepared Strike (+1/+2/+3): One to three points can be spent on this modifier, which allows the character to increase the accuracy and power of the maneuver by concentrating and preparing. Mystical martial artists do this by meditative techniques and whatnot, while more down-to-earth types are simply moving around, lining up for a

good shot. For +1, the character can prepare for 1 turn, for +2 they can go up to half their Focus in turns, and for +3 they can go up to their full Focus in turns. Each turn of concentration takes 16 APs out of their total, but when they do attack, the Damage and Accuracy will be increased by +2 for each turn spent concentrating, though the attacker must spend 2 Chi for each turn after the second to gain the benefits. This can be used with virtually any type of attack, including projectiles.

Reduced Chi Cost (+2/level): For every level of Reduced Chi Cost purchased, the Chi cost of the maneuver is reduced by 1 point, to a minimum of 1.

Reduced Force (-2): The character is somewhat limited in how hard they can deliver this maneuver; reduce the damage by -3.

Reduced Speed (-2): The character is a little slow on the draw with this maneuver. As such, increase the AP cost by 3.

Rising Strike (+3): There are a handful of maneuvers that functions like this already – the character essentially performs the maneuver while leaping upwards. The maneuver becomes and Aerial one which can be used to Counter other Aerial Maneuvers, and further adds +3 to damage.

Stunning Strike (+1): For whatever reason (striking a pressure point, or a special energy discharge, or whatever), the maneuver causes others to be disabled rather than physically harmed. The damage is increased by +3, but it becomes stun damage.

Combo Maneuvers

In fighting games a combo is simply a series of hits done in rapid succession. For the purposes of Thrash, this definition, however vague, still holds, but combos are used a little differently. For game purposes there are two types of combos; Combo Maneuvers and Spontaneous Combos.

A **Combo Maneuver** is basically a combo that the character has practiced and can perform consistently; the sort that in a fighting game you do just by making a single controller motion and button press as though it were a fireball or whatever. A combo maneuver costs a number of CPs equal to the number of maneuvers it is to include, minus one (i.e., a 2-hit cost one, a 3-hit costs two, etc.). A Combo Maneuver is considered to be one maneuver for the purpose of declaring actions, APs (find normal total and multiply by 0.8, rounding up) and further, all strikes in the combo count as one for the purpose of determining dizzies. The combined APs of the attacks included in a combo cannot exceed the character's base APs. Although each individual strike in a combo requires a separate roll, if the first hit of a Combo Maneuver hits, attempts to defend against the others are made with a -5 die roll penalty. If the character dodges a blow, however, they may move out of range, and thus avoid the rest of the combo. If a combo maneuver uses more APs than the character has, it will carry over into the next turn. You may use Modifiers for Combo Maneuvers as normal.

Also, the most important rule about combos is: the character must use a COHERENT combination of attacks (a combo of 9 jabs is just lame).

Team Attacks

Joined Attacks

A *joined attack* is one in which the various participants all contribute power to one mammoth attack, in a manner reminiscent of the Double and Triple Techs of Crono Trigger. Joined attacks normally cost one CP from each of the characters who participates.

This is most often used with chi blasts and other ranged attacks, by having all of the participants fire a projectile that combines into one big one (like Ken and Ryu did in the Street Fighter anime movie). For such projectiles, the damage and range are equal to the sums of the component blasts. Such attacks are considered to take place during the turn of the character with the lowest AP total. Needless to say, such a joined attack requires that the character possess such a ranged attack in the first place.

Other types of joined attacks are trickier to create in game terms, and are generally left up to the GM. They will usually require that a full maneuver description be created, and for especially difficult maneuvers the cost may be 2 CP from each character, or occasionally even more.

Team Combos

A *Team Combo* is a special type of combo used by a group of people. Each of them contributes a single strike to the combo (and must spend one CP for its purchase). Needless to say, audiences love these. Team combos are divided into two types; *Instant* and *Extended*.

In an **Instant Team Combo** all of the team members attack at the same time (thus effectively using the initiative total of the slowest among them). For this, the maneuvers used need to be such that they can be used at the same time (no throws, etc.) The opponent can only block up to two of these attacks (and then with a -5 penalty to the roll). The damage of all the attacks is also considered cumulative for the purposes of determining Dizzying.

An **Extended Team Combo** works just the same as a normal combo (including the defensive penalties and AP cost reduction), except that each blow is carried out by a different team member.

Maneuver Descriptions

According to the setting and power level of the campaign, the GM is free to disallow the acquisition of some of these maneuvers at his discretion. In addition to the basic description and rules, all maneuvers include the following information:

Classification: Certain maneuvers will have an additional label written in parenthesis next to its name; these are used primarily to determine where cost modifiers apply for certain styles. Among these classifications are *Acrobatics* (maneuvers which involve great agility and speed), *Disabling* (maneuvers intended to incapacitate but not kill the opponent), *Killing* (maneuvers intended to incapacitate and kill the opponent), *Energy* (chi blasts and the like – ones that create an energy outburst), *Mental* (maneuvers that primarily involve the mind)

Prerequisites: These are requirements which must be met in order to learn that maneuver. If there are any prerequisites (which isn't always the case), the character must meet all of them; these usually consist of other maneuvers that must be known, and/or attributes (typically Focus or Agility) that must be at or above a certain level.

Character Points: This is the cost of the maneuver in Character points.

Accuracy: This is a bonus or penalty to the roll for using the maneuver.

Action Points: This is the total number of APs needed for using the maneuver. If you wish to use a maneuver whose AP cost is greater than your available APs, you may, but the difference is subtracted from your available APs for the next turn.

Chi Cost: Certain maneuvers (mostly Focus ones, but nowhere near all) require that a certain number of Chi points be expended for them to be used.

Damage: This is the bonus to damage (assuming the maneuver does damage) which is added to the appropriate damage base, normally Strength or Focus (Agility for Gunfighters). Also, maneuvers receive an additional bonus of +1 to damage for every 2 levels that the character has in his combat style.

Move: This is the maximum number of hexes the character can move while using this maneuver. You cannot move more hexes in a turn than your character's Agility.

Maneuver Advantages

Maneuver Advantages are various special abilities given to certain maneuvers. If they are possessed by a given maneuver (or granted by a modifier, etc.), then the effects listed in the appropriate descriptions below apply.

Aerial Maneuver: An Aerial Maneuver is one that involves jumping or otherwise being airborne, and thus cannot be affected by Crouching Maneuvers and cannot be used against those who are using Crouching Maneuvers.

Counter: A Counter is a maneuver which, under the right circumstances, can interrupt other maneuvers in progress, thus causing them to be forfeit *if* the character's attack roll exceeds that of the opponent.

Crouching Maneuver: These are maneuvers which are performed very close to the ground, and thus cannot normally be interrupted by Aerial Maneuvers, and cannot be used against characters who are performing Aerial Maneuvers.

Knockdown: When a maneuver causes a Knockdown, the opponent is thrown off his or her feet. As a result, they spend the remainder of the turn getting up (only defensive maneuvers can be used). For the next turn the character's APs are halved, and they are -4 to initiative.

Stun Damage: Certain maneuvers are notes as inflicting *Stun Damage*. Stun damage is kept track of in a separate total from normal damage, but if the sum of the normal damage taken and the stun damage taken is greater than the character's total Health, they are knocked out.

Sustained Hold: A Sustained Hold is a grappling maneuver which allows the attacker to grab the opponent and keep holding them, inflicting damage each turn.

Basic Maneuvers

The following maneuvers are assumed to be automatically known to all characters with martial arts training, unless stated otherwise.

Light Punch

Prerequisites: None
Character Points: Free
Accuracy: +2
Action Points: 2
Chi Cost: None
Damage: 1d4
Move: 1

Heavy Punch

Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: None

Light Kick

Prerequisites: None
Character Points: Free
Accuracy: +1
Action Points: 3
Chi Cost: None

Damage: 1d4+1
Move: 1

Heavy Kick

Prerequisites: None
Character Points: Free
Accuracy: -3
Action Points: 9
Chi Cost: None
Damage: 1d6+2
Move: None

Grab

This is simply grabbing onto the opponent, usually to set up for another maneuver. Grab is most useful for combos.

Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: 2

Dash

This is simply all-out running.

Prerequisites: None
Character Points: Free
Accuracy: N/A
Action Points: 4
Chi Cost: None
Damage: None
Move: 6

Movement

This is just normal movement, a hex at a time, which can be combined with other maneuvers (i.e., you can increase the Move and any maneuver by +1 at a cost of 1 AP).

Prerequisites: None
Character Points: Free
Accuracy: N/A
Action Points: 1
Chi Cost: None
Damage: None
Move: 1

Dodge

A dodge is the simplest form of evasion; the character simply slips out of the way of the attack before it hits. A successfully executed dodge means that the attack misses the character entirely.

Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 5
Chi Cost: None
Damage: None
Move: 3

Parry

A parry is simply blocking the attack with one's arm or something similar. A parry takes up less time and effort to perform than a dodge (and thus takes fewer APs). When a character parries an attack, reduce the damage by the amount of the parry roll, though a character will always take at least 1 point of damage from a parried attack.

Attempting to parry a melee weapon is problematic, mainly because the damage is more directed and difficult avoid than a normal one. Consequently, parry rolls are halved with regard to reduction of damage from melee weapons.

Prerequisites: None
Character Points: Free
Accuracy: +1
Action Points: 2
Chi Cost: None
Damage: None
Move: 2

Basic Weapon Maneuvers

The following maneuvers are automatically available to characters who are using melee weapons.

Light Strike

Prerequisites: None
Character Points: Free
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: -3
Move: 1

Medium Strike

Prerequisites: None
Character Points: Free
Accuracy: +1
Action Points: 9
Chi Cost: None
Damage: +0
Move: None

Heavy Strike

Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 11
Chi Cost: None
Damage: +2
Move: None

Block

Block is essentially the same as a Parry, save in that because it is done with a weapon (or shield) that object takes what little impact there might be, and thus a successful Block will negate the damage.

Prerequisites: None
Character Points: Free
Accuracy: +2

Action Points: 3
Chi Cost: None
Damage: None
Move: 2

Athletics

Air Jump (Force)

Through chi power, the character is able to propel themselves upwards while airborne, executing a jump in mid-air. This functions exactly the same as a normal jump, except for where it is used. This is an Aerial Maneuver.

Prerequisites: Jump, Focus 5
Character Points: 4
Accuracy: +1
Action Points: 4
Chi Cost: 5
Damage: None
Move: As per Jump

Backflip (Acrobatics)

The character is able to flip completely over, landing on their feet. This can be used in place of a Dodge (though failure means the character cannot Roll With Impact, etc.), or offensively, combined with an Axe Kick, basic Punch or Kick, or Backhand, adding +2 to Accuracy and Damage.

Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 4
Chi Cost: None
Damage: None/Special
Move: 2 (backwards)

Body Missile (Acrobatics)

This maneuver allows the character to hurl themselves at an opponent, head or feet first, or occasionally spinning through the air.

Diving Body Missile (+1): In this variant, the character comes diving down at the opponent. This increases the Accuracy by +1 and reduces the AP cost by 2.

Prerequisites: Jump, Agility 6
Character Points: 5
Accuracy: -2
Action Points: 11
Chi Cost: None
Damage: 1d10
Move: 8

Breakfall

Many styles, including Aikido and Jujutsu, emphasize throwing. Most of these teach students how to fall without injury before learning how to throw others. To do this, the character lands as a roll onto the shoulders, with the head tucked in to avoid damage.

Against attacks which cause via a Knockdown (such as throws), the character may add their Agility to soak rolls.

Prerequisites: None

Character Points: 2
Accuracy: N/A
Action Points: None
Chi Cost: None
Damage: None
Move: 2

Drunken Monkey Roll (Acrobatics)

This maneuver, originally from Monkey Style Kung Fu, is a series of evasive tumbles, said to have been created when a man unjustly imprisoned watched a group of monkeys who, while drunk on wine, evaded the attempts of the guards to catch them.

The Drunken Monkey Roll is a Crouching Maneuver that can be used in much the same manner as a Dodge (see Basic Maneuvers, above), though it can also be used to move into combat range (in which case it adds +4 to the character's initiative total), or to charge forward while going *under* normal projectile attacks.

Prerequisites: Somersault

Character Points: 2

Accuracy: +3

Action Points: 5

Chi Cost: None

Damage: None

Move: 6

Jump (Acrobatics)

A character with the jump maneuver can jump a number of hexes equal to his agility attribute divided by two and a maximum height of his own height times 1.5. Any physical attack that is used while jumping inflicts an additional +2 damage, due to the increased force, and jump can be used to avoid projectile attacks by going over them (works as a Dodge). Oddly enough, this is an Aerial Maneuver.

Prerequisites: None

Character Points: 1

Accuracy: +3

Action Points: 3

Chi Cost: None

Damage: None

Move: Special

Kippup

This useful and rather basic maneuver allows the character to almost instantly get to their feet from a prone position. It is done by raising the legs and kicking out while arching the back upwards, resulting in the fighter becoming upright in a fraction of a second. A Kippup can be used to immediately recover from a Knockdown.

Prerequisites: Agility 5

Character Points: 2

Accuracy: +2

Action Points: 3

Chi Cost: None

Damage: None

Move: 1

Roll With Impact

This maneuver is used after a blow has successfully landed; the character rolls back in an attempt to minimize the degree to which the force of the blow affects them. The character moves back at least one hex after being hit, and takes half normal damage from the blow.

Prerequisites: None

Character Points: 2

Accuracy: +0

Action Points: 3

Chi Cost: None

Damage: None

Move: 4

Shoulder Smash

This Simple and effective maneuver is commonly used by wrestlers, brawlers, and the like. The attacker jumps at his opponent as hard as possible, slamming into them with his shoulder, much like a football player making a tackle.

The opponent must be standing in the same hex or an adjacent hex. The fighter moves into the opponent's hex, rolls damage for Shoulder Smash, and then finishes his movement.

Prerequisites: Tackle

Character Points: 1

Accuracy: -1

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: 6

Somersault

This is an escape maneuver used to quickly move out of combat range. It is used in a manner similar to a dodge, only faster. When it is used, the character moves backwards one or two hexes. If a Somersault is used unsuccessfully, the character may not attempt to Roll With Impact.

Prerequisites: None

Character Points: 2

Accuracy: +2

Action Points: 3

Chi Cost: None

Damage: None

Move: Special

Super Jump (Acrobatics)

As per the Jump maneuver, but the character can jump as far in hexes as his AP rating, and there's no height limitation. Also, the possession of the Super Jump maneuver improves the Move of all the maneuvers that depend on Jump.

Prerequisites: Jump, Agility 6

Character Points: 3

Accuracy: +4

Action Points: 5

Chi Cost: None

Damage: Special

Move: Special

Tackle

The attacker dives at his opponent and grabs onto them, throwing them to the ground. If successful, the opponent suffers a knockdown. Both the attacker and the defender end up on the ground in the same hex.

Prerequisites: None

Character Points: 1

Accuracy: -3

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: 4

Wall Spring (Acrobatics)

Known to fighting game aficionados as the "Triangle jump," this maneuver allows the character to jump at a wall, and spring off of it, propelling themselves further along, going up to their full Move in hexes. Characters may continue this wall springing a number of times equal to their Stamina divided by two (round down), moving up each time.

Prerequisites: Jump, Agility 6, Strength 6

Character Points: 3

Accuracy: +2

Action Points: 5

Chi Cost: None

Damage: None

Move: As per Jump

Block

Air Block

When a character is airborne, blocking is not normally possible, basically because their own momentum makes such attempts useless. The Air Block maneuver enables a character to carry out a normal parry while airborne. This cannot be used against direct physical attacks carried out from below, and any attack that was being carried out by the airborne character is effectively interrupted and thus is not carried out.

Prerequisites: Agility 5, Stamina 5

Character Points: 3

Accuracy: +2

Action Points: 3

Chi Cost: None

Damage: None

Move: N/A

Circular Parry

This is a special parry maneuver which allows the character to block ALL incoming attacks that turn. When it is used, the character may parry an effectively unlimited number of incoming attacks with no further AP cost.

Prerequisites: None

Character Points: 4

Accuracy: +2

Action Points: 5

Chi Cost: None

Damage: None

Move: 3

Power Block

This is a rather forceful parry which damages the opponent (assuming they aren't attacking with a melee weapon).

Prerequisites: None

Character Points: 3

Accuracy: +0

Action Points: 3

Chi Cost: None

Damage: +0

Move: 1

Projectile Deflection

This maneuver enables the character to actually catch incoming projectiles (i.e., knives, shuriken, etc.; NOT energy attacks). This maneuver is used defensively, and thus requires a contested roll against the attacker's roll to hit. If the defender is successful, they will actually catch the incoming projectile in their hands and thus be able to do as they wish with it afterwards.

Prerequisites: Agility 5

Character Points: 4

Accuracy: +3

Action Points: 4

Chi Cost: None

Damage: None

Move: 1

Projectile Reflection

This is an advanced version of Projectile Deflection, which allows the character to catch a thrown weapon and instantly throw it back at the attacker in one smooth motion (make a separate attack roll, but the AP cost is included in that of the Projectile Reflection maneuver).

Prerequisites: Projectile Deflection

Character Points: 2

Accuracy: +3 (to catch)/+1 (to throw)

Action Points: 6

Chi Cost: None

Damage: None (to catch)/Standard (to throw)

Move: 1

Weapon Block

This maneuver allows the character to block melee weapons without being hurt by them. Otherwise it works exactly the same as a normal block.

Prerequisites: Stamina 6, Body Hardening 2

Character Points: 2

Accuracy: +1

Action Points: 2

Chi Cost: None

Damage: None

Move: 2

Evasion

Displacement

This maneuver consists of a quick sidestep that may be followed by a punch if the character is still in range. The sidestep part works basically the same as a normal dodge, only a little faster, and a punch (which cannot use more than 6 APs) may be immediately used afterwards, which will be at +3 Accuracy.

Prerequisites: Agility 5

Character Points: 3

Accuracy: +2

Action Points: 4

Chi Cost: None

Damage: None

Move: 3

Leap Dodge (Acrobatics)

This potentially powerful maneuver allows the character to jump with incredible speed in order to avoid any attack with lightning speed. This is used in much the same manner as a Dodge, but is considerably faster, and the character can choose where to land (within their total Move).

Prerequisites: Jump

Character Points: 4

Accuracy: +4

Action Points: 2

Chi Cost: None

Damage: None

Move: As per Jump

Multiple Dodge

This maneuver enables the character to dodge several attacks simultaneously. At the beginning of the turn the player must declare that he is attempting a Multiple Dodge. Wait until all opponents have attempted attacks against them before making the roll; if it is successful, the character will avoid ALL of the incoming attacks.

Prerequisites: Agility 5

Character Points: 4

Accuracy: +2

Action Points: 8

Chi Cost: None

Damage: None

Move: 3

Focus

NOTE ON FOCUS MANEUVERS

Focus maneuvers are a special category of maneuvers, for they are special powers earned through a lifetime of discipline in the martial arts. The GM is free to forbid Focus maneuvers to characters which are not dedicated martial artists in concept

Absorbing Barrier (Energy)

This is the ability to create an energy barrier which will absorb the chi from incoming energy attacks.

The Absorbing Barrier lasts for one turn; if used to block an energy attack (chi blast, whirlwind, etc.), the total damage inflicted by that attack is instead added to the character's current Rage. If the Absorbing Barrier is used offensively it functions in the same manner as a Reflecting Barrier (see below)

Prerequisites: Focus 6

Character Points: 4

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: Special

Move: 1

Chi Blast (Energy)

The chi blast maneuver allows the character to hurl a sphere of pure chi energy at the opponent. This has a range equal to the character's Focus + Will in hexes.

One of the more spectacular methods of dealing with an incoming chi blast is to use one's own to counter it. Doing so requires that the character at least match the opponent's roll to hit. If the two blasts do strike one another, figure out their damage as usual; if one does twice as much as or more than the other, it will obliterate it and continue to strike the opponent, but does half damage. Otherwise the two blasts annihilate one another. The following are special modifiers specific to Chi Blast.

Armor Piercing (+2): The chi blast passes through armor of all sorts; the normal protection bonuses of armor are halved.

Chi Bomb (+0): For this unusual chi blast, the character forms a sphere of energy and lobbs it at the opponent. Because it has both advantages and disadvantages, its overall cost comes out as +0, leaving it at the same cost as a normal chi blast. First of all, the range of a Chi Bomb is equal to *half* the character's Strength in hexes (rounded up). However, it is also automatically considered an Exploding Blast (the +1 version; for it to be as per a +2 requires one additional CP). The Chi Bomb is normally thrown overhead, such that it can be used to go over things.

Chi Burst (+1): Rather than a ranged attack, the chi blast simply creates a large energy formation between the character's hands, which is pushed into the opponent to inflict damage. The character must move into the same hex as the opponent to use it, but the damage is increased by +3, and the Move is 1.

Cone Blast (+3): Rather than a single sphere or beam, the chi blast goes outward in a cone, widening (but doing less damage) as it gets further away. In the first hex it does full damage. When it reaches the next hex it fans out to cover the two in front of that, but the damage is reduced by -1. For each additional hex (up to its normal range), it travels forward, it affects one more laterally, and the damage is reduced by -1.

Continuing Damage (+2): The blast continues to do damage after it initially hits. In the case of a normal chi blast, it strikes and sort of sticks to the target, whereas a continuous or cone blast will have to be re-aimed each turn it is maintained, but attempting to do so is at +4 to

Accuracy. For each turn the blast affects the target, it inflicts half normal damage, but you must pay half the normal Chi cost, plus one.

Continuous Blast (+1): Rather than a sphere, the blast forms a coherent beam for its duration. This increases Damage, Accuracy, and Chi Cost by 1 point each.

Double Blast (+1): The character is capable of throwing two blasts at once, one from each hand. You must pay chi for each blast individually, and make a separate attack roll for each, but they are performed simultaneously, and doing both only takes up APs as per a single one.

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

Exploding Blast (+1 or +2): When the blast strikes, the energy affects its target, but also explodes outward. This increases the base damage by +2 points, and anyone in the same hex as the one it lands in (or in any hex adjacent to that if +2 CP are spent) takes half damage as well.

Extended Range (+1): Double the range of the attack. This can be purchased as many times as desired, but after the second time it is purchased, it increases the range multiplier by one (i.e., after doubling comes x3, then x4, x5, and so on).

Eye/Foot/Mouth Blast (+1): The character can fire the Chi blast out of their eyes, feet, or mouth (choose one). This allows it to be used hands free, and reduces the AP cost by -1.

Flaming Blast (+1): Normal chi blasts are just pure chi energy; this one is an actual ball of fire. The damage is raised by +2 points, and whenever it is used there is a risk of a fire.

Forceful Blast (+1): Anyone struck by the chi blast suffers a Knockdown. Damage is increased by +1.

Ground Wave (+1): Rather than going through the air, the chi blast zooms along the ground. While this may limit who can be hit by the blast, it also means that anyone hit by it must make a roll on 1d10 + Strength + Stamina to avoid being thrown back one hex.

Guided Blast (+2): This rather unusual and spectacular modifier enables the character to sort of "remote control" the chi blast, mentally guiding it to strike the target. Thus, the character may have the blast maneuver around corners and such. Further, if it misses the opponent, the character may spend 1 Chi to maintain the existence of the blast for another turn and make another roll to try to hit, though each attempt to re-aim costs 2 APs.

Homing (+3): The blast will automatically aim itself at the target, effectively increasing its Accuracy by +4.

Ice Blast (+1): The chi blasts consists of freezing energy. This increases the damage by two points, and if it inflicts enough damage to cause a Dizzy, the character is Dizzied for two turns instead of one.

Ice Crystal Blast (+2): The chi blasts produces an ice crystal, which shatters (painfully) on impact. This increases the damage by +3, and the Chi cost by 2 points.

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

Moving Blast (+1): The character can move while delivering the chi blast (Move 2).

Multiple Blasts (+2): The character can divide a large blast into several smaller ones (up to six), each of which can be directed at a different opponent, all at one opponent, or anything in-between. Each individual projectile takes an equal portion of the damage (i.e., if six are fired, each does 1/6th, if 4, each does 1/4th, etc.) plus 2 points of damage each.

Reduced Range (-1): The range of the blast is halved.

Short Blast (-2): The blast can only be used on those in the same hex or an adjacent hex.

Prerequisites: Focus 6

Character Points: 6

Accuracy: +0

Action Points: 10

Chi Cost: 5

Damage: 1d10

Move: None

Chi Gong (Aura)

Chi Gong is a mystical form of body hardening, which toughens the skin to the point that it can neither be cut by blades nor pierced by arrows. Well, in broad terms, it protects against virtually all physical and energy attacks, adding a bonus equal to the character's Focus + Will to all soak rolls when it is in use (costs 1 Chi per turn).

Prerequisites: Focus 7

Character Points: 5

Accuracy: N/A

Action Points: 1

Chi Cost: 1 per turn

Damage: None

Move: N/A

Chi Push (Force)

One of the more advanced chi powers, commonly taught only to advanced students of Tai Chi Chuan. Using this maneuver, the character forces Chi into the target not to heal, but to topple or destroy. This maneuver is normally done with physical contact, but can be performed from a distance, by spending one additional Chi point per hex the target is away. Opponents struck by the Chi Push will be knocked back 2 hexes (may be increased at a cost of 1 Chi per additional hex) and suffer a Knockdown. The damage noted below may also be increased at a cost of 1 Chi per +1 damage.

Prerequisites: Focus 8

Character Points: 5

Accuracy: -2

Action Points: 9

Chi Cost: 5

Damage: 1d6

Move: None

Chi Shock (Energy)

In this maneuver the character must be touching/holding the opponent – then they can send a charge of chi into them, causing them to seemingly "explode" with energy.

Electric Shock (+1): Rather than chi energy, the Chi Shock consists of electrical current. Increase the damage by +2.

Extended Use (+1): This allows the Chi Shock to be maintained a bit longer, instead inflicting +1 damage per turn, at a cost of 4 Chi and 6 APs per turn.

Flame Shock (+1): Rather than chi energy, the Chi Shock consists of fire. Increase damage by +1 and reduce the AP cost by 2. This cannot be combined with Extended Use.

Shock Self (+2): The character instead surrounds their body with the shocking power, thereby inflicting damage based on their Focus (no bonus) to anyone who comes in direct physical contact with them.

Prerequisites: Focus 5

Character Points: 5

Accuracy: N/A

Action Points: 5

Chi Cost: 6

Damage: 1d6+1

Move: None

Column Blast (Energy)

This maneuver allows the character to produce a vertical blast of energy, which shoots upwards, striking anyone above the character or in the same hex. No roll is needed to determine if this maneuver hits or not; it will strike automatically if the opponent is in range.

Energy Collection (+2): This modifier enables the character to collect the energy of the Column Blast into a ball of energy, which can be then formed into a Chi Blast. If the Column Blast is a Mega-Attack, the Chi Blast can be such too.

Extended Time Column (+3): The blast can be maintained for three turns. Anyone struck by it will be thrown back unless they make a roll on 1d10 + Agility + Stamina, but if they do, they will take damage again next turn. Characters above the attacker get thrown one hex in a random direction and suffer a Knockdown.

Prerequisites: Chi Blast, Focus 7

Character Points: 5

Accuracy: N/A

Action Points: 7

Chi Cost: 12

Damage: 1d10

Move: None

Danger Sense (Mental)

Also known as Zanshin, this power grants the character a natural sense of when others are approaching them with hostile intent. The character cannot be taken by surprise while conscious.

Prerequisites: Focus 6

Character Points: 4

Accuracy: N/A

Action Points: N/A

Chi Cost: None

Damage: N/A

Move: N/A

Dim Mak (Chi/Vital Points)

One of the most feared moves in existence is the dreaded Dim Mak Death Touch. Known only to a select few styles of kung fu, Dim Mak enables the character to cause incredible damage to an opponent.

Dim Mak can be used in three ways. Firstly, it can be combined with any normal hand strike, in which case it increases the damage by +1d6, though the damage can be delayed for any length of time, not actually affecting the opponent until it is used (this costs 10 Chi).

Second, it can be used to temporarily impair one of the opponent's physical attributes (Stamina, Agility, or Strength). To do this, the attacker must spend 14 Chi, and make a successful strike. If they succeed, they will reduce one physical attribute of the opponent's by 1 point per 3 Chi spent in addition to the base cost. Lost attribute points can be restored through use of the Regeneration or Healing powers; the cost is determined as though the attribute points were three times as many Health points (e.g., to use Healing to restore 4 attribute points would cost 12 Chi).

Lastly, characters with a Focus of 10 or higher can attempt to use the true Dim Mak Death Curse. To do this, they must spend ALL of their Chi (an amount equal to their base Chi -- not just all they have currently) and reduce their current base Chi points by 2 points. If it is delivered successfully, the opponent's Chi capacity is

destroyed. This means that they cannot use chi powers, have zero Chi points, and are incapable of healing.

Prerequisites: Focus 8, Vital Points 9

Character Points: 8

Accuracy: -1

Action Points: 10

Chi Cost: Varies

Damage: Varies

Move: None

Drain Chi

This power enables the character to actually drain chi points from another person and add them to one's own total. To do this, the character must stay in physical contact with the victim for at least one turn; after that, the attacker makes a contested roll on 1d10 + Focus + Will against the same for the opponent. For every point that the attacker's roll exceeds the victim's, two of the victim's (temporary) chi points are transferred to the attacker's current pool.

Prerequisites: Focus 7

Character Points: 5

Accuracy: +0

Action Points: 10

Chi Cost: 1

Damage: Special

Move: None

Drain Life

Just as Drain Chi enables characters to steal Chi points, Drain Life enables them to take Health points in precisely the same manner.

Prerequisites: Focus 7

Character Points: 7

Accuracy: -1

Action Points: 11

Chi Cost: 4

Damage: Special

Move: None

Energy Reflection

This maneuver enables the character to send chi blasts and similar energy attacks back to their source by "catching" the energy and sending it back where it came from. This works in precisely the same manner as the Projectile Reflection maneuver, but applies to energy attacks.

Prerequisites: Projectile Deflection, Projectile Reflection

Character Points: 4

Accuracy: +1

Action Points: 7

Chi Cost: 3

Damage: Special

Move: 1

Fire Breath (Energy)

Made infamous by Dhalsim and similar characters, this maneuver allows the character to expel a large fire, in a manner similar to a flame-thrower. This gout of flame covers one adjacent hex and the three behind it;

anyone in those areas takes damage as noted below, though damage is rolled separately for each victim.

Prerequisites: Focus 4

Character Points: 6

Accuracy: +2

Action Points: 10

Chi Cost: 6

Damage: 1d10+1

Move: None

Flare (Energy)

This maneuver creates an extremely bright flash of light. Everyone without appropriate protection (i.e., closing their eyes tightly, being blind, wearing dark glasses, etc.). Everyone within one hex per point of the character's Focus must make a roll on 1d10 + Stamina + Focus, against the attacker's roll of 1d10 + Focus + Will + 5. Anyone who fails the roll is blinded (-5 on all actions requiring sight) for 1d6 turns.

Prerequisites: Focus 6

Character Points: 4

Accuracy: N/A

Action Points: 9

Chi Cost: 3

Damage: Special

Move: None

Focus Rage (Aura)

This is the ability to form Rage in oneself from nowhere. Doing this requires that the fighter stand completely still and concentrate. The physical appearance of this depends on the power of the character's Chi. Those with relatively low Chi (1-3 points) will not have any outward sign that they are doing this (except for them grimacing or something), while those with higher Chi (6+) will often create a crackle of electricity, a glow of energy, or something else (depending on their powers) as they do this.

For every turn spent concentrating, the character must make a Focus roll. If successful, the character gains 1d6 points of Rage.

Prerequisites: None

Character Points: 2

Accuracy: N/A

Action Points: 10

Chi Cost: None

Damage: None

Move: None

Ghost Form (Aura)

This rare power enables the character to "phase out," so that normal physical attacks pass right through them. While it is maintained, the character cannot be harmed by physical attacks (energy ones do full damage) and can pass through solid objects.

Prerequisites: Focus 8

Character Points: 7

Accuracy: N/A

Action Points: 3/turn

Chi Cost: 3/turn

Damage: None

Move: N/A

Healing (Chi)

This power enables the character to heal damage to others by a "laying of the hands" and infusion of chi energy. For every point of Chi spent, the Healing power can restore 1 Health point in another person. The healer can restore a number of Health points equal to their Focus for each usage of Healing.

Prerequisites: Focus 5

Character Points: 6

Accuracy: N/A

Action Points: 10

Chi Cost: 1/Health Point

Damage: None

Move: None

Induce Fear (Mental)

This mental attack causes the victim's mind to be filled with fear; anyone who looks at the character when this is used must make a roll on 1d10+Will+Focus or become terrified and attempt to flee from the character.

Prerequisites: Telepathy 5 or Ninjutsu 3

Character Points: 6

Accuracy: N/A

Action Points: 14

Chi Cost: 9

Damage: None

Move: None

Ki-Ai

The Ki-Ai, or martial arts yell, is often used in martial arts to increase the power of blows, by channeling energy through one's lungs and vocal cords. A ki-ai can be used with any maneuver, and adds to it the maneuvers noted below.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: +1

Chi Cost: None

Damage: +1

Move: -1

Kongjin (Force)

The power of kongjin, or "empty force" allows one to strike from a distance. It is also known as "one finger" from the training method used, whereby the student attempts to move an iron bell suspended from a well or hallway by projecting chi through one finger.

Kongjin can be played with any Punch or Kick maneuver. When it is used, a maneuver may affect opponents up to 1 hex away per point of Focus, without touching them, and the modifiers below are applied to those of the punch or kick used. A Kongjin strike cannot be parried.

Prerequisites: Focus 8

Character Points: 4

Accuracy: +1

Action Points: +2

Chi Cost: 4

Damage: +0
Move: 1

Kuji-Kiri

By an intricated series of hand gestures, a ninja can induce a temporary trance in a subject. Targets that fail a contested Will+Focus roll cannot take any actions for the duration of the kuji-kiri and are defenseless for 1 turn after the kuji-kiri finishes (can be maintained round after round, but the ninja can't take any other actions while he is doing so). As many targets can be affected at the same time as the ninja's focus divided by two.

Prerequisites: Ninjutsu 5

Character Points: 6

Accuracy: N/A

Action Points: ALL

Chi Cost: 3/turn

Damage: None

Move: None

Levitation (Force)

This maneuver, which requires intense inner control, enables the character to lift themselves off the ground, and move at a rate of one hex per turn. While levitating, the character's APs are halved.

Prerequisites: Reduce Weight

Character Points: 5

Accuracy: N/A

Action Points: Special

Chi Cost: 1/turn

Damage: None

Move: Special

Meditative Levitation (Mental)

By entering a meditative state, the character is able to levitate themselves above the ground. This requires near total concentration, and thus the character cannot be distracted. To reach this state requires a roll on 1d10 + Focus + Meditation, and if the character is being distracted, then they must make the same roll again to remain afloat. Methods of doing this vary, but most will sit in the lotus position while doing this. Other actions on the part of the character are possible, but at -2 to the roll, and another roll must be made to maintain the levitation.

Prerequisites: Focus 6, Meditation 3

Character Points: 4

Accuracy: N/A

Action Points: 10 per turn

Chi Cost: 1/5 turns

Damage: None

Move: Special; total Move for the turn is based on Focus rather than Agility.

Mind Reading (Mental)

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

psychic with the the Open Mind ability, gained at Telepathy level 9).

Prerequisites: Telepathy 2 or Ninjutsu 4

Character Points: 6

Accuracy: N/A

Action Points: 2/turn

Chi Cost: 1/turn

Damage: None

Move: None

Mind Walk (Mental)

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

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

Prerequisites: Focus 8

Character Points: 4

Accuracy: N/A

Action Points: 30 to activate

Chi Cost: 6

Damage: N/A

Move: None, until the Mind Walk begins

Mushin

Training in the technique of acting without thought. The character is able to completely erase his presence so there is no way to feel it. The character automatically fools all forms of supernatural detection like Sense Chi, Danger Sense, etc.

Prerequisites: Ninjutsu 3, Arts of Invisibility 4

Character Points: 3

Accuracy: N/A

Action Points: 2/turn

Chi Cost: 1/turn

Damage: None

Move: 2

Music Focus (Mental)

Certain styles, most notably Capoeira, make use of music to coordinate their fighting, by moving to the rhythm. When music of the character's preferred type is playing in the background, they can add +2 to Damage or +2 APs (choose one) each turn.

Prerequisites: None

Character Points: 2

Accuracy: N/A

Action Points: None

Chi Cost: None

Damage: None

Move: N/A

Power Blade (Energy)

The Power Blade maneuver allows the character to create a sword out of crackling chi energy. This lasts for one turn, used for a single strike with the modifiers noted below. Besides those below, the following Chi Blast maneuver modifiers can be applied to power blade: Double Blast (two power blades at once), Electric Blast, Flaming Blast, and Ice Blast.

Extended Use (+2): Rather than a single use, the Power Blade can be maintained for extended periods of time, by spending 1 Chi point per turn after the first. In this case, it functions more or less as an actual sword, with the following modifiers: Accuracy +1, Damage +3, AP Cost -1, Move +1

Rising Blade (+1): The Power Blade is formed vertically, and rockets upwards, carrying the user up with it. This is an Aerial Maneuver, and can Counter other Aerial Maneuvers. Increase damage by +2.

Throwing Blade (+1/+2): The power blade can be used as a thrown weapon. In this case it can be tossed as far as the character's Strength in hexes (or Strength + Focus for an additional CP).

Prerequisites: Focus 5, Blades skill (or equivalent) 2

Character Points: 5

Accuracy: +2

Action Points: 6

Chi Cost: 5

Damage: 1d6+1

Move: 3

Power Channeling (Energy)

This maneuver enables the character to surround his fist or foot with energy, in much the same manner as a Power Strike, except that it can be applied to any such maneuver. The modifiers listed below are applied to the (Punch or Kick) maneuver used.

Prerequisites: Focus 5

Character Points: 5

Accuracy: +0

Action Points: +1

Chi Cost: +2

Damage: 1d6

Move: +0

Reduce Weight (Force)

This mystic power, called *Karumi-Jutsu* in Japanese, enables the character to reduce their own body weight by as much as 85%. This will reduce damage from falls to one fifth, enables the character to jump *ten times* higher than usual, adds +10 to any climbing rolls, and enables the character to tread lightly in general (+4 to stealth rolls), walking over fragile bridges, teacups, etc. without causing damage.

Reduce Weight can be maintained indefinitely, though it requires a roll on 1d10 + Focus + Style each turn to maintain concentration; failure means that the character returns to their usual weight.

Prerequisites: Focus 6

Character Points: 5

Accuracy: N/A

Action Points: 6/turn

Chi Cost: 1/turn

Damage: None

Move: 2

Reflecting Barrier (Energy)

This power enables the character to create a small wall of energy in front of them. This can be used to reflect energy attacks, or it can be slammed into opponents to inflict damage.

The Reflecting Barrier causes any projectiles that strike it to bounce back, usually at the attacker (the defender must make a successful parry; otherwise it will reflect normally). The reflecting barrier will always counter such attacks (due to its size) unless they are delivered from behind. A Reflecting Barrier lasts for one turn.

A Reflecting Barrier can also be used offensively, by slamming it into the opponent. This inflicts 1d6+1 damage, and otherwise uses the modifiers listed below.

Prerequisites: Focus 5

Character Points: 4

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: Special

Move: 1

Regeneration

This power is very similar to Healing (see above) except that it heals the user rather than others. For every Chi point spent, the character will heal one Health point.

Prerequisites: None

Character Points: 6

Accuracy: N/A

Action Points: 10

Chi Cost: 1/Health point

Damage: None

Move: None

San He (Chi)

This power, taught in some forms of kung fu and a few other styles, enables the character to root themselves to the ground through chi power. The energy is spread out across the character's body and then anchored to the Dragon Lines in the ground, leaving the fighter rooted to the ground in an unmovable stance.

When San He is used, the character adds his Focus + Will to all soak rolls, and is immune to Knockdowns. Against very large objects, the character must make a roll on 1d10 + Strength + Stamina to stay standing, though for some it will not be possible to stay standing. Kicks cannot be used while using San He.

San He can be maintained indefinitely.

Prerequisites: Focus 5

Character Points: 5

Accuracy: N/A

Action Points: 5

Chi Cost: 6

Damage: None

Move: None

Shockwave (Energy)

This power enables the character to strike the ground with a punch, stomp, or other means, causing the ground to shake, toppling objects and people. Everyone within a number of hexes equal to the character's Focus must make a roll on 1d10 + Stamina + Agility to avoid taking a Knockdown.

Linear Shockwave (-1): Rather than going out in all directions, the shockwave travels out in a straight line, affecting anyone in the affected hexes, for a number of hexes equal to the character's Focus + Will.

Prerequisites: Focus 6

Character Points: 5

Accuracy: N/A

Action Points: 10

Chi Cost: 6

Damage: 1d4

Move: None

Stunning Shout

This power enables the character to emit an ear-piercing shout. It must be aimed at one person, who can be a number of hexes away equal to the character's Stamina. Roll the "damage" – 1d10 + Strength modifier; if this exceeds the target's Stamina, the target is effectively dizzied.

Prerequisites: Focus 5

Character Points: 5

Accuracy: +3

Action Points: 10

Chi Cost: 5

Damage: Special

Move: None

Teleport

This power enables the character to disappear and reappear in a different location the next turn. This power is rare, to be sure. Teleport can be used defensively, by shifting out of range of an attack, or offensively, by using it to move into position to attack. The character can move a number of hexes equal to his Focus + Will.

Burst Teleport (+2/+3): This variant of the normal teleport maneuver causes a large explosion of energy (or fire/electricity/whatever) around the character which appears to consume them. Anyone in the same hex (or an adjacent hex if +3 is paid for this) takes damage based on the character's Focus.

Delayed Teleport (+1): The character can delay the time before his reappearance by one turn by spending 2 Chi points. This can be continued for a number of turns equal to the character's Focus.

Extended Range (+1): Double the range of the teleport. This can be purchased as many times as desired, but after the second time it is purchased, it increases the range multiplier by one (i.e.; after doubling comes x3, then x4, x5, and so on).

Instant Teleport (+2): The character can teleport spontaneously, and doesn't have to wait until the next turn to reappear. As such, Teleport for them uses only 4 APs, and they are at +4 APs for the next turn if it is used for an attack.

Prerequisites: Focus 6

Character Points: 5

Accuracy: +1

Action Points: 9

Chi Cost: 6

Damage: None

Move: None/Special

Thunderclap

The fighter claps his hands together, creating a deafening sound of thunder and sending a powerful shockwave outwards. Everyone within three hexes of the character takes damage as noted below.

Prerequisites: Focus 7

Character Points: 7

Accuracy: N/A

Action Points: 14

Chi Cost: 9

Damage: 1

Move: None

Whirlwind (Energy)

Rarely seen outside of SNK titles, and known by several different names (Tiger Claw, Tornado Upper, Hiryuu Shoten-Ha, etc.), in this maneuver the character hurls a small but powerful tornado at the opponent. Anyone struck by a Whirlwind will be thrown up into the air, taking damage as noted below from the fall and suffering a Knockdown.

The following modifiers from Chi Blast can be selected for Whirlwind: Electric Blast (+1), Extended Range (+1), Flaming Blast (+1), Guided Blast (+2), Moving Blast (+1), Reduced Range (-1), and Short Blast (-2), as well as the following:

Horizontal Blast (+2): The whirlwind can be fired off sideways, in a manner similar to a Continuous Chi Blast. This increases the damage by +2, accuracy by +1, and Chi cost by +1. Range is equal to the character's Focus in hexes.

Sky Column (+2): The Whirlwind is roughly twice as tall, increasing the damage by +1d6.

Prerequisites: Focus 7

Character Points: 6

Accuracy: +2

Action Points: 10

Chi Cost: 8

Damage: 1d4

Move: 1

Grappling

Evading Grappling maneuvers is a little different from others; Dodging works fine, but trying to parry is useless, making it easier for the opponent. On the other hand, if the opponent can't get a good grip on you -- or can't lift you -- then a throw is more or less impossible; to knock away their arm when they try to grab you requires a roll on 1d10 + Agility + Style, and counters a block if the total is higher than the attacker's roll (costs 2 APs).

Naturally, using any Grappling maneuver requires being in the same hex as the opponent -- but that's the case for most any hand to hand strike.

Air Slam

This maneuver enables the character to grab opponents right out of the air and slam them to the ground. It can only be used on airborne opponents, but such opponents are defenseless against it. Victims suffer a Knockdown.

Prerequisites: Slam

Character Points: 4

Accuracy: +2

Action Points: 7

Chi Cost: None

Damage: 1d8+1

Move: 1

Backbreaker (Killing)

In this exceedingly painful move, the character grabs the opponent and slams them over his knee or shoulders, then drops them.

Prerequisites: None

Character Points: 4

Accuracy: -2

Action Points: 8

Chi Cost: None

Damage: 1d10+2

Move: 1

Basher Hold

In this somewhat vicious maneuver, the character grabs the opponent and proceeds to bash them repeatedly in some way (usually with the knees, fist, or even head butts). This is a Sustained Hold.

Prerequisites: None

Character Points: 3

Accuracy: -1

Action Points: 8 per turn

Chi Cost: None

Damage: +1

Move: None

Bearhug

In this maneuver, the fighter simply grabs the opponent and squeezes them against their chest; it is considered a Sustained Hold.

Prerequisites: None

Character Points: 2

Accuracy: -1

Action Points: 9 per turn

Chi Cost: None

Damage: 1d4

Move: 1

Body Flip

Basic to many grappling styles (especially Judo), this throw consists of grabbing the opponent and flinging them over one shoulder. This maneuver can counter non-rising punching maneuvers.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 7

Chi Cost: None

Damage: 1d8

Move: 1

Choke Hold (Disabling)

In this simple maneuver, the character grabs the opponent by the neck and squeezes. This is a Sustained Hold that inflicts 1d6 Stun Damage as noted below each turn.

Prerequisites: None

Character Points: 2

Accuracy: +0

Action Points: 9

Chi Cost: None

Damage: Special

Move: 1

Choke Throw

The attacker leaps up and catches the opponent either in mid-leap or upon landing. Either way, the attacker grabs the opponent by the throat and uses his momentum to force the opponent to the ground and choke her.

This is an Aerial Maneuver, and can be used to interrupt an opponent performing an Aerial Maneuver or to attack a standing opponent. If the victim takes any damage, he suffers a knockdown. Once the actual Choke Throw is executed, the attacker has the opponent pinned by the neck, as per a Choke. Both the attacker and the victim end the round in the same hex.

Prerequisites: Choke Hold, Jump

Character Points: 3

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: 1d8/Special

Move: 6

Counter Grab

This simple yet potentially powerful can be used any time an opponent holds the character and is ready to perform a throw. If it is used successfully, the character twists around, grabbing the opponent instead, and thereby putting themselves in position to perform a throw which cannot be countered. A must for Aikido fighters.

Prerequisites: Body Flip

Character Points: 3

Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: None

Disengage

This defensive maneuver allows the fighter to simply slip out of an opponents grasp, thereby freeing themselves from a Sustained Hold. The character makes a contested roll – 1d10+Style+Agility, against the opponent's 1d10+Stamina+Strength. If the defender rolls higher, they escape.

Prerequisites: Agility 4
Character Points: 2
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: None
Move: 2

Joint Lock (Disabling)

The fighter grabs one of the opponents limbs and twists it around in a manner it was never meant to be twisted, forcing them to the ground in pain.

This is a Sustained Hold; the victim takes damage each turn it is maintained. For the duration of the Joint Lock the victim is considered to be crouching and cannot use the locked limb, though he may attack with another limb by spending a point of Willpower.

The damage from a Joint Lock is Stun damage only; even if the victim is incapacitated from the pain, he will not be physically damaged by it. Armor does not effect the damage taken from this. A Joint Lock can be used to counter non-rising punching maneuvers.

Prerequisites: None
Character Points: 4
Accuracy: -1
Action Points: 8 per turn
Chi Cost: None
Damage: 1d4 Stun
Move: 1

Leaping Slam

In this powerful (and painful) throw, the attacker grabs the opponent and leaps high into the air. When the two land, the attacker is on top of or next to the opponent, who gets slammed into the ground. Opponents suffer a Knockdown and lose 4 APs.

Prerequisites: Jump, Slam
Character Points: 4
Accuracy: -2
Action Points: 12
Chi Cost: None
Damage: 1d12+2
Move: None

Pin

This maneuver enables the fighter to grab an opponent and immobilize them on the ground. Victims must already be on the ground, and will be held in place

if the Pin is executed successfully. Once initiated, the opponent must make a contested roll of 1d10 + Strength in order to escape, though the attacker adds in the level of their Style as well. The attacker may, if they choose, inflict damage as noted below each turn.

Prerequisites: None
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d4/turn
Move: None

Rolling Back Throw

In this maneuver, the attacker grabs the opponent and swings back, so that his back ends up flat against the ground, and the opponent is thrown clear past them (up to 1/3 the attacker's Strength in hexes) by the momentum.

Prerequisites: Body Flip
Character Points: 2
Accuracy: -1
Action Points: 11
Chi Cost: None
Damage: 1d8+2
Move: 1

Slam

In this comparatively basic throw, the attacker grabs the opponent and slams them to the ground. Victims suffer a Knockdown.

Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: 1

Sleeper Hold (Disabling)

This is a Sustained Hold in which the attacker holds the opponent's head and neck, hitting a few pressure points and cutting off circulation so that if the hold is maintained for four turns, the opponent is automatically Dizzied.

Prerequisites: Strength 5, Stamina 5
Character Points: 3
Accuracy: -1
Action Points: 10 per turn
Chi Cost: None
Damage: Special
Move: None

Spinning Back Throw

Another powerful throw, in this one the attacker grabs the opponent and swings backwards, the both of them spinning backwards through the air (up to 6 hexes) until they land, the attacker on top of the defender.

Prerequisites: Rolling Back Throw
Character Points: 3
Accuracy: -1

Action Points: 12
Chi Cost: None
Damage: 1d10+1
Move: 2

Thigh Press

Made (in)famous by such characters as Cammy, Mai Shiranui, and Sonya Blade, the Thigh Press (more accurately called the Reverse Suplex) consists of doing a handstand to grip the opponent by the head with one's legs, and flipping back over to slam them to the ground. In fighting games, this maneuver is possessed primarily by scantily clad female fighters.

Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 12
Chi Cost: None
Damage: 1d10+1
Move: None

Weapon Toss

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

Prerequisites: Strength 6, weapon skill (required to perform the maneuver successfully) 3, Body Flip
Character Points: 2
Accuracy: +0
Action Points: 8
Chi Cost: None
Damage: +3 (do not add weapon damage)
Move: 1

Kick

Axe Kick

The attacker lifts their leg as high as possible and slams it down on the opponent's head or shoulders. Victims suffer a Knockdown.

Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: One

Backflip Kick

This powerful kick is executed as a backflip, striking with ones feet on the way up. Opponents suffer a Knockdown.

Prerequisites: Backflip
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None

Damage: 1d10
Move: One

Crescent Kick

This is a swivel-hipped kick in which the foot is sent out in a sweeping arc.

Prerequisites: None
Character Points: 3
Accuracy: +1
Action Points: 8
Chi Cost: None
Damage: 2d4
Move: 1

Drop Kick

In this combination defensive/offensive maneuver, the character drops to the ground when attacked, and delivers a kick, effectively dodging and attacking at the same time. Both characters are considered to suffer a Knockdown.

Prerequisites: Displacement
Character Points: 3
Accuracy: +4
Action Points: 12
Chi Cost: None
Damage: 1d4+1
Move: 2

Flying Reverse Turning Kick

The character jumps into the air, holding one leg out, and spins around while airborne, striking as they come around. Opponents who take damage greater than their Strength suffer a Knockdown.

Prerequisites: Jump, Crescent Kick
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 1

Foot Sweep

This is a low, powerful kick intended to knock an opponent off their feet. Foot Sweep is a Crouching Maneuver, and victims suffer a Knockdown.

Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6
Move: 1

Handstand Kick

In this rather flashy maneuver, the character does a handstand, shoving their feet at the opponent. Handstand Kick can be used to Counter Aerial Maneuvers, in which case it causes a Knockdown.

Prerequisites: None
Character Points: 2
Accuracy: -1

Action Points: 8
Chi Cost: None
Damage: 2d4
Move: None

Iron Broom

This is a more powerful version of the basic foot sweep, in which the character swings their leg around in a circle, striking all opponents the same hex and inflicting damage as noted below.

Prerequisites: Foot Sweep
Character Points: 2
Accuracy: +2
Action Points: 14
Chi Cost: None
Damage: 1d6
Move: None

Knee Strike

In this somewhat vicious maneuver, the fighter stands close to his opponent and jumps up to knee him in the stomach, chest, or face, using the momentum of the jump to increase the damage.

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: None

Multi-Kick

In this legendarily powerful maneuver, the character lashes out again and again with their foot with lightning speed (think of Chun Li's Lightning Leg). If an opponent is struck with the Multi-Kick, make one damage roll (1d4; do not add base damage) per strike. Each counts as 3 APs; there is no limit to how many may be delivered in a turn, though it cannot be maintained for more turns than the character's Stamina.

The Great Wall of China (+3): The Multi-Kick affects all targets in all three of the adjacent hexes that the character faces. The chi cost is increased to two.

Prerequisites: Agility 6
Character Points: 7
Accuracy: -1
Action Points: 3 per strike
Chi Cost: None
Damage: Special
Move: None

Reverse Front Kick

The fighter launches a feint kick past the head of his opponent, then quickly reverses it with a sharp snapping motion, driving his heel into the back of the opponent's head.

Prerequisites: None
Character Points: 3
Accuracy: +3
Action Points: 7
Chi Cost: None
Damage: 1d6

Move: 2

Rising Handstand Kick

This maneuver consists of a Handstand Kick in which the character pushes off hard enough to rise into the air. The Rising Handstand Kick can be used against both airborne and grounded opponents in the same hex or an adjacent one. This is an Aerial Maneuver, and can Counter other Aerial Maneuvers.

Prerequisites: Handstand Kick
Character Points: 5
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: 1

Slide Kick

This is a kick in which the character slides along the ground for a short distance, causing opponents to suffer a Knockdown.

Standing Slide Kick (+1): This is essentially the same as a normal slide kick, except that the character can remain standing up while doing it, thereby reducing the AP cost by -2 and increasing the Move by +1.

Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 2

Spinning Thrust Kick

The fighter spins and then thrust-kicks at the opponent, using the momentum from the spin to increase the power of the kick. Sometimes the fighter will hit his opponent with his heel as his foot whips around; this is called a Spinning Back Kick.

Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 2

Stomp

One of the first kicks taught in Muay Tai. A stomp consists in resting your foot on your opponent's abdomen and push him using your weight. Successful use of a stomp pushes an opponent away to *kicking distance* (see systems on chapter seven).

Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: None
Move: 0

Wheel Kick

This is a powerful kick in which the leg is brought completely around the body.

Prerequisites: Crescent Kick

Character Points: 2

Accuracy: -1

Action Points: 10

Chi Cost: None

Damage: 2d4

Move: None

Punch

Art of Breaking

Tamashiwara, or the "Art of Breaking", can more or less be described as practice in board breaking. A character with this maneuver will have learned how to use nearly any part of their body to break wood, ice, glass, and stone, by breaking the Chi of the object.

This power can be used on nearly any non-living object. Make a Focus roll against a difficulty determined as follows:

Ice: 10

Wood: 14

Stone/Brick/Cement: 16

Metal: 22

Hardened Metal: 30

If you roll successfully, you will shatter the object. You cannot use Art of Breaking on living things, or cybernetic implants (attempting to do so delivers damage as per a Heavy Punch).

Prerequisites: Strength 5, Focus 5

Character Points: 2

Accuracy: +0

Action Points: 10

Chi Cost: 2

Damage: Special

Move: None

Backhand

The character swings his hand backwards to strike an opponent behind them.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 6

Chi Cost: None

Damage: 2

Move: 1

Claw Hand

In this strike the character holds their hand in a claw position and uses it to rake the flesh of an opponent.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 6

Chi Cost: None

Damage: 1d6

Move: One

Deflecting Punch

This maneuver, common to certain styles of karate and kung fu, is used defensively, to interrupt an opponent's punch with a quick counterpunch. When it is used, the opponent's punch is effectively Parried. Unless Dizzied, the character then delivers a punch as noted below.

Prerequisites: None

Character Points: 3

Accuracy: +1

Action Points: 3

Chi Cost: None

Damage: 1d4

Move: None

Disarm

Using this maneuver a character may deliver a blow that, if successful, will knock a weapon from an opponent's hands. This maneuver can also be used with melee weapons.

Prerequisites: None

Character Points: 3

Accuracy: +2

Action Points: 6

Chi Cost: None

Damage: None

Move: None

Double Punch

The character punches simultaneously with both hands. If it hits, roll damage twice.

Prerequisites: None

Character Points: 2

Accuracy: -1

Action Points: 10

Chi Cost: None

Damage: 1d4-1

Move: 1

Ear Pop (Disabling)

In this rather desperate move, the fighter cups his hands and slams them against either side of the opponent's head, forcing air into their ears, thus causing intense pain and disorientation; the opponent will suffer a penalty of -4 to all rolls for the next 1d6 turns, and will continue to have a headache after that.

Prerequisites: None

Character Points: 2

Accuracy: -1

Action Points: 7

Chi Cost: None

Damage: Special

Move: 1

Elbow Strike

A quick strike with an elbow.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 4

Chi Cost: None

Damage: 1d4+1
Move: 1

Eye Rake

This move, usually reserved for desperate circumstances, involves raking ones fingers across the opponent's eyes. Though painful, this rarely results in permanent damage. Opponents damaged by an Eye Rake effectively blinded (-5 on all rolls, APs are halved).

Prerequisites: None
Character Points: 2
Accuracy: -2
Action Points: 5
Chi Cost: None
Damage: 1
Move: 1

Fingertip Attack

The fingertip attack is one of the more unusual hand strikes possible; the fighter attacks with but a single finger. This is not normally used for the damage it inflicts (which is small but painful), but in order to deliver vital point strikes. This inflicts 2 points of damage only, but this damage cannot be soaked.

Prerequisites: Focus 4
Character Points: 2
Accuracy: +4
Action Points: 5
Chi Cost: None
Damage: 2 points (non-soakable)
Move: 2

Haymaker

For this rather crude (but powerful) punch, normally used only by brawlers, the character winds up in the manner of a baseball pitcher, the actual strike coming when the character swings as hard as they can from as low as possible into the opponent's face.

Prerequisites: None
Character Points: 1
Accuracy: -2
Action Points: 14
Chi Cost: None
Damage: 2d4
Move: 1

Head Butt

A crude but often very effective maneuver, the character slams their head into the opponent. Needless to say, this requires having a pretty hard head.

Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 1

Knife Hand (Killing)

This is an open-handed strike with the blade of the hand.

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 5
Chi Cost: None
Damage: 1d6
Move: 1

Knuckle Fist

This is a punch in which the hand is not held rigid and the first set of finger knuckles are used as a striking surface rather than the flat of the first finger sections as in a normal punch.

Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: 2d4
Move: 2

Monkey Grab Punch

This relatively easy maneuver, originally from Monkey Style Kung Fu, consists of grabbing an opponent's arm with one hand and punching quickly with the other. This attack cannot be parried.

Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: None

Multi-Punch

This maneuver allows the character to deliver a rapid flurry of punches. Each individual punch takes up 2 APs, and damage for each strike is 1d4-2 (minimum 1; do not add base damage). It can be maintained for a number of turns equal to the character's Stamina.

Prerequisites: Agility 6, Stamina 6
Character Points: 5
Accuracy: +2
Action Points: 2 per strike
Chi Cost: 1 per turn
Damage: Special
Move: None

Palm Strike

A simple attack using the palm of the hand.

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 4
Chi Cost: None
Damage: 1d6
Move: 1

Rising Uppercut

This is a powerful uppercut in which the character leaps upward. It is basically the same as the infamous Dragon Punch (though that would require a few Modifiers to improve the damage and speed), though there are some other instances of this sort of maneuver (in particular the uppercut moves used by Ryo Sakazaki and Robert Garcia). The Rising Uppercut can be used against both airborne and grounded opponents in the same hex or an adjacent one. This is an Aerial Maneuver, and can Counter other Aerial Maneuvers.

Prerequisites: Uppercut, Strength 6

Character Points: 6

Accuracy: +1

Action Points: 10

Chi Cost: 3

Damage: 1d10

Move: 1

Slapdown

Used against an airborne opponent, the character must get above them and slam both fists down on them, throwing them to the ground. This is an Aerial Maneuver

Prerequisites: Jump

Character Points: 3

Accuracy: +2

Action Points: 6

Chi Cost: None

Damage: 2d4

Move: 3

Uppercut

This is a powerful punch that starts low and ends above the character's head. Although a fairly simple maneuver, it is effective. Uppercut can be used to Counter Aerial Maneuvers (in which case it will score a Knockdown).

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 5

Chi Cost: None

Damage: 1d6

Move: 1

Widowmaker

This is a more powerful variation of the Haymaker, in which the character makes a short jump, adding to their momentum and causing a Knockdown if it connects. This cannot affect airborne targets, though it is an Aerial Maneuver.

Prerequisites: Widowmaker

Character Points: 2

Accuracy: -3

Action Points: 18

Chi Cost: None

Damage: 1d10

Move: 2

Weapons

Blade Runner

The character dashes at his opponent, sword outstretched, to impale them.

Prerequisites: None

Usable With: Swords

Character Points: 4

Accuracy: -3

Action Points: 12

Chi Cost: None

Damage: 1d10

Move: 6

Dazing Blow

Although it takes a great deal of skill, it is possible to use a weapon to do Stun rather than Kill damage. With a blunt weapon the attacker hits less forcefully; with a sword he hits with the hilt or the flat of the blade. This causes Stun rather than Kill damage. At the GM's option it may not work with some weapons; knocking someone out with a sword or club is relatively easy, while doing so with a switchblade is hard.

Prerequisites: None

Usable With: Any (see above)

Character Points: 2

Accuracy: +0

Action Points: 7

Chi Cost: None

Damage: 1d4-1 Stun

Move: 1

Double Strike

This maneuver enables the character to strike simultaneously with two weapons; an opponent can block one, but not both.

The attacker makes two (basic) strikes simultaneously. Defenders can only block one of the two strikes. If they dodge instead, they must move at least one hex away.

Prerequisites: None

Usable With: Any paired weapons

Character Points: 4

Accuracy: +2

Action Points: 8

Chi Cost: None

Damage: Special

Move: 1

Fleche

This maneuver takes its name from Fencing; it is most often used with swords, and is also known as a charge. The fighter moves forward quickly, using his momentum to increase the damage inflicted.

Prerequisites: None

Usable With: Any melee weapons

Character Points: 2

Accuracy: +1

Action Points: 6

Chi Cost: None

Damage: 1d6
Move: 3

Multi-Strike

Similar to the Multi-Kick and Multi-Punch maneuvers, Multi-Strike enables the character to lash out several times in rapid succession with their weapon, delivering as many blows as they have APs for, each strike counting as 3 APs. Each strike does 1d4 damage (do not add base damage).

Prerequisites: Strength 6, Agility 5

Usable With: Any

Character Points: 5

Accuracy: +1

Action Points: 3/strike

Chi Cost: None

Damage: Special

Move: 1

Reflection Slice

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

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

Usable With: Special

Character Points: 6

Accuracy: +2

Action Points: 7

Chi Cost: None

Damage: 1d6

Move: 1

Riposte

This maneuver is a rapid strike following a block, and may only be used after the character has made a Parry, and is intended to take advantage of an opponent's temporary inability to react after attacking (i.e., the Speed bonus received from Parrying the attack).

Prerequisites: None

Usable With: Any melee weapons

Character Points: 2

Accuracy: +1

Action Points: 3

Chi Cost: None

Damage: 1d4

Move: None

Slice Upper

The Slice Upper is a leaping sword strike in which the attacker begins with the sword down, and swings it upwards in an arc while jumping up. Slice Upper counts as an Aerial Maneuver and will affect any one grounded or aerial opponent. Aerial opponents will suffer a knockdown. This maneuver also carries the attacker into the air, and it can be used to avoid a projectile attack.

Prerequisites: Strength 6

Usable With: Swords, Axes, Polearms

Character Points: 5

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: 1d10

Move: 2

Spin Slash

The character holds out their sword and whirls around in a circle, striking all opponents in the same hex and adjacent hexes.

Prerequisites: Strength 6

Usable With: Swords, Axes, Polearms

Character Points: 4

Accuracy: +3

Action Points: 14

Chi Cost: None

Damage: 1d6

Move: None

Staff Spin

In this somewhat unusual maneuver, the character spins his staff around very quickly, inflicting damage to anyone who comes close. Anyone who enters the same hex in front of the character takes damage as noted below.

Prerequisites: Staff Sweep

Usable With: Staves

Character Points: 4

Accuracy: -2

Action Points: 10

Chi Cost: None

Damage: 1d6

Move: None

Staff Sweep

The character uses his staff to knock the opponent off his feet. In addition to any damage taken the opponent will suffer a Knockdown.

Prerequisites: None

Usable With: Staves, Polearms

Character Points: 2

Accuracy: +2

Action Points: 7

Chi Cost: None

Damage: 1d4

Move: None

Firearms

The following are a small selection of maneuvers relating to the use of guns. "Styles" which do not specifically deal with firearms (namely Special Forces and Gunfighting) do *not* allow for the selection of any of these maneuvers.

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

Ambidextrous Firing

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

Prerequisites: Agility 6, Gunfighting/Special Forces 3

Character Points: 4

Accuracy: -1

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

Chi Cost: None

Damage: Standard

Move: None

Crippling Shot

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

Prerequisites: Firearms 6 or Gunfighting 3, Target Shot

Character Points: 5

Accuracy: +1

Action Points: +2

Chi Cost: None

Damage: Special

Move: None

Double Firing

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

Prerequisites: Ambidextrous Firing

Character Points: 4

Accuracy: +0

Action Points: As per firing a single gun (if using two different types, take the greater of the two) +1

Chi Cost: None

Damage: Standard

Move: None

Full-Auto

This maneuver enables the character to use the automatic fire feature of SMGs and other weapons. When firing in full-auto mode, check for the character's Agility on the base damage table, add the character's level in Firearms, and add that to the damage of the

bullet. Each use of full-auto consumes 25% of the weapon's magazine.

Prerequisites: Firearms 6

Character Points: 4

Accuracy: +0

Action Points: 11

Damage: Standard

Move: None

Multi-Shot

This maneuver requires the gunman to be using an automatic pistol or rifle, which he can use to chain a barrage of rapid shots to work just as a multi-punch. In essence, this maneuver is just a multi-punch with guns, but having the advantage that oponents can't dodge out of the way as easily from ranged attacks as they do from melee combat: the gunman can keep shooting without interruptions until he runs out of ammo, the oponent finds cover, or he can no longer maintain the maneuver. A Multi-Shot can be maintained for as many turns as the character's Focus or until he runs out of ammo.

Prerequisites: Agility 7, Gunfighting 3

Character Points: 7

Accuracy: -2

Action Points: 3 per shot

Chi Cost: None

Damage: Standard

Move: None

Pistol Whip

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

Prerequisites: None

Character Points: 1

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 1d4

Move: 1

Quickdraw

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

Prerequisites: Firearms 4

Character Points: 4

Accuracy: -1

Action Points: As per normal firing of gun +1

Chi Cost: None

Damage: Standard

Move: None

Reverse Shot

Allows the gunman to fire over his shoulder with no other help than a mirror or reflecting surface. Can also be done without it incurring a -5 penalty (usually it isn't possible at all without this maneuver).

Prerequisites: Agility 7, Gun Fighting 3

Character Points: 3

Accuracy: +0

Action Points: +3
Chi Cost: none
Damage: Special
Move: none

Ricochet Shot

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

Prerequisites: Target Shot

Character Points: 4

Accuracy: +2

Action Points: +2

Chi Cost: None

Damage: -2

Move: None

Sniper Shot

Can only be done with long-ranged weapons and require that the sniper remains completely motionless. For every 10 APs spent aiming, the sniper gets a +1 to attack and +2 to damage, to a maximum number of rounds equal to his Focus. Combining this with the Dashing Maneuver modifier doesn't enable the sniper to move, but it rather enables the sniper to shoot from inside a moving vehicle or moving surface.

Prerequisites: Focus 6, Target Shot, Crippling Shot

Character Points: 4

Accuracy: Special

Action Points: Special

Chi Cost: none

Damage: Special

Move: none

Speed Loading

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

Prerequisites: Firearms 6 or Gunfighting 3

Character Points: 4

Accuracy: +0

Action Points: 1

Chi Cost: None

Damage: N/A

Move: None

Spray Firing

The gunman uses a fully automatic weapon (like SMG or machinegun) to spray an area. The spray starts with the first 3 hexes adjacent to the gunman then spreads in a cone shape up to the weapon's maximum range. All targets inside the spray's area must duck, take

cover, or take damage as per a single bullet. Using spray firing empties the weapon's magazine.

Prerequisites: Firearms 8, Full-Auto

Character Points: 5

Accuracy: -2

Action Points: ALL

Chi Cost: None

Damage: Standard

Move: None

Stealthy K.O

Basically the (in)famous cold cock in the back. After successfully sneaking behind the target, if the attack roll surpasses the victim's Dizzying Threshold+5, he is rendered unconscious.

Prerequisites: Stealth 8, Gun Fighting 4, Pistol Whip.

Character Points: 6

Accuracy: +0

Action Points: 8

Chi Cost: none

Damage: Special

Move: none

Target Shot

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

Prerequisites: Firearms 2 or Gunfighting 3

Character Points: 4

Accuracy: -2

Action Points: +2

Chi Cost: None

Damage: Standard

Move: None

Super Attacks

Super Attacks are maneuvers which may only be performed when the character's Rage is at or above his or her Rage Threshold.

Chi Star (Energy)

This is a vastly powerful chi blast. When it is initiated, a sphere of glowing energy expands outward from the attacker's hands, affecting all targets within its area. A Chi Star covers a 2-hex radius around the attacker; everyone within that area takes damage as noted below.

Prerequisites: Chi Blast

Character Points: 5

Accuracy: N/A

Action Points: ALL

Chi Cost: 20

Damage: 1d10+12

Move: None

Fury Super Attack

This refers to a type of super attack not usually seen outside of King of Fighters, in which the attacker charges at the opponent, unleashing an incredible barrage of attacks. Enough of them to make cataloguing each individual hit pretty pointless. As such a Fury Super is defined by two things – the duration, and how it finishes.

The duration should be decided in APs; for every 3 APs, the base cost of the Fury Super is 1 point. The total duration of a Fury Super cannot exceed your Rage Threshold. If you want to add a finishing move, you must pay one third (round up) the cost of the maneuver used (which you must already possess).

When the Fury Super is used in combat, it works as follows. The character must be in the same hex as the opponent (making it Dashing or Chi Charge is recommended), then they unleash their barrage of attacks on the opponent. If it hits successfully (a Fury Super has no modifiers to Accuracy), the opponent can take no actions for its duration, and just generally gets pummeled, taking damage equal to the total number of APs of the super's duration, plus the character's Base Damage for Strength, plus 1d6. After that, the character executes their finishing move, if any, which the opponent is also unable to defend against. With the exception of the finishing move, damage from a Fury Super cannot be soaked.

As with all maneuvers, additional modifiers can be applied to a Fury Super; Chi Charge, Air Charge, and Dashing being especially useful.

Mega-Attack

This refers to a super attack which is simply an extra-powerful version of a normal attack. To create a Mega-Attack, start with the basic maneuver. If the character already possesses a normal version of the maneuver, the cost of the Mega-Attack is that reduced by 2 points (minimum of 2 CPs); otherwise it is the base CP cost plus one.

Damage (if applicable to begin with) is increased by +2d6, and the Mega-Attack takes up ALL of the character's APs for that turn. Chi cost is increased +6. For ranged attacks, the range is normal, but by spending one additional CP it can be doubled.

Power Storm (Energy)

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

Prerequisites: Focus 5

Character Points: 7

Accuracy: N/A

Action Points: Special; the character cannot take any actions for the duration of the Power Storm, which is effectively equal to their Focus+1 in turns, but all opponents are at -10 APs as well.

Chi Cost: 20

Damage: 1d6

Move: None

Rage Burn (Aura)

This technique enables the fighter to concentrate all of their Rage into one brief flurry of attacks, lashing out with astonishing speed and force.

When this is activated, the character has double their base APs, and are at +2 to Move and Accuracy for all maneuvers (even those which normally have a move of None).

All maneuvers are possible in this state, and can be carried out while moving. A rage burn will last for four combat turns, after which point the character's Rage points are reduced to zero.

Prerequisites: None

Character Points: 4

Accuracy: Special

Action Points: 2 to activate

Chi Cost: 10

Damage: Special

Move: Special

Super Attack Combo

This refers to a special type of combo which is considered a super attack. Super Attack Combos vary in power, ranging from a few powerful hits to a devastating flurry of kicks and punches, often ending with a fireball, uppercut, or similar maneuver. Such attacks are difficult to learn, but nearly impossible to counter.

A super attack combo is purchased in a manner similar to a Combo Maneuver (see above), except that the cost is 1 CP per 3 hits, there is no AP limit, and once hit by the first strike, opponents are defenseless for the remainder of the combo.

Super Normal Maneuver

This refers to when an ordinary maneuver is used as a super. It functions exactly the same as usual, but can only be used when the character has reached or exceeded their Rage Threshold. The cost of a Super Normal Maneuver is as per the basic cost, minus 2 (to a minimum of 2 CPs).

5.2) Cyborgs

Either by choice or circumstance, cyborgs replaced missing limbs and organs with bionic parts, which often enhance them in superhuman ways. A reasonable percentage of cyborgs come to terms in the end with their new lives as living machines, however, more often than not, their physical loss and further change into 'something else' often come followed by psychological damage too.

Being a cyborg is considered to be a special Advantage, costing 2 points per level, to a maximum of 6 levels. Each level of Cybernetics has one major body part replaced (arm, leg, torso, head) with mechanical components, until at level 6 the character is nearly all machine. However, each level of cybernetics requires that the cyborg takes also one point of disadvantages of psychological nature (he receives no character points from them).

- **Attributes:** All cybernetic limbs function with a Strength of 9, or that of the character, whichever is higher. A character whose limbs are all cybernetic may purchase a Strength of up to 15 with normal attribute points at no additional cost.
- **Soak Bonus:** Add double the level of the character's Cybernetics Advantage to all Soak rolls.
- **Special Maneuvers:** Being a cyborg allows the character to use artificially replicate various special maneuvers (presumably through super-advanced technology or whatever). In general, the level of the character's Cybernetics Advantage, times two, can be used in place of any attribute requirement, though the CP cost is increased by 1 point.

Cybernetic Systems

Armor (1-4)

While most cyborgs are equipped with some small degree of armor protection, one with this Merit will have rather heavy and effective armor. Add +3 to the total of all Soak Rolls for each point of Armor.

Computer System (1-5)

A built-in, state-of-the-art micronized computer with a wireless port for interaction for other computers or networks. The cyborg receives a bonus on all computer-related rolls per each level of Computer System (which represents the computer's overall level of sophistication).

Energy Source (4)

The cyborg has an internal energy supply, which may be used to supply energy for various special maneuvers. In general, the character can draw the equivalent of a number of Chi equal to their Cybernetics Advantage's per hour.

Integrated Weapon (Variable)

The cyborg has a weapon of some sort built into them. The cost is equal to half the maximum damage of the weapon (rounded up). For a firearm, add 2 points to that.

Radar (4)

Same as the special ability of the *Heightened Senses* superpower. **Requires: Sensors 4**

Sensors (1-4)

The cyborg has additional sensory enhancements; this can include thermal imaging, night sight, telescopic sight, image enhancement, enhanced hearing, and so on. In general terms, add +2 to the total for perception-related rolls per point spent on Sensors.

5.3) Elementals

An Elemental is someone who, for whatever reason, has an inherent rapport with and control over one of the elements. For game purposes we will not limit Elementals to the four elements for two important reasons. First of all, the four elements of earth, air, fire, and water are only the Western version; Chinese and Japanese lore also variously include Wood and Metal in their views of the elements. And besides, fighting game characters never conform to any definition of the elements. Indeed, the two most common “elemental” specializations are Ice and Electricity.

Being an elemental of a given type counts as a 9 point Advantage. It is possible to be an elemental of more than one type, but this is very rare, and usually results in the character having conflicting sides of their personality clashing all the time, or even multiple personalities, each controlling a different element...

In game terms, the main advantage of being an elemental is that it gives access to various maneuvers which would otherwise either not be available or cost considerably more. The selection of special elemental maneuvers is relatively small for two reasons. First of all, there are countless possible other maneuvers that can be created by simply combining maneuvers and modifiers (especially for Fire and Electricity, where Power Strikes and Chi Blasts would, in fact, make up the bulk of the special maneuvers for most characters). Second, new ones can always be made later anyway.

Maneuver Notes

The following maneuvers are changed in various ways for elementals. The most common variation is in cost, in which case this is normally listed with simply the maneuver name followed by the reduced cost.

- **All:** Rage Burn 3
- **Air:** Air Jump 3, Ghost Form 5, Levitation 4, Thunderclap 5, Whirlwind 4.
- **Earth:** Healing 4, Regeneration 5, San He 3, Shockwave 4.
- **Electricity:** All Chi blasts are electricity-based at no additional cost. Power Strike costs only +1.
- **Fire:** All Chi blasts are Flaming at no additional cost. Power Strike costs only +1. Fire Breath costs 4 points.
- **Ice:** All Chi blasts are Ice Blasts at no additional cost. Ice Crystal Blast costs only +1.
- **Wood:** Healing 4, Regeneration 4, San He 3.
- **Light:** All Chi blasts are Light Blasts without additional cost, Chi Star costs only 3 CPs, and General Elemental maneuvers have their cost reduced by 1 point. Flare 2.
- **Shadow:** All Chi Blasts are Shadow Blasts (adds +2 to Accuracy, -1 to AP cost) without additional cost, and General Elemental maneuvers see their cost reduced by 1 point.
- **Time:** Teleport 2, Reflecting Barrier 3.

Other Powers

Being an elemental does not automatically grant the ability to choose focus maneuvers. Should the character wanted to learn focus maneuvers at a later time, he

needs to train himself in a martial art that allows the acquisition of such maneuvers, and even so, elementals get the cost for all focus maneuvers increased by 1 point.

General Elemental Maneuvers

The following are maneuvers that are available to *all* elementals, though the form that they take may vary significantly with their element.

Elemental Aura

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

- **Air:** The aura is composed of whirling wind. This provides the character with a +8 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the winds.
- **Earth/Ice/Metal/Wood:** The character becomes surrounded by solid armor composed of their element. This provides a bonus of +16 to soak rolls, but imposes a penalty of -2 to Agility. Wood elementals may instead opt for a *Leaf Shield Aura*. This consists of a whirling cloud of leaves that surrounds the character, and effectively defends as per an Air Aura.
- **Electricity:** The character is surrounded by an aura of crackling electricity. Anyone physically striking the character (or doing so with something that conducts electricity) will take damage based on the character's Focus. The damage from physical attacks is likewise increased by +1d6.
- **Fire:** The aura is a raging flame; anyone physically striking the character takes damage based on the elemental's Focus, and the damage of all physical strikes is increased by +1d6.
- **Water:** The aura is composed of swirling water. This provides the character with a +8 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the moving water.
- **Light:** The aura is composed of blazing light, imposing a -5 penalty to opponents fighting the elemental in close-quarters.
- **Shadow:** The aura is composed of constantly moving shadows, imposing a penalty of -8 to opponents attacking the elemental with ranged attacks.
- **Time:** The character surrounds himself in a dimensional perturbation. All successful attacks directed towards him have a 50% chance of missing.

Prerequisites: Focus 5

Character Points: 4

Accuracy: N/A

Action Points: 10

Chi Cost: 8

Damage: Special

Move: None

Elemental Form

This power enables the character to physically transform into a being composed of their element. This lasts for one turn per two points of the character's Focus. While in this inhuman state, the character doesn't possess a functional bodily anatomy, and so, he is

invulnerable to effects that affect the body (like Vital Points, the Pain psychic maneuver, Ear Pop, etc.)

- **Air:** The character becomes composed of swirling wind, granting him completely immunity to physical attacks. If possessing the Flight maneuver, the elemental can fly without a Chi cost while in elemental form. Can alter shape in order to squeeze through small holes and cracks.
- **Earth/Ice/Metal/Wood:** The character becomes a golem-like being composed of their element. This provides a bonus of +24 to soak rolls, a natural Coverage value of 3, and a bonus of half the character's Focus to Strength, but imposes a penalty of -5 to Agility.
- **Electricity:** The character becomes a dynamo of crackling electricity. Anyone physically striking the character (or doing so with something that conducts electricity) will take damage based on the character's Focus + 1d6. The damage from physical attacks is likewise increased by +1d6+2. While in this state, the character is only vulnerable to energy attacks.
- **Fire:** The character becomes a living inferno of raging flame; anyone physically striking the character takes damage based on the elemental's Focus + 1d6, and the damage of all physical strikes is increased by +1d6+2. While this state grants immunity to physical attacks, water does double damage and negate the character's soak roll.
- **Water:** The character becomes a being of living water. This provides the character with a +15 bonus to all soak rolls. The character also gains the ability to move and flow like water; this has countless possibilities, including fitting through small places, etc. Also, the character gains immunity to physical attacks, but fire attacks do double damage.
- **Shadow:** The character becomes a being of living shadow. While in this state, the character cannot be harmed by physical attacks, and because they are weightless they can fly (as per the Flight maneuver). Further, shadow-based attacks are at +1 Damage.
- **Light:** The character becomes a being of living light. While in this state, the subject cannot be harmed by physical attacks, which pass right through them. Further, because they are weightless, they can easily fly (as per the Flight maneuver), and as an added bonus, light-based ranged attacks are at +1 Accuracy.
- **Time:** Not available.

Prerequisites: Focus 7

Character Points: 9

Accuracy: N/A

Action Points: 12 to activate

Chi Cost: 14

Damage: Special

Move: None during activation

Elemental Rage (Super)

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

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

Prerequisites: Focus 5, Elemental Aura

Character Points: 5

Accuracy: +1

Action Points: -2

Chi Cost: 18 to activate

Damage: +2

Move: +2

Elemental Vortex

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

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

A Time Elemental can also bring along everything and everyone with him in a radius equal to his Focus in hexes. Further, his traveling is not limited to this world, being able to travel to other dimensions.

Prerequisites: Elemental Aura

Character Points: 6

Accuracy: N/A

Action Points: 8

Chi Cost: 10

Damage: None

Move: Special

Elemental Wall

This power calls forth a wall composed of the element, whose surface area in square feet cannot exceed the character's (Focus + Stamina) squared.

For Ice, Earth, Metal, and Wood this is a physical obstruction, having 4 health points per square foot. Air creates a wall of intensely moving wind, which throws those who try to move through it out unless they can make a Strength roll.

Fire and Electricity create a wall that damages those who touch it, inflicting damage based on the character's Focus plus 1d4 for each turn of exposure.

Light and Shadow create a wall that blind anyone passing through it, a blindness that lasts as long as the elemental's Focus in turns.

Time creates instead an unchecked dimensional door. Characters passing through will be transported to unknown corners of space an time for 1d4 turns. Victims must also succeed a Will roll against a difficulty of 18 or coming out from the dimensional trip in a ravaged state (Chi depleted, health at 1/3 total).

An elemental wall will last for a number of minutes equal to the character's Focus times three in minutes.

Prerequisites: Focus 7

Character Points: 6

Accuracy: N/A

Action Points: 12

Chi Cost: 8

Damage: Special

Move: None

Impervious to Element

Many elementals possess this ability, which makes them largely immune to attacks based on their element, though magically based elemental attacks will still do

half damage. This power is constant and has no cost beyond the initial investment of character points, and can't be turned off even if the character wants it to.

Fire elementals can be totally immune to fire (however, explosions still do 1/3 of their usual damage due to the impact).

Ice elementals will be impervious to freezing energy attacks and will have a bonus of their Will + Focus times 2 to their soak roll against any assault with physical ice (e.g., Ice Crystal Blast, being stabbed with an icicle, etc.).

Electricity elementals will find themselves as a living battery, conducting electricity without any harm.

Wood elementals will be totally immune to toxins (unfortunately, this also includes beneficial drugs, and nerve gas still has full effect). Physical attacks from wooden objects (including weapons made of wood) do half damage.

Water, Metal, Air and Earth elementals will take no damage from attacks directly related to their element.

Prerequisites: Focus 5, Stamina 6

Character Points: 4

Accuracy: N/A

Action Points: N/A

Chi Cost: None

Damage: N/A

Move: N/A

Sense Element

This power gives the character an instinctive sense of when their element is present within 100 feet per point of Focus.

Prerequisites: Focus 5

Character Points: 2

Accuracy: N/A

Action Points: None

Chi Cost: None

Damage: None

Move: N/A

Air

Control Weather

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

Prerequisites: Focus 8

Character Points: 3

Accuracy: N/A

Action Points: 16

Chi Cost: 5

Damage: None

Move: None

Flight

This power enables the character to actually fly by riding the air. This triples the character's Move for short-range purposes. For distance flying the character can go up to (Focus x 10) + 50 miles per hour. Lifting weight is as per their normal lifting ability on the ground. Ground-

based attacks cannot normally affect the character – only Aerial and projectile ones.

Prerequisites: Focus 8

Character Points: 5

Accuracy: N/A

Action Points: 10 to activate

Chi Cost: 9

Damage: None

Move: Special

Hurricane Burst (Super)

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

Prerequisites: Flight, Whirlwind

Character Points: 5

Accuracy: +0

Action Points: Special

Chi Cost: 24

Damage: 2d6+12

Move: Special

Smoke

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

Prerequisites: Focus 6

Character Points: 3

Accuracy: N/A

Action Points: 8

Chi Cost: 4

Damage: None

Move: None

Summon Storm

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

During the period in which the character is concentrating to maintain the storm, they may summon forth lightning bolts. These effectively function as Chi Blasts (Electric, Homing), though the Chi cost is only 3 each (AP cost and other stuff is normal).

Prerequisites: Focus 8

Character Points: 8

Accuracy: N/A

Action Points: Special

Chi Cost: 15

Damage: Special

Move: None

Wind Strike

This maneuver is effectively the same as Kongjin, except that the damage is caused by a burst of air.

Earth

Fissure

This power causes the earth to literally split open. This can be made to happen anywhere within a number of hexes equal to the character's Focus, and the fissure made will be large enough to cause one person to fall in (thus, the most common tactic is to have it open up under someone suddenly). A fissure will be about 10 feet deep, requiring a short climb to get out of, costing the character 20 APs (10 if they have the Climbing skill). This can only be used in places where there is earth (i.e., dirt, stone, sand, etc.) for ground. An artificial floor cannot be fissured, though it is possible to do so to cement and asphalt, albeit for 16 APs and with a -4 penalty to Accuracy.

Prerequisites: Focus 6, Shockwave

Character Points: 5

Accuracy: +2

Action Points: 14

Chi Cost: 8

Damage: The fall will normally inflict 1d6 damage.

Move: None

Pillar

The opposite of the fissure power, Pillar causes the ground to shoot upwards a good 10 feet, creating a pillar of earth. This has the same restrictions on locations for use as Fissure.

Prerequisites: Focus 6, Shockwave

Character Points: 5

Accuracy: +2

Action Points: 12

Chi Cost: 8

Damage: None

Move: None

Wrath of the Earth (Super)

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

Prerequisites: Focus 8, Shockwave, and either Fissure or Pillar.

Character Points: 6

Accuracy: N/A

Action Points: 17

Chi Cost: 30

Damage: 1d10/turn

Move: None

Electricity

Broadcast

The elemental can manipulate the images showing on any monitor or display device as well as the images being captured on a camera to show whatever images the elemental desires (his own image, real or imaginary landscapes, etc). By spending an additional Chi point, sound can be added to the broadcast and/or the sound being captured by the camera can be altered too.

Prerequisites: Focus 6

Character Points: 2

Accuracy: N/A

Action Points: 3/turn

Chi Cost: 1/turn

Damage: N/A

Move: None

Electromagnetism

The elemental charges a metallic object with electricity to imbue it with temporary magnetic properties, allowing him to perform limited feats of telekinesis. The elemental can lift the equivalent of a 1-foot cube per point of focus. The movement of such objects is slow and awkward at best, but the ability can prove critical in certain situations (plus, it always impresses the locals).

Prerequisites: Focus 8, Elemental Aura

Character Points: 4

Accuracy: N/A

Action Points: 6

Chi Cost: 4/turn

Damage: N/A

Move: None

Energize

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

Object	Chi cost
Single Battery	1 per 12 batteries
Energy Clip (for weapons)	1 per 1 clip
Car battery	1 per 2 batteries
High tech device	5 or higher

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

Prerequisites: None

Character Points: 3

Accuracy: N/A

Action Points: 6

Chi Cost: Special

Damage: N/A

Move: None

Lightning Bolt

This power will call down a lightning bolt from the sky, striking down an enemy. A lightning bolt attack cannot be dodged unless the defensive roll (normally a dodge) exceeds the attack roll by at least 6 points.

Prerequisites: Focus 8

Character Points: 6

Accuracy: +2/Special

Action Points: 15

Chi Cost: 12

Damage: 3d6

Move: None

Program

A cousin of the *broadcast* maneuver, this maneuver allows the elemental to mentally operate any computer device. The maneuver's potential and possible uses is limited by the elemental's degree of computer knowledge only, while one to four ranks in the computer skill would allow him to perform operations at operating-system level, 7 or more ranks would allow him to communicate with the kernel or the CPU directly to perform operations, effectively bypassing all security. The possession of the *See Signal* maneuver would also allow the elemental to perform remote processes mentally, but in those cases a successful *computer* roll is necessary.

Prerequisites: Focus 8, Computer 3

Character Points: 3

Accuracy: N/A

Action Points: 5/turn

Chi Cost: 1/turn

Damage: N/A

Move: None

See Signal

The elemental becomes able to see traveling communication signals, be it radio/analog transmissions, microwave or infrared communications, or even the light or electricity traveling through telephone lines and optic fiber. While the elemental can see such signals, unless he has 5 or more ranks in skills like communications, he has no way of understanding them. Sighted signals can also be altered if the elemental also possesses maneuvers like *broadcast* and *program*.

Prerequisites: Focus 6, Sense Element

Character Points: 1

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: None

Shock

This power enables the character to electrify their entire body for short periods of time. Anyone touching the character's bare skin (or anything they're wearing that would conduct electricity) for any reason (including being punched by them) takes damage as noted below.

Prerequisites: Focus 6

Character Points: 5

Accuracy: N/A

Action Points: 3/turn

Chi Cost: 6/turn

Damage: 1d4

Move: N/A

Soldering

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

Prerequisites: None

Character Points: 2

Accuracy: Special

Action Points: 12 per turn

Chi Cost: 3

Damage: N/A

Move: None

Fire

Feed/Extinguish Fire

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

Prerequisites: Focus 5

Character Points: 3

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: Special

Firestorm (Super)

This powerful maneuver causes flames to rain down over a large area. A Firestorm lasts for a number of turns equal to the character's Focus. Each turn everyone within a radius equal to the character's Focus in hexes takes damage as noted below (may be soaked normally).

Prerequisites: Chi Blast (Fire Blast)

Character Points: 6

Accuracy: +2

Action Points: 12

Chi Cost: 20

Damage: 1d10+10

Move: None

Magma Blast

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

Prerequisites: Chi Blast (Fire Blast), Focus 8

Character Points: 7

Accuracy: -1

Action Points: 10

Chi Cost: 8

Damage: 1d10+2

Move: None

Smoke

Same as the Air maneuver.

Ice

Ice Blade

This power enables the character to call into being a blade made of ice. Ice Blade uses the modifiers listed below, and lasts either 3 minutes per point of Focus, until destroyed, or until it is canceled by the user.

Prerequisites: Focus 5, Blades 2

Character Points: 4

Accuracy: +1

Action Points: -2

Chi Cost: 4

Damage: +1d6

Move: +0

Ice Slick

This power causes an area of the ground to be covered with a layer of ice that makes it difficult for others to move. The Ice Slick will cover a number of hexes equal to the character's Focus, which can be a number of hexes equal to their Focus times two away. Characters (other than Ice Elementals) who walk on the area of the Ice Slick are at -2 to all physical-related rolls, and must make a roll on 1d10 + Agility every other turn to stay standing.

Prerequisites: Focus 4

Character Points: 4

Accuracy: +4

Action Points: 9

Chi Cost: 5

Damage: Special

Move: 2

Ice Slide

This power enables the character to move freely on ice, sliding around at rapid speed without the possibility of slipping. The character's Move is tripled for moving on icy surfaces (including those they create themselves).

Prerequisites: Focus 4, Agility 4

Character Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: 1 per minute

Damage: None

Move: Special

Ice Storm Blitz (Super)

This maneuver summons forth a great storm of ice crystals. Everyone in a 1 hex radius per 2 points of the character's Focus takes damage each turn for three turns.

Prerequisites: Chi Blast (Ice Blast)

Character Points: 4

Accuracy: N/A

Action Points: 14

Chi Cost: 20

Damage: 1d4+1

Move: None

Metal

Create Magnet

The elemental can imbue small metallic objects (magnetic or not) with magnetic properties, such magnetized objects are slightly more potent than common use magnets and can have a multitude of uses from holding notes to erasing tapes.

Prerequisites: None

Character Points: 1

Accuracy: N/A

Action Points: 4

Chi Cost: 1

Damage: N/A

Move: None

Flechette

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

Prerequisites: Focus 6

Character Points: 6

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: 1d6

Move: None

Iron Spike Wave (Super)

This powerful and deadly maneuver causes a series of massive iron spikes to spring up from the ground and then melt back into it. This maneuver affects all targets in a straight line stretching a number of hexes equal to the elemental's Focus. Anyone struck by it suffers a knockdown.

Prerequisites: Focus 8

Character Points: 6

Accuracy: -1

Action Points: 12

Chi Cost: 22

Damage: 2d6+10

Move: None

Magnetic Repulsion

This power enables the elemental to repulse objects with magnetic properties. If used offensively, the maneuver reinforces the impulse of a thrown weapon, the character gets a bonus of +3 to Accuracy and +1 to damage; this costs 2 Chi and uses 1 AP (in addition to that of throwing the object in the first place. If used defensively, the elemental can try to deflect an incoming bullet or thrown weapon, the character must make a Will roll against a difficulty of 15; this use costs 6 Chi and only 1 AP (instinctive).

Prerequisites: Magnetism

Character Points: 2

Accuracy: Special

Action Points: Special

Chi Cost: Special

Damage: N/A

Move: None

Soldering

As per the Electricity maneuver (see above).

Water

Lower Water

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

First, the elemental can reduce or increase the volume of a water (initial volume cannot exceed 100 gallons per point of Focus) as many times over as the amount of their Focus (e.g. Focus 6 can increase water to 6 times as much or reduce it one sixth). This costs 1 Chi/turn and takes 1 AP/turn. When the elemental ceases concentrating, the water will return to normal.

Second, the elemental can manipulate water in a way that he/she can dissipate any water based attack that threatens to harm them (such as a summon wave). This costs 5 Chi and takes 3 APs. The character also needs to succeed a Parry roll, but adds their Will to the total of the roll.

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

Prerequisites: Elemental Wall

Character Points: 8

Accuracy: Special

Action Points: Special

Chi Cost: Special

Damage: N/A

Move: Special

Summon Wave

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

character's Focus in hexes, and causes a Knockdown if it hits.

Prerequisites: Focus 6

Character Points: 7

Accuracy: +2

Action Points: 10

Chi Cost: 8

Damage: 1d6

Move: None

Swimming

ALL water elementals can swim. Face it, you simply CAN'T have a natural affinity for water if you don't get wet now and then. However, an elemental with this maneuver can do a more than that while in the water. They can move along with ease, going at incredible speed (base move is equal to the character's Will times five!), and they are at +1 to the Accuracy and Move of ALL maneuvers while swimming in this manner.

Prerequisites: Agility 5

Character Points: 4

Accuracy: N/A

Action Points: N/A

Chi Cost: 2/minute

Damage: N/A

Move: Special

Water Breathing

This maneuver enables the elemental to inhale water normally, as though it were air.

Prerequisites: none

Character Points: 2

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: N/A

Water Vortex

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

Water Walk

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

Prerequisites: None

Character Points: 2

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: Special

Wood

Animate Plants

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

Animated plants can take any reasonable actions (GM discretion), though they will generally be rather slow (Agility 3 at best in most cases), though larger plants (big trees, etc.) will be very tough and strong.

Prerequisites: Focus 7

Character Points: 4

Accuracy: N/A

Action Points: 4 per plant controlled per turn

Chi Cost: 2 per plant controlled per turn

Damage: N/A

Move: None

Soul Merge

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

For the duration of the maneuver, the character gains the following bonuses: Can never be taken by surprise, as they are aware of EVERYTHING that is happening within the place (as per Clairvoyance), can See Auras (as per the maneuver) even if the subject is hidden, and can anticipate their opponents every move gaining a +3 to the Accuracy of all their maneuvers (as per Mind Reading). And finally, when combined with the Animate Plants maneuver the character can make truly terrific things performing any maneuver he/she knows using trees and other plants as the character's own limbs and with the same accuracy as the character's.

Prerequisites: Focus 7

Character Points: 8

Accuracy: N/A

AP Cost: 10

Chi Cost: 3/turn

Damage: N/A

Move: N/A

Splinterburst

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

Prerequisites: Focus 5

Character Points: 6

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: 1d6

Move: None

Light

Bend Light

This maneuver enables the character to fragment light into its separate colors, as well as affect the path of light. Against Light Blasts and lasers, the character can perform a normal Parry (costs 2 chi) to divert the blast away from them, thereby taking NO damage. Can also create minor visual illusions on a successful roll of Will+Focus.

Prerequisites: Focus 6

Character Points: 4

Accuracy: +2

Action Points: +0

Chi Cost: 2

Damage: None

Move: +0

Darkness

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

Prerequisites: Focus 5

Character Points: 5

Accuracy: N/A

Action Points: 12 to activate

Chi Cost: 4

Damage: None

Move: None

Light Shifting

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

Prerequisites: Focus 6

Character Points: 6

Accuracy: N/A

Action Points: 8 to activate

Chi Cost: 4

Damage: None

Move: Special

Light Ball

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

Character Points: 3
Accuracy: +1 (When applicable)
Action Points: 3 to activate
Chi Cost: 3
Damage: None
Move: Special

Super Vision

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

Prerequisites: Focus 7
Character Points: 4
Accuracy: N/A
Action Points: 1/turn
Chi Cost: 1/turn
Damage: None
Move: N/A

Morning Star (Super)

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

Prerequisites: Focus 9
Character Points: 7
Accuracy: Special; automatically hits anyone in the area of effect.
Action Points: ALL (must be the only action that turn)
Chi Cost: 18
Damage: 2d6+10
Move: None

Shadow

"Darkness will take you..."
---Fallen Cleric, Neverwinter Nights

Darkness

As per the Light maneuver (see above).

Shadow Meld

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

half the character's Focus. While in shadow meld, the character is completely immune to mundane or supernatural detection.

Prerequisites: Focus 7, Stealth 2
Character Points: 4
Accuracy: N/A
Action Points: 6 to activate
Chi Cost: 4
Damage: N/A
Move: None

Shadow Teleport

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

Prerequisites: Shadow Meld
Character Points: 5
Accuracy: N/A
Action Points: 8
Chi Cost: 5
Damage: N/A
Move: None

Shadow Whip

This power forms a whip out of pure shadow. It functions as per a normal bullwhip, with a bonus of +2 to Accuracy and +3 to damage.

Prerequisites: Focus 7
Character Points: 4
Accuracy: N/A
Action Points: 6 to form the Shadow Whip
Chi Cost: 6
Damage: N/A
Move: None

Steal Shadow

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

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

Prerequisites: Focus 7, Drain Chi
Character Points: 5
Accuracy: N/A
Action Points: 9
Chi Cost: 5
Damage: Special
Move: None

Time

*"Time controls humans and makes
the world move around....hmmm,
I think that makes me.... God!"*
-- Richard Wong, Psychic Force

Erase and Rewind

The elemental cheats fate by jumping a few seconds back in time, usually to correct a light mistake that carried on big consequences. In game terms, each use of this maneuver allows the elemental to repeat the last die roll rolled by him before the consequences of such roll take effect.

Prerequisites: Time Stop

Character Points: 6

Accuracy: Special

Action Points: 8

Chi Cost: 12

Damage: Special

Move: 1

Future Sight

The elemental takes a quick glimpse into the immediate future. The elemental adds his Focus attribute to his next roll.

Prerequisites: Focus 10

Character Points: 4

Accuracy: Special

Action Points: 2

Chi Cost: 4

Damage: N/A

Move: none

Summon

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

The objects summoned can be moved in straight line if done so at the very instant the object is summoned (a melee or thrown weapon for example could be summoned towards oponents), such objects are +2 to accuracy. More than one object can be summoned on a single round if the objects doesn't weigh more than the limit and are not very separate one from the other.

Character Points: 4

Accuracy: Special

Action Points: 10

Chi Cost: 4

Damage: Special

Move: Special

Temporal Quicksand

The character grabs his/her opponent and makes a contested Focus roll; if the opponent looses he "phases out" as per Ghost Form, but he starts sinking into the ground as if it was quicksand, (for a number of seconds equal to the number of points by which the attacker's roll exceeded theirs) then phase in again. As the victim is re-appearing on a solid object, this will cause him/her a damage of 1d6 (do not add base damage) per each second sinking (this damage cannot be soaked, though earth, metal, ice, or wood elementals with Impervious to Element may take half damage if the surface is mostly of their element). Further, as the opponent has part of his/her body "buried" on the ground he/she will be effectively immobilized.

Prerequisites: Focus 8, Elemental Vortex

Character Points: 6

Accuracy: Special

Action Points: 8

Chi Cost: 10

Damage: Special

Move: 1

The Four-Wind Strike

The maneuver enables the elemental to perform limited feats of bi-location (existing in several different places at the same time). Upon landing a succesful melee attack, the elemental strikes from up to 4 different flanks at the same time. In game terms, the elemental can do a *team joined attack* he himself. Each "participant" in the joined attack costs 3 Chi. The cost in CPs of the maneuver is independent of the cost of whatever joined attack the elemental plans on using. When combined with the Projective Telepathy psychic power, the elemental can do true bi-location, being able to exist in any two different parts of the world at the same time.

Prerequisites: Focus 11, Elemental Aura

Character Points: 9

Accuracy: N/A

Action Points: +2

Chi Cost: Special

Damage: Special

Move: N/A

Time Stop (Super)

Indeed one of the most powerful forms of Time Elemental power. The character creates a "dimensional fracture" -- a sort of anomaly in which time is frozen on a particular moment, as though one has stopped a movie on a single frame. This covers a 100 foot radius per level of Psychic. GMs should be hesitant to let some players to have this maneuver as it is can quite easily lead to some very grisly situations; for the duration the opponent(s) are unable to make any defense of any sort, since they are frozen along with the rest of the area of effect. In order perform this maneuver the elemental must have both hands free; thus he can't be holding any items. The character can stay on the time fracture as long as he doesn't alter anything, the moment he takes

an object, opens a door or touches a living thing, the person returns to reality.

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

Prerequisites: Psychic 12

Character Points: 10

Accuracy: N/A

Action Points: 3

Chi Cost: 20

Damage: None

Move: Special

5.4) Aliens and Mutant Animals

Needles to say, the following paragraphs cover those creatures that, by any reason (coming from outer space, being born 'different', experiments, etc.) count with special genetic traits and differences that disqualify them to the casual eye as 'human'.

In game terms, being a mutant animal counts as a 3 point Advantage, plus the cost of any Special Abilities that the character might possess (see below). However, as a consequence of 'being different', the GM is free to force a mutant character to take any of these 3 social disadvantages: either fugitive, infamy, or second-class citizen. Xenophobia is inherent to the human nature, and the GM is free to make NPCs as mean and hostile to the mutant as he seems fit. Eventually, prejudice can be overcome with the character's noble actions, kindness, and patience, but it will be a really SLOW process, and the GM is under no obligation to make haste unless the character proves himself in truly heroic ways.

In the case of aliens and such, the GM may rule some powers and maneuvers (chi blasts, ghost form, etc) as natural abilities for members of some races, allowing them to acquire such powers regardless of style or attribute prerequisites.

Special Abilities

The following are special abilities that might be possessed by mutants and aliens. This section will mainly deal with traits due to genetic makeup. The GM and players should work together to keep coherency among the mutations and stick to the character original concept. Note that some of these traits give the character CPs to spend instead, just like disadvantages.

Antlers (1)

Can be hidden with a carefully placed baseball cap or so, but any forceful movement is likely to reveal 'em. +4 on all perception rolls.

Bite (1)

The character has sharp teeth, and can execute a bite against opponents. This gives them the Bite maneuver for free.

Character Points: Special

Accuracy: -1

Action Points: 8

Chi Cost: None

Damage: +2

Move: 3

Cat's Grace (1)

+2 to Agility. This mutation can also apply to any animal just as quick.

Climbing (2)

This is a natural ability to climb, and grants the character an effective climbing skill of 8.

Claws (2/3)

The character has claws in their hands and/or feet, which add +2 damage when used in combat. This is in addition to the damage of a normal punch or kick, but claws cannot be used for closed-fisted punches. +2 to Climb rolls. The +3 version makes said claws retractile, which make them way less conspicuous.

Digging (3)

The ability to excavate through soft soil without leaving a tunnel behind. Digging speed equal to half the character's move.

Exoskeleton (3)

Like that of an insect. Large keratin plates covers most of the character's body. Always assumed to be wearing an armor with a soak bonus of +12 and a coverage value of 4. -2 to Appearance.

Extra Limbs (4)

+3 APs for each extra pair of arms, to a maximum of 3 extra pairs (8 arms total). +2 to blocking maneuvers, plus an additional +1 for every additional pair.

Flight (4)

The character has wings which can be used to fly somewhat. I say somewhat, because the fact of the matter is that any creature of human size would need an absolutely massive wingspan to be able to fly (look in a physics textbook under Scaling). Fortunately, this game is based on fighting games and anime, both of which ignore that sort of thing. As a result, the character can fly and glide, tripling their move in combat. Physical strikes made while flying are also at +2 damage due to the increased momentum.

Fur/Feathers (-1)

80% of the character's body is covered with either fur or feathers. -1 to all social rolls.

Gills (2)

The character has retained natural gills as well as grown lungs, and thus can breathe normally while underwater.

Hold Breath (1)

Like a dolphin. The character can hold his breath for as long as 10 minutes per point of Stamina.

Inhuman Face (-2)

The character's Appearance rating becomes non-applicable for humans (she may be the cutest fox, but she'll never be 'foxy').

Nightvision (1)

The character's eyes also acquire an unusual appearance. The mutant can see clearly low-light to near-total darkness (he still can't see in total darkness).

Radar (4)

The character can interpret vibrations in the air, simulating the sense of sight and endowing him with astonishing coordination. +2 to perception rolls, +2 accuracy of all athletics and evasion maneuvers, plus he cannot be ambushed with surprise physical attacks.

Regrowth (4)

Certain animals, most notably lizards and some amphibians, have the ability to grow back lost body parts. As a result, the character heals an extra 1d6 Health per day when damaged, and can even regrow lost limbs.

Running (2)

Certain animals, such as the Cheetah and Kangaroo can run at great speed; double the number of hexes they can run in a turn.

Scales (1)

Just like a reptile's, the character's skin is covered with scales that provide him with natural protection. Add 3 to soak rolls.

Speak with Animals (1)

The mutant animal (no aliens) can communicate without problems with other animals of his type.

Spider Climb (2)

The uncanny ability to adhere to surfaces without other aid than the character's hand and feet. Carrying more weight than the character can usually *carry* makes the character to lose his grip.

Summon and Control Animals (3)

The mutant animal is able to summon and control animals of his type to do his bidding. In combat, he can control a number of animals in d6 up to his Charisma rating. If the animals summoned are diminute or vermin, in combat he can summon a swarm that damages all enemies in a radius of 1 hex per two points of the mutant's Charisma. Damage of the insect swarm is 1d6 per turn. **Prerequisites:** Speak with Animals

Swimming (2)

The animal is an excellent swimmer, considered to automatically have a Swimming skill of 8 (can be increased normally if desired), and their Strength is doubled for determining how far they can move in a turn while swimming.

Tail (2)

Many types of animals have tails, and most mutants will retain them, but a character with this advantage will be able to use their tail for special purposes; either as a prehensile tail, or a "combat tail" (purchasing both costs 4 CPs). A prehensile tail allows the character to use the tail as a rudimentary hand (-5 penalty to perform most tasks), while a combat tail can be used for whipping opponents (same basic damage as a Light or Heavy Punch) and allows the character to select certain special maneuvers which require such a tail.

Temperature Resistance (2)

Certain animals live in extremes of temperature that could be uncomfortable or even dangerous to humans. An animal with this power will be resistant to either heat (animals from tropical climes, deserts, etc.) or cold (penguins, polar bears, seals, walruses, etc.). This means that they will be entirely comfortable with that range of temperatures, though going to the other extreme will be very unpleasant (thick fur is not a good thing to have in a rainforest, and likewise scales are no good in the arctic). This does not grant them any particular damage resistance (i.e., it would not affect freezing or incendiary attacks).

Venom (4)

Selecting this power requires that the character first be able to Bite (see above), or have some other means by which to deliver the poison. Certain animals have the ability to poison their foes. This usually is done by means of fangs (thus requiring a biting attack), though some animals are known to possess poisonous spurs on their limbs or other parts of the body. When the venom is delivered, it inflicts damage based on the attacker's Stamina, divided evenly over the course of 6 turns, in addition to the damage from whatever attack was used to deliver the poison. A character with this power has only a limited supply of the venom, and thus may

use this attack only a number of times equal to half their stamina per day.

Vacuum Survival (1)

The character can survive in the harshness of space without the need of a spacesuit, but still breathes somehow, which means he can still drown, be affected by gas, etc.

Webbing (-1)

The character has webbing in his hands and feet. -1 to Appearance whenever the character's hands show often.

Mutant Animal Special Maneuvers

Claw Storm Charge (Super)

The mutant flies forward, lashing out with his claws again and again. Make 4 damage rolls based on their claw damage with the modifiers below.

Prerequisites: Mutant Animal, Claws, Agility 7

Character Points: 5

Accuracy: +0

Action Points: 18

Chi Cost: 10

Damage: 1d6

Move: 6

Leaping Rake

In this maneuver, the character leaps past the opponent, raking them with their claws as they do so. This is an Aerial Maneuver.

Prerequisites: Agility 5, Claws, Jump

Character Points: 5

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: +3

Move: 6

Pounce

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

Prerequisites: Agility 7, Claws, Jump

Character Points: 6

Accuracy: +0

Action Points: 10

Chi Cost: None

Damage: +1d6

Move: 6

5.5) Psychics

As a rule, fighting game psychics always wield the most cinematic abilities, which are usually energy-based and very powerful. Anime psychics, on the other hand, while still highly flashy, are more specialized into mind-over-matter phenomena, telepathy, and such.

Being a psychic counts as a special Advantage, and costs 2 points per level. The level of one's psychic power determines how powerful manifestations of that power are, and thus is used in place of the Focus attribute to determine damage and such for psychic effects (as well as the Focus Prerequisite of many maneuvers). Focus maneuvers purchased as psychic powers see their cost reduced by 2 points (to a minimum of 2) as well. However, have in mind that the Focus attribute is still the one being used for determining the character's base Chi.

Adding the Power Strike modifier to a maneuver costs only +1 CPs, always manifests as seething psychic energy, and costs only 1 Chi.

Psychic Disciplines

Training in the development of diverse areas of an individual's psionic nature. A character's level in any psychic discipline may not exceed his level in the Psychic advantage.

Astral Power

The Psychic Discipline of Astral Power grants the character the ability to perceive and interact with the Astral Plane, a level of reality that is wholly mental and spiritual in nature. Beings can exist there only in a non-physical manner, but since it overlaps our physical reality, those present in the Astral Plane can observe and possibly even affect those in the Physical Plane.

1. **Astral Sight:** This power enables the character to look into the astral plane, and see whatever might be going on in there.
2. **Astral Projection:** This is effectively the same as the Mind Walk maneuver, except that the Chi cost to activate is 8, and the duration is based on the character's Psychic level rather than Focus.
3. **Astral Healing:** This power allows the character to heal astral forms, whether their own or someone else's. They can heal 1d6 Health per 3 Chi spent.
4. **Extended Astral Projection:** This is essentially the same as the normal Astral Projection power, except that the duration is 30 minutes per point of the character's Psychic advantage. Costs 8 Chi.
5. **Avatar Projection:** This power enables the character to project an image of themselves into the physical plane from the astral plane. This has no physical presence, but is very conspicuous. It can be maintained for two turns per level of Astral Power. Costs 6 Chi.
6. **Astral Transference:** This is a variation of Astral Projection in which the character temporarily converts their physical form into an astral one, having the added advantage that they don't have to worry about what's happening to their body while they're off in the astral plane. There is no limit to how long an Astral Transference can be maintained, though

each time they move into or out of the Astral plane it costs 5 Chi.

Aura Power

In hard-fact terms, the "aura" is nothing but a mild electro-magnetic field irradiated by all living organisms as a consequence of the miscellaneous electro-chemical phenomena within us (human's aura has a 1.5m radius). Parapsychologists and people given to believe in the supernatural attribute the human's aura with many esoteric properties and attributes. However, for game purposes, we'll be using such paranormal aspects. Psychics with this discipline can perceive and later affect these auras.

1. **See Auras:** This power allows the psychic to see and interpret the aura of anyone within line of sight. The psychic must make an roll on 1d10 + Intelligence + Aura Power to interpret the aura, however. From this it is possible to determine if they are psychic, elemental, etc., general level of power, if they have positive or negative chi, and their general age.
2. **Disguise Aura:** The psychic is able to change the appearance of his aura for up to 1 minute per level of Aura Power, so that other psychics with the See Aura ability can be made to believe him to be of another species, not a psychic, more or less powerful, etc.
3. **Steal Aura:** This power works basically the same as Disguise Aura, except that the character will precisely copy the aura of another person. As a result of this, the original aura being copied becomes somewhat distorted for the next 1d6+1 hours.
4. **Alter Aura:** This power enables the character to modify the appearance of another person's aura in the manner of the Disguise Aura power.
5. **Aura Bolt:** This power functions as a Continuous Blast Chi Blast, the only difference being that the character channels the power through their aura, causing them to be surrounded by an intense white glow just before it is unleashed.
6. **Aura Infusion:** With this power, the character infuses their aura with chi energy, causing it to blaze like fire. This provides a bonus of +20 to all soak rolls, and increases the damage of all hand to hand strikes by +3. This costs 14 Chi and takes 14 APs to activate.
7. **Supreme Aura Bolt:** This is a Mega-Attack version of the Aura Bolt power, above.

Clairvoyance

The power of clairvoyance enables the psychic to extend their senses to perceive occurrences in other locations, regardless of normal physical limitations. To do this, the character must make a roll on 1d10 + Clairvoyance + Focus, the difficulty being based on the distance between the psychic and what they are attempting to see, and whether there are any obstructions between. The character can only use one sense at a time per level of Clairvoyance.

Precognition

This is probably one of the most fickle of psychic powers. It is the ability to catch glimpses of the future. However, the psychic has almost no control of this whatsoever. In general, the GM may allow a roll on the character's Precognition level. If the roll is successful, the character has gained some small insight into the

possible future. This is usually a feeling about something—a hunch that will probably turn out to be correct.

Psychic Healing

Psychic power can easily be channeled to heal rather than hurt. The Psychic Healing Discipline provides the same abilities as the Healing Path of Sorcery (see Thrash), except that at level 9 the character acquires the ability of *Life Extension* rather than Resurrection, which can slow down the character's aging to one fourth normal if they wish.

Psychokinesis

Literally translated as “movement with the mind”, and also known as Telekinesis, or “movement from a distance”. Psychokinesis is the fabled and archetypical psychic ability to lift and move things by sheer force of will. The point cost of Psychokinesis is 3 points per level at character creation.

Compare the psychic's level in Psychokinesis in the weight lifting table under the Strength attribute (chapter 2) to find his maximum weight limitation. However, each 100kgs drain the psychic of 1 Chi per turn.

Telepathy

Telepathy is both subtle and dangerous. It allows the character to sense and even alter the thoughts of others. It is not normally a combative power, but its potential uses out of combat are what make it terrifying.

1. **Empathic Sense:** The character can sense the general emotional state of people and to a lesser extent, animals, within a 6 foot radius per level of Telepathy. The character can either get the overall general emotional state of all the beings within the area, or scan one specific individual, in which case their precise emotional state can be ascertained, and the range is increased to the level of their Telepathy times 20 feet. However, there is a distinct possibility of use of this power causing the telepath to actually *feel* the emotions they are sensing to some degree, which can be disturbing, and even dangerous.
2. **Telepathic Sense:** The character is able to read the actual surface thoughts of others. Short of a Mind Shield (see below), there is little one can do to prevent telepathic probing, save to try and think of something unimportant, and then they must be aware of the telepath's probes in the first place. The general range for telepathic sensitivity is 12 feet per level of Telepathy.
3. **Projective Empathy:** The character is able to project their emotions at others. Thus, if they are scared, they can put fear into the hearts of others. The range for this is equal to ten feet per level of Telepathy, and anyone on whom this is used may make a 1d10+Focus+Will roll to prevent themselves from being overwhelmed by the emotion, provided they are aware that the feeling is the result of a psionic projection. When this power is used, the psychic must spend 2 Chi per turn.
4. **Projective Telepathy:** The character is able to project thoughts at others. Thus, they can send mental images, words, or whatever into another person's mind. Whether they can understand the telepathic message is another matter entirely. The range for this is equal to the level of Telepathy times ten feet. When this power is used, it costs 1 Chi per turn.

5. **Mind Shield:** This power allows the psychic to maintain a shield around their mind that protects from psychic attacks and probes. It is relatively easy to learn to do, and extremely useful. For rolls to resist psychic attacks that directly affect the mind, half the level of the Telepathy Discipline is added to the appropriate attribute. Telepathic probes used while the mind shield is up have their level effectively reduced by that of the user's Telepathy level. Mind shield can be activated in an instant (does not cost any APs), and remains up or down (however the psychic left it) whether they are asleep or awake.
6. **Rapport:** This is ability to enter a psionic rapport with another being. That is, a state of psionic linking, in which all surface thoughts and emotions of one are instantly sensed by another person, and vice versa. The rapport state is extremely disturbing to those who are not adjusted to it. To form the rapport, the participants must be within 6 feet per level of Telepathy of one another (the highest Telepathy level from among the participants), and it can be maintained at a range of up to 100 feet per level of Telepathy! However, every minute of rapport drains all concerned of 1 Chi. There is no real limit to how many beings can participate in a rapport, although, as a rule of thumb, if the sum of the Intelligence of all of them exceeds 50, it is getting “crowded” in there, and it becomes difficult to concentrate. If someone is pulled into a rapport and wants to get out, they must make a roll on 1d10+Will+Focus.
7. **Suggestion:** This power allows the psychic to mentally affect another person in such a way that their subconscious becomes open to suggestions. This can be used in two ways; either to make spoken commands more effective, or to force the victim into a trance state, where they are even more susceptible to suggestion. In the first case, the psychic can make a roll on 1d10+Telepathy+Focus and spend 2 Chi before saying something; if the listener (who must be within 4 feet per level of Telepathy) fails a contested roll on 1d10+Focus+Will, they will believe that statement, and if it compels them to do something, they will likely do it. If the psychic spends 6 Chi and makes a similar roll, they can cause the victim to enter a trance state; at this point, they will be only semi-conscious (although loud noises, or being struck physically, will bring them to full alertness), and whatever the psychic says will be firmly planted into the victim's subconscious mind. However, it is important to remember to tell the victim not to remember being in the trance; otherwise the whole thing will be ineffective. Lastly, the victim always gets a chance to make a roll to resist being compelled to do anything that is contrary to their morals or principles.
8. **Deep Probe:** This power allows the telepath to probe the mind of another on a much deeper level. To use this power, the telepath must be touching the subject, preferably on the forehead. If someone is aware of this and wants to prevent it, they must make a roll on 1d10+Will+Focus. When doing a deep probe, the telepath can explore the mental landscape of the subject, and even look at memories.
9. **Open Mind:** The character is able to enter a state of total telepathic sensitivity. Any surface thoughts within a 10 foot radius per level of Telepathy will be “heard” clearly by the telepath. This is handy if you want to know where someone is, but is maddening when there is a room full of active people.
10. **Alter Dreams:** This power enables the psychic to forcibly take control of another person's dream (the victim must be dreaming while it is used), altering it in any way they can think of. They will be aware of what the victim is dreaming about, and can affect it in any way they wish. The psychic must be within 2 foot per level of Telepathy of the dreamer. The psychic will also be accomplished at controlling their own dreams, and rarely is troubled in their sleep.
11. **Mind Control:** This power allows the psychic to totally seize control of the mind and body of a victim, controlling all mental, psychic, and physical abilities. Initiating mind control requires eye contact; the victim can make a roll to avoid being affected. Once controlled, a victim can be made to do anything normally possible for them, although all actions will

be at a -4 penalty. While controlling someone in this way, they psychic cannot do anything else. While controlled, the victim will be aware of (and likely terrified by) everything that is going on around them, but powerless to do anything about it. Mind control can be maintained for up to 1 minute per level of Telepathy.

12. **Fantasy Experience:** The psychic is able to take control of the perceptions of one person per 2 levels of Telepathy, and cause them to have a hallucinatory experience, over which the psychic has total control. While this is in progress, the psychic and all involved will be effectively unconscious, but apart from the psychic, all will remain so for 1d6 minutes afterwards. People in this fantasy world will generally be unaware of the fact that it isn't real, but if they are, or simply try to disbelieve it, they can make a roll; if successful, they will wake up. Remember that unless a telepath, victims will rarely even realize that a fantasy experience has started.

Psionic Maneuvers

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

Induce Blindness

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

Prerequisites: Psychic Healing 3

Character Points: 4

Accuracy: N/A

Action Points: 14

Chi Cost: 5

Damage: Special

Move: None

Induce Rage

This power causes victims to become enraged, such that they quickly enter a fearsome bloodlust. When it is used, Induce Rage causes the victim (can be anyone in line of sight) to gain Rage points based on the psychic's Focus damage plus 1d6+3; if this pushes them above their Rage Threshold, they will begin attacking without any regard for personal safety.

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

Prerequisites: Telepathy 7

Character Points: 5

Accuracy: N/A

Action Points: 12

Chi Cost: 5

Damage: Special

Move: None

Kinetic Barrier

Allows the psychic to erect an invisible wall of telekinetic energy to protect him from all kinetic attacks (punches, bullets, falls, incoming cars, etc). The Chi cost of the kinetic shield is 5 plus a Chi cost according to the weight of the incoming object (see psychokinesis).

Prerequisites: Psychokinesis 4

Character Points: 5

Accuracy: N/A

Action Points: 5

Chi Cost: Special

Damage: N/A

Move: none

Kinetic Strike

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

Prerequisites: Psychokinesis 4

Character Points: 4

Accuracy: +0

Action Points: +3

Chi Cost: 6

Damage: Special

Move: +0

Mind Crush

This power causes the victim (who must be in touched) to have their mental strength sapped, losing the will to fight back. If this is used successfully, roll damage based on half the attacker's Focus. The victim makes a Soak Roll using their Will instead of Stamina; if the "damage" exceeds their Will attribute, they have been affected.

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

Prerequisites: Telepathy 3

Character Points: 6

Accuracy: N/A

Action Points: 14

Chi Cost: 8

Damage: Special

Move: None

Pain

This causes intense pain to course through the body of the target, resulting in a -6 penalty to any rolls they make and having their APs halved. The range is equal to 10 feet per level of Psychic power, and the psychic must concentrate intensely to use this power, which can be used on anyone in line of sight.

Prerequisites: Psychic Healing 5

Character Points: 6

Accuracy: N/A

Action Points: 12 per turn

Chi Cost: 3/turn

Damage: Special

Move: None

Paralysis

The psychic overrides control of the victim's motor system, paralyzing him on the spot. Every turn the psychic rolls Will+Psychic vs the victim's Will+Focus. Success means the victim is paralyzed for one full turn and failure means no paralysis attempts can be made for the next 6 turns. Paralyzed victims are defenseless against attacks, but anti-climatic behavior on the part of players such as attempts at instant murders grant victims a second save roll with a +5 bonus (or higher at GM's discretion).

Prerequisites: Psychic Healing 7

Character Points: 7

Accuracy: Special

Action Points: 3/turn

Chi Cost: 4/turn

Damage: N/A

Move: N/A

Possession

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

Prerequisites: Psychic 5, Telepathy 7

Character Points: 6

Accuracy: N/A

Action Points: 16

Chi Cost: 8

Damage: None

Move: None

Recall

Allows the psychic to instantly remember any small bit of data he has seen, read, heard, etc.

Prerequisites: Psychic 2

Character Points: 4

Accuracy: N/A

Action Points: 1

Chi Cost: 1

Damage: N/A

Move: none

5.6) Superhumans

"Here we are! Born to be kings
we're the princes of the universe!
Here we belong! Fighting to survive
in a world with the darkest powers
An here we are, we're the princes of the universe
here we belong, fighting for survival
we've come to be the rulers of your world!
I am immortal! I have inside me blood of kings!
I have no rival, no man can be my equal!
Take me o the future of your world"
--- Queen, "Princes of the universe"

Superheroes are not nearly as popular in anime and videogames as in american comics, still, they exist and MANY a videogame/anime superhero is QUITE popular (Gowcaizer, Maris the Supergal, Sailor Moon, and even the worst case of hard-core anime otaku can't deny that Son Goku is Japan's answer *ripoff* to Superman). However, so-called superheroes with superpowers are rare as an honest man in the congress.

Guess I need not to tell you what superhumans are: for aparently illogical reasons (if any), this people are born/develop/imbued with "strange abilities greater than mortal men" (ok, ok, sorry, couldn't resist saying that, so sue me Kev =P). Because of their paranatural abilities, superhumans are often seen as superior beings or demigods with powers beyond the regular man's understanding. On the other side, man has only two possible reactions towards things they cannot understand nor dominate: either they worship it, or destroy it... and God knows that man only worships that he cannot destroy or dominate.

Because of that, superhumans are often mistrusted, feared and, when feasible, hunted down.

Being a superhuman counts as a 10 points advantage. This allows a character to acquire superpowers. Except for some cases, some superpowers are payed for as disciplines (2 points per level) besides the initial acquisition cost, but, as one may think, can only be acquired at character creation (either one is born with superpowers or is not) however, superhumans can raise the level of their powers with XP normally. The Super-human advantage also allows for the acquisition of focus maneuvers. Focus maneuvers acquired as superpowers have a special discount of -2 CP cost.

Superhumans and transformations

In fact, many a superhero uses so-called "Transformations" in order to use their superabilities (Captain Marvel, Ultraman, etc.). While this may have the disadvantage that one may not have access to their superpowers at every moment (unless invoqued as easily as SHA-ZOOM!), this also provides the advantage of keeping the superhuman's identity as a superhero secret, and allows him/her to lead a normal life while not fighting crime/ the forces of evil/ whatever. The most

direct japanese aproximation to the superhero genre would be the magical girls. The Superhuman advantage as well as superpowers can be bought with the transformation with no problem, but superpowers doesn't recieve the CP discounts normally granted to advantages and weaknesses must still be acquired regardless of transformations flaws bought.

Superpowers

As you'll see, this is in no way the superpower's Enciclopedia Britanica. For starters, there are a LOT of maneuvers that do the work for many superpowers (Chi-blasts, elemental powers, Ghost Form, Teleport, etc, etc etc). More powers may be added in the future if you send them to me or when I want to :P

Superpowers are classified in three categories: discipline-powers, advantage-powers, and hybrid. Discipline-powers are discipline-like in the way that they grant benefits according to level; discipline powers have an initial cost, but after that the character can increase them in level just like disciplines (2 CPs per additional level). Advantage powers are those that either grant instantaneous benefits (they're not upgradables in levels) or allow the character the acquisition of special maneuvers. Finally, hybrid powers combine the attributes of categories one and two.

Energy Battery (discipline power)

"Energy absorbers" are truly impresive superhumans to witness. Characters with this gift are famous for such things like trowing themselves into conflagrations in search for innocents trapped in disaster zones and even come out unscratched from atomical explosions. So called energy absorbers also have the ability of discharging harmlessly the energy they absorb and give it numerous uses.

- Each level of energy battery increases the character's base Chi by 5 points.
- Characters can abosorb a number of Chi points from any energy attack equal to their focus damage+level of energy battery. Still, characters cannot absorb more chi points than the Chi cost of the attack itself (shots from energy weapons are worth 3 Chi).
- Energy absorbers are completely inmune to lesser energy attacks: lasers, chi blasts, fire, cold, radiation, microwaves... all do no damage. At level 6, the energy absorber is also inmune to the kinetic force from explosions **before level 6, explosions still do ½ damage **. At level 10, the character is completely INMUNE to ALL forms of energy, being capable of witstanding even nuclear explosions. Still, energy absorbers can still be put out of order by basic means (physical attacks).
- **Maneuver discounts:** Chi Blast4, Chi shock4, Column Blast4, Drain Chi3, Flare2, Power Blade4, Power Channeling 4, Chi Star4.
- **Prerequisites:** Focus10
- **Initial Cost:** 9

Flight (discipline power)

Second only to Superstrength and Invulnerability, the ability to fly is the most effective introductory card in saying "Hi, I'm a SUPERHUMAN!". Same as the Flight Power found in the Thrash Sourcebook.

Force Field (hybrid power)

The power to materialize protective bubbles made from force/telekinetic energy. Force bubbles are air-tight and can be as large in diameter as half the character's focus in hexes. The power per se only allows the creation of bubbles, but the character can learn more useful and dedicated applications of his powers with the acquisition of maneuvers.

- Each Force Bubble takes 6 APs to create and can sustain a maximum amount of damage equal to the character's Focus times his level in Force Field. However, for each 5 health points of the bubble the character must spend 1 Chi (the character can summon bubbles with lesser structural capacity though).
- The bubble remains in place until destroyed, but the character can't go out of the bubble (or letting anyone in for that matter) unless the character dismisses the bubble. Force bubbles don't move with the character.
- **Maneuver Discounts:** All Chi Blasts are automatically Force Blasts without additional cost, Konjin3, Power Blade 4, Power Channeling 4 ←all these three assumed as force/telekinetic energy, not Chi energy.
- **Prerequisites:** Will 8
- **Initial Cost:** 4

Giant Growth (discipline power)

Superhumans with this ability can increase their size as many times as their focus attribute. In fact, few things are more intimidating than the visage of a 8m foe. Giant superhumans are widely known for the MASSIVE havoc they create at almost every single combat. Superior strength and stamina are the blessings of giant superhumans, however, as this power is the most VISIBLE this also means that giant heroes are VERY likely to leave a lasting impression at every place they go (and a long road of bitter innocents whose homes are incidentally wrecked during fights). Still, maintaining a giant size is quite taxing for the character and so, the hero spends 4 Chi each turn.

- Each extra size adds +5 to health, +3 to soak rolls and +1 to strength (strength increased this way can go even beyond 15)
- For lifting purposes and feats of strength, strength is multiplied by a factor of one for each extra size (ie a superhuman six times his normal size has his strength multiplied times 5 only for lifting purposes). Forget this bonus if the character already possesses super strength.
- Running speed and movement rate is doubled, +4 to offensive and blocking maneuvers, -4 to evasion maneuvers.
- **Maximum Growth:** 1 extra size per level of Giant Growth to a maximum of their focus attribute.
- **Prerequisites:** Strength 8, Stamina 8
- **Initial Cost:** 6

Heightened Senses (discipline power)

Super human sensitive abilities...

- Each level of heightened senses adds +3 to all rolls regarding perception
- Each two levels the character can pick a new heightened sense, player chooses which at the acquisition of each level: X-ray vision, Infrared, nightvision (can see in total darkness), ultrasonic ear, eagle sight (can read a sign one mile away), Heightened sense of smell, etc.
- Starting level 5, the character can choose the heightened sense of Radar, which for game purposes is a tactile sensitivity to vibrations in the air. The character is assumed to possess 360° vision (even if blind) in a radius equal to the character's level in Heightened Senses in hexes. On this radius the character cannot be surprised as per the Danger Sense maneuver.
- **Maneuver Modifiers:** Danger Sense2, Stunning shout5
- **Prerequisites:** none
- **Initial Cost:** 3

Invulnerability (discipline power)

Indeed one of the most awesome superpowers, invulnerables are the cream of the crop among superhumans. This power enhances the character's stamina, endurance, and resistance to the point where the he/she is nearly impervious to all forms of harm. To the eyes of the peasants, invulnerable superhumans are often seen as almost omnipotent beings and regarded as immortal. However, this also makes these superhumans the most feared among their kind for there's nothing one fears the most than an indestructible monster capable of great harm, even if a hero.

- The level of Invulnerability is added to all rolls related to Stamina, this includes exhaustion, poison saves, and soak rolls.
- Add 5 points to base health per each level of invulnerability.
- The level of invulnerability adds to the stamina attribute for the purpose of determining the "red numbers" the character can get before dying.
- Each two levels of Invulnerability the superhuman receives a point of natural "Covering". Attack rolls on the 10 sided die equal or below the covering number do no damage. Maximum covering value is reached at level 10 for a maximum Covering of 5.
- Each two levels of Invulnerability reduces by one the number the superhuman must get to soak 1 point of damage during soak rolls (ie at level 2 the superhuman soaks 1 damage per 3 points on the soak rolls, at level 4 it is 1 point of damage every two points and so) until level 8, where the superhuman soaks as many points of damage as points in the soak rolls in a 1-1 basis. Also, when the character reaches level 10, soak values double (minus 2 damage per each point on the roll) and again every ten additional levels (-3 damage per point at level 20, -4 per point at level 40 and so on...).
- The hero is still vulnerable to attacks that doesn't harm him directly (ex: psychic attacks, magic, stun guns, vital points *** with a penalty of -4 ***, etc).
- The level of Invulnerability counts as the Extraordinary Attribute advantage for the purpose of raising stamina beyond 10, but there is no limitations on how high the superhuman can increase it.
- **Maneuver discounts:** Power Block2, Roll with Impact1
- **Prerequisites:** Stamina 10
- **Initial Cost:** 10

Magnetism (hybrid power)

The ability to control the magnetic properties in objects. Superhumans with this power can perform feats of telekinesis on any object made of a substance with magnetic properties (contrary to popular belief, only 3 metals have magnetic properties, iron, cobalt, and a third-one-I-always-forget). Compare the character's level in Magnetism in the weight lifting table under Strength (see chapter 2) and use that to see the elemental's maximum weight limit with the maneuver. Each 200 kgs of weight drain the character 1 Chi per turn. Cybernetic implants as well as power armor are all considered to be made of non-magnetic materials, weapons and ammo, vehicles, robots, and the like however, are another story.

- **Maneuver discounts:** None
- **Prerequisites:** None
- **Initial Cost:** 4

Metamorphosis (discipline power)

The legendary power of shape-changing. Shape-changers are by far the most elusive of superhumans for you can NEVER know where they are... or if your neighbour is one himself. This power is divided in levels just like regular disciplines, attaining one new power in order according to their level. The player makes a roll of charisma + shapechanger + disguise. Changing shape takes its toll on the hero's organism so each transformation burns 5 Chi from the character plus 1 Chi per minute.

1. Can change his face and hair.
 2. Can change his voice and body pigmentation (even as camouflage ***add the character's charisma+shapechanger to stealth rolls)
 3. Can alter his complexion and normal height up to half his size.
 4. Can grow minor alterations (claws, pointed ears, gills, scales, etc *** take note of bonuses ***).
 5. Can alter his own aura along with his appearance (same as the Alter Aura and Steal Aura powers from the Aura Power psychic discipline).
 6. Can change shape into any form, human or inhuman of size as small as a flea or as large as a hippopotamus (again, take note of gained abilities and bonuses).
- **Prerequisites:** Charisma 8
 - **Initial Cost:** 6

Superhuman Attributes (advantage power)

Many superhumans distinguish themselves for possessing physical or mental attributes in exaggerated proportions. Some have an astonishing endurance while others have the agility and reflexes of a cat while others are obscenely charismatic. Select one of the eight primary stats at the moment of selecting this power (except for Strength, which is covered in the Superstrength power). The character can now use Chi to boost that single attribute (works the same as the Body Chi power). This power can be acquired multiple times, each time applying to a different stat.

- **Prerequisites:** Selected attribute 8 or higher
- **Initial Cost:** 4

Super Speed (hybrid power)

Unnatural speed and quickness of reflexes. These guys are famous for leaving dragsters in the dust and beating the crap of opponents in a blink. Superspeed is also known for accelerating the hero's metabolism tenfold, burning 2 Chi each turn the hero uses this power.

- The character's running speed is 360km/h plus 50km/h per each level of superspeed. Upon reaching level 15, the character attains the speed of MACH-1 and superior increases are at GM's discretion. The character can increase his running speed spending 1 chi per increase of +50km/h per scene.
- The level of Superspeed counts as the Extraordinary Attribute advantage for the purpose of raising agility beyond 10.
- **Maneuver discounts:** Somersault1, Displacement2, Multiple Dodge3, Multi-Kick5, Multi-Punch4, Rage Burn3, Air Jump3
- **Prerequisites:** Agility 10
- **Initial Cost:** 6

Super Strength (discipline power)

If there is one reason to fear superhumans is seeing one lifting a truck and throwing it to someone. The single most (in)famous superpower known. The level on this power affects several aspects regarding the character's strength...

- The level of superstrength avails also as the Extraordinary Attribute advantage for the purpose of raising strength beyond 10.
- The level of superstrength adds to all strength/might rolls (Iron Fist, Art of Breaking, damage, etc.).
- **Increased Strength:** The character lifts up to 100kgs per point of strength. Double this amount every four levels (ie at level 4 he lifts 200kgs per point, 400kgs per point at level 8, and so on).
- **Superfeats of strength:** For weight lifting and feats of strength purposes, the character is entitled a roll of Strength+Will+Focus rather than strength alone. Plus, the character can spend chi to temporarily increase strength, this works as per the Positive Chi's Body Chi power, but no limit on how many Chi points the superhuman can spend (still, this is for feats of strength purposes only, never for damage).
- Each two levels of superstrength modify opponents' soak roll for when receiving the superhuman's physical attacks increasing the number of points an opponent must get to soak 1 point of damage (ie at level 2 opponents soak 1 damage per five points on the soak roll, at level 4 is 1 damage per six points and so).
- **Maneuver discounts:** Thunderclap5, Shock-wave3, Art of Breaking1 <-- (all these 3 use the Strength attribute rather than focus for determining effectiveness and damage), Wall Spring 2.
- **Prerequisites:** Strength 10
- **Initial Cost:** 6

Whirlwind Spin (hybrid power)

The character can spin himself at incredible speeds like a small tornado without actually creating any friction on the ground. While spinning, the character can still move at his normal movement rate. Punch or kick maneuvers performed while spinning have a bonus of +2 to damage.

- **Maneuver discounts:** Body Missile4, Whirlwind5
- **Initial Cost:** 3
- **Prerequisites:** Stamina 8

Superhuman Maneuvers

Modifiers

Chi Blast

Force Blast(+4): Instead of pure chi, the attack uses instead force/telekinetic energy. Unless possessing the Danger Sense maneuver or other means to be warned of impending danger, targets of the blast are treated as if blind (-5 to dodge). **Requisites: Focus 9 or Telekinesis 4 or Force Field 1.**

Maneuvers

Burst of Speed

The superhuman focuses in fast, yet controled movements to boost his combat prowess a tenfold. For the duration of the maneuver, the character recieves an increase to his base APs and combat move equal to his level in Super Speed. A burst of speed last as many turns as half the character's Focus.

Prerequisites: Focus 6, Super Speed 4

Character Points: 4

Accuracy: N/A

Action Points: 6 to activate

Chi Cost: 8 to activate

Damage: N/A

Move: none

Create Magnet

Same as the metal elemental maneuver.

Prerequisites: Magnetism 1

Character Points: 2

Accuracy: +2

Action Points: +0

Chi Cost: none

Damage: +0

Move: N/A

Debris Fusillade

The character can use his spinning speed to create an instant fusillade of dirt, garbage, debris, etc. Oponents inside a radius of 1 hex per level of Whirlwind Spin suffer 1 point of damage per turn and are blinded for as long as they remain in the area.

Prerequisites: Whirlwind Spin 2

Character Points: 4

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: Special

Move: none

Deception Strike

Most enemies are either too confident of their success against unsuspecting enemies or their fighting stance is just not made to read the moves of an oponent who's 45° from you. Add the following modifiers to all combat rolls against oponents trying to sneak on the character or who are otherwise flanking him.

Prerequisites: Focus 6, Heightened Senses 5

Character Points: 2

Accuracy: +2

Action Points: +0

Chi Cost: none

Damage: +0

Move: N/A

Force Armor

A light, form-fitting force field for the superhuman's personal use. Works just like the Chi-Gong maneuver, but the damage can be lowered to zero. The force armor can be invisible, ghostly, or opaque (character's choice).

Prerequisites: Focus 6, Force Field 3

Character Points: 4

Accuracy: N/A

Action Points: 1/turn

Chi Cost: 1/turn

Damage: N/A

Move: N/A

Force Creations (minor)

The superhuman can focus into creating minor objects made of force. Objects can be no bigger than ¼ his own height and can't have any mobile parts. Unlike the force bubble or force blasts, force creations are not invisible, just ghostly. Force creations last a number of minutes equal to the character's Will. Minor Force Creations have no mass for combat purposes, so while a force wench can help the character repair his car, it would do no damage if the character hit someone with it.

Prerequisites: Focus 7, Force Field 2

Character Points: 2

Accuracy: N/A

Action Points: 4

Chi Cost: 1

Damage: Special

Move: N/A

Force Creations (major)

As Force Creations(minor), but the size of creations can now be as big as a car or larger at GMs discretion. There are no exact rules for what the character can or can't do, but as a rule of thumb, if the player or GM have seen such a feat in comics then it's fair to let the character at least try. Each major force creation costs 10 Chi per each 8 cubic meters of size (the equivalent of a 2m cube) and an additional 2 Chi per each additional turn. Force melee weapons have the same stats as their mundane version. Miscellaneous force combat creations fight using the character's combat accuracy, can sustain damage as per the force bubble, and can be imbued with strenght of their own with Chi on a 1-1 basis.

Prerequisites: Focus 8, Force Field 6, Force Creations (minor)

Character Points: 6

Accuracy: Special

Action Points: 2/turn

Chi Cost: Special

Damage: Special

Move: N/A

Increase Momentum

The character increase the speed of his physical attacks to deliver devastating blows. Add the character's Focus damage to any punch and kick maneuvers, plus the following modifiers.

Prerequisites: Focus 5, Super Speed 3

Character Points: 5

Accuracy: +1

Action Points: -2

Chi Cost: 4

Damage: Special

Move: 1

Magnetic Field

Instead of moving metallic objects around himself, the character can move himself around metallic objects: he can fly and hover above a car-filled avenue, around buildings, etc. In essence, magnetic field allows the character to fly as long as he remains relatively close to any magnetic object equal or greater than himself in weight; maximum range is 1 meter per level of magnetism. The magnetic field can also be used to erase tapes and disrupt communications.

Prerequisites: Magnetism 2

Character Points: 2

Accuracy: N/A

Action Points: 2/turn

Chi Cost: 1/turn

Damage: N/A

Move: N/A

Magnetic Repulsion

Same as the metal elemental maneuver

Magnetic Shield

The character erects a magnetic shield around his person able to stop or deflect metallic objects: small objects such as bullets or thrown weapons are stopped on the spot, while larger objects like automobiles, small missiles, and the like (limit as per the character's magnetism's weight limit times two) require a successful parry roll using the character's Focus+Magnetism.

Prerequisites: Focus 8, Magnetism 4

Character Points: 2

Accuracy: Special

Action Points: 3/turn

Chi Cost: 2/turn

Damage: N/A

Move: N/A

Massive Magnet (*super*)

The character can imbue a large metallic object (no smaller than a car) with monstrous magnetic properties for a limited time. Magnetized objects have a magnetic pull equal to 1 ton per level of magnetism and every single fair target in a radius of 1 hex per point of the creator's magnetism will be pulled with irresistible force towards the massive magnet (a lot of havoc can be wrought should this be executed inside a city). Each massive magnet lasts for 1 turn per point of the character's Focus.

Prerequisites: Focus 8, Create Magnet

Character Points: 5

Accuracy: N/A

Action Points: ALL

Chi Cost: 18

Damage: N/A

Move: N/A

Sense North

The character always knows the exact direction of the magnetic north, receiving a +4 modifier on all navigation rolls. Constant and automatic.

Prerequisites: Magnetism 1

Character Points: 1

Accuracy: N/A

Action Points: N/A

Chi Cost: N/A

Damage: N/A

Move: N/A

Speed Dodge

Basically a lightning-fast dodge. Add the character's level in Super Speed and/or Heightened Senses to the accuracy of any evasion maneuver, plus the following modifiers.

Prerequisites: Agility 8, Super Speed 2 or Heightened Senses 5

Character Points: 4

Accuracy: Special

Action Points: -3

Chi Cost: 6

Damage: N/A

Move: +2

Spinning Deflection

By spinning at astonishing speeds, the character automatically deflects all projectile attacks (bullets, thrown weapons, etc) and receives a bonus to the accuracy of all blocking maneuvers equal to his level in Whirlwind Spin.

Prerequisites: Whirlwind Spin 1

Character Points: 3

Accuracy: Special

Action Points: 2/turn

Chi Cost: 2/turn

Damage: N/A

Move: N/A

Tornado (*super*)

The character spins until weaving a personal tornado centered on himself. Generated tornadoes have a strength of 20km/h winds per level of Whirlwind Spin. Oponents caught within a radius of 1 hex per level of Whirlwind spin will be sucked into the tornado and hurled away to a painful fall: each two levels of the Whirlwind Spin equal falling from 1 story, to a maximum of 5 stories.

Prerequisites: Whirlwind Spin 5

Character Points: 5

Accuracy: N/A

Action Points: ALL

Chi Cost: 20
Damage: Special
Move: none

Tunneling

Same as the *mutant animal* special ability, but the character is not restricted to soft ground. However, for tunneling through stone or harder surfaces the character needs to succeed a Focus+Whirlwind Spin roll with the same difficulties as the *Art of Breaking* maneuver.

Prerequisites: Whirlwind Spin 4

Character Points: 4

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: Special

Move: 1

Transport Bubble

The character can move mentally his force bubble, even taking passengers along with him. Movement is not restricted to the ground and the bubble is even capable of flight or underwater travel at the character's base movement rate. Maximum weight capacity for carrying passengers or cargo is 50kgs per point of the character's focus.

Prerequisites: Focus 8, Force Field 4.

Character Points: 4

Accuracy: +1

Action Points: 7

Chi Cost: 6

Damage: Special

Move: 1

Weaknesses

Weaknesses are a special sort of disadvantages that impair superabilities specifically.

Weaknesses grant additional character points just like disadvantages. However, CPs granted by superabilities can only be used to alleviate superpower costs. The GM can, at his discretion, make the acquisition of weaknesses mandatory (specially true for all-superhero campaigns).

If a criminal realizes a superhero's weakness, there's a 50% that the knowledge will spread like wildfire throughout the underworld within the next week. If a news reporter takes notice of a weakness, however, there's a 35% of the reporter still having a vestige of decency, case in which he may decide not to make the knowledge public.

Sentitive to attack element (-3)

Attacks from certain energy/elements do double damage. Choosable elements are natural elements (ie fire, ice, electricity etc.), pure Chi attacks (includes Chi-Push and Power Channeling), radiation, psionics,

negative Chi attacks, and magic (includes enchanted weapons and all magical attacks). If invulnerable, instead of receiving double damage, attacks of this type do normal damage (ie no special soak rolls for invulnerability and no Covering value). If impervious to energy, this energy does normal damage. This weakness can be taken multiple times. Each time applying to a different element.

Vulnerability (varies)

Certain things have certain effects on the superhuman, the effects are diverse and the bonus is according to how common the element is. Can be selected multiple times. The bonuses also have five categories according to the severity of effects as follows

1. Category 1: Minor discomfort (-2 APs, -1 on all rolls)
2. Category 2: Light, but unpredictable alterations at the GM's discretion.
3. Category 3: Psysical harm (1d4 damage per minute of exposition, need a succesful Will roll of 17 to get closer, no soak rolls) and -3 on all rolls.
4. Category 4: Dramatic effects (must be stated). Duration of effects at GM's discretion.
5. Category 5: Killing damage (6d6 per turn, Action Points reduced to 3 per turn and the URGENT need to get away, no soak rolls). All physical attributes are reduced by half.

Examples of selectable elements (bonuses per category between parenthesis)

*** Specific light emissions (-1/-2/-2/-4/-5): This includes infrared, ultraviolet, light emissions similar to that of certain stars etc.

*** Specific radioactive element (-1/-2/-3/-4/-4)

*** Radioactivity (-2/-2/-3/-4/-5)

*** Common: excessive noise, light emissions like sunlight, or anything just as easy to find (-3/-4/-4/-5/-7)

Power Ban (varies)

Your powers are just not effective against certain thing/s. No matter what you do, they just won't work (energy blasts dissipate, attacks harm invulnerable characters normally, and pass through force fields, X-ray vision cannot see through some materials, superstrength can't break some stuff. The costs are given according how common is the hero's ban. Each ban covers one power only. If selected the same ban for various powers add 1 character point per additional power affected. This cannot be chosen for powers of mostly internal nature (ex. Metamorphosis, superspeed, etc.)

- **Rare(-1):** VERY specific elements (titanium, strontium, etc). It's fair to assume that the elements in question do exist in the hero's planet (or setting of alien).
- **Common(-2):** Elements and metals of common use as well as some fabrics and (iron, cotton, crystal, etc)

- **Absolute(-4):** Like a color (ex. A yellow robe)

Always On (-3)

The hero has no control over his own powers and has no idea of how to restrain them. If superstrong, the character is always breaking stuff while trying to grasp anything, if super fast, the hero must consciously prowl to walk FASTER than the average, if possessing any powers involving energy expulsion, the hero needs to cover his energy expelling appendages (ie hands, eyes, etc) or deplete his Chi blasting everything against his will. If not properly restrained, the character needs to succeed a focus roll difficulty 15 in order to keep his powers in check, the time between rolls is an amount of minutes equivalent to the character's rage attribute. Still, with the proper restraints (like Maris' restriction bands or Cyclops' eyeglasses) the character can live a more-or-less normal life (combining this flaw with the Power Ban flaw is highly recommended).

Restricted by Daylight (-3/-4)

The hero's powers only work either at daytime(3) or nighttime(4).

Time Limitation (-3/-6)

Also known as the "Ultraman Syndrome", this hero's powers only works for a limited time a day, that time being a variable number of turns (or minutes if not engaged in combat) equal to his Will+Stamina (3) or his Will (6). If the hero uses a transformation, once the time elapses the transformation shuts down

Faulty Empowerment (-5)

Somehow, your powers happen to be "defective". Everytime any of the hero's powers is used, roll 1d6 (YOU, the GM), a "1" rolled means the power didn't work.

5.7) Hi-Tech

"I am the new way to go,
I am the way of the future"
--- My life with the thrill kill kult, "After the Flesh"

As you may know, anime martial arts is not all flashes and ki-ai's. In fact, anime is pretty much overcrowded with hi-tech, gimmicks and gadgets. Plus, anime and videogames are full with hi-tech heroes (Rent-A-Hero, Burn-Up W, Moldiver, etc.). Many a guy would rather rely on their brains and skill with weapons and gimmicks than their POOR physical prowess, others just like machines and heavy weaponry over bare-handed combat or hocus pocus.

Hi-tech design can be tricky at game levels for there are no real limits on what characters can do other than their creativity, skill, and budget.

At character creation, a hi-tech character is generally assumed to NEED such a boost in order to be on par with whatever he's going to face (ie he is otherwise an ordinary Joe). A requisite for possessing a Transformation at character creation is the acquisition of the Mundane disadvantage.

Hi-Tech Design

"I am the greatest scientific genius
in the universe!... and I'm cute too!"
---Washu. Tenchi Muyo

High-tech creation requires the character to possess the Engineering skill and the Mechanical Genius advantage, plus, advanced notions (level 5 or more) of skills related to the future creation (Firearms for guns, artillery or energy weapons, Drive or Piloting for jet-pack and vehicles, Engineering for robotics, cybernetics, power armor, and miscellaneous gadgets, etc). Also, having the Resources background at an appropriate level is highly desirable (unless already in a well-paid job). The character needs also invest Character Points (or XP if already started the game) in the creation and periodical engineering rolls. The results of each roll are jotted down and kept (and each point is converted to a BP), in order to complete the task the character needs to cover as many points as the task demands. For XP costs, Hi-tech devices are considered advantages.

In order to design hi-tech, the character first designs the device in whatever fashion he desires, still, he must be positively explicit in what does the device do, and definitely what does it CAN and CANNOT do. Then the GM assigns a difficulty category, engineering roll points needed and possible limitations that should be applied. A simple criteria for what can and cannot is simple: if the device in question is completely out of the scope or purpose of your campaign setting, then it's right out; I mean, I'm pretty sure you don't want giant armored mecha in your SNK-esque martial arts setting.

Difficulty	Needed BP	Time between rolls	C.P cost
Easy(hotshotting,simple gimmick)	15-20	1 hour	1-2 points
Slightly Moderated (neat gimmick simple enhancement)	18-25	3 hours	2-6 points
Moderated: (neat enhancements, existing mundane technology)	20-40	4 hours	3-8 points
Difficult: (existing top-of-the-line technology)	25-30	6 hours	3-12 points
Maneuver equivalent	7 per CP of the maneuver	3 hours	As maneuver
Very difficult (minor robotics)	35-40	1 day	4-15 points
Marvelous: (major robotics, time machines, spacecraft, bio-tech, etc)	40+	1 week	20-100+

- **Hotshotting:** Modifying an already existing device. Sabotage requires an additional 3d6 engineering points, but rolls can be made one right after another and require no XP cost. Enhancing and/or modifying advanced creations like bionics, power armor, or hi-tech of similar levels doesn't count as hotshotting, but stands as a roll of the same category of the device (Marvelous for power armor and so), add from 5-10 points to the engineering points it would take to create the device AND the GM has the last word on what modifications can and cannot be done.
- **Gimmick:** Simple device (radiation detectors, derringers, concealed weapons/gadgets, lesser weapons).
- **Enhancements:** Gimmicks made to augment the user, Armor, micronized sensors, etc.
- **Mundane Technology:** All kinds of non-military armor, radars, non-military vehicles, telecom-munications and computing, conventional weapons, etc.
- **Top-of-the-line technology:** Military tech, lasers and heavy weaponry, basic Artificial Intelligence.
- **Robotics:** Power armor, cybernetics, Armored Mecha, micro-missiles, highly advanced or alien weapons and technology and robots. For Mecha and Power Armor, read Mecha Thrash for suggestions on CP costs. Maneuver equivalent: Use the character's intelligence attribute as the attribute requirement for the maneuver (if any).

For repairing devices check its category (difficult, moderate, etc), and the engineering points it takes to repair it is half the cost of building it. The time between rolls is the same for that category but the XP cost is only 1 per each 5 XP of the cost of the device.

For destroying devices check the Art of breaking maneuver: most devices are considered "metal" for difficulty purposes except for armor and robotics which are considered "hardened metal". Power armor, robots, and mecha, are not blasted right away, but instead suffer 6d6+base damage per each succesful Tamashiwara blow or 1d6 if the roll was under 30. Regular maneuvers won't destroy devices, but massive damage can sometimes cause them to break down.

In the first roll the character rolls intelligence+ engineering, from that point on, subsequent rolls are made with the enginnering skill level solely. Gadgets that emulate maneuvers and weapons created this way use the character's intelligence attribute for determining base Damage (ie, a finger blaster created this way by a character with intelligence 9 would do a damage of 5 plus 1d10 *a chi blast's damage*).

Example Devices

Here a some quick examples of what characters can do with time, ambition, and money. Some of these may also be aviable to techie-freaks with rich sponsors and Hi-tech villains. Most of these gear is quite apropiate also for cyberpunk/sci-fi/fantastic genre campaing settings.

At character creation, it is advisable that characters spend their CPs only on those gadgets most representative of their character concepts. It's alright if you can't have all you want now, time is on your side.

At GM's discretion, he may allow cyborg characters to equip their bionic enhancements with some of these devices.

Devices and Action Points

Nearly all devices include 'Action Points' in their description, just like regular maneuvers. Such AP is the device's activation AP cost in combat.

The AP cost for devices with extended use (force fields, ankle enhancers, etc) it's only the activation's AP cost. Such devices remain active each turn until deactivated, destroyed, or running out of energy.

Energy and E-Cells

Most high-tech devices are powered by E-Cells. E-Cells provide 'energy points' to power devices much like Chi. Each device's energy points consumption per use comes listed in its description. The character has to create as many E-Cells as he intends to use for his devices (for details on E-Cells read below under 'accessories'). However, each high-tech device created can include its own E-Cell by paying half the normal cost of an E-Cell.

Electric/electronis devices that don't include "Energy consumption" in the description are powered by normal batteries (comercial type, AA, AAA, etc) and/or their energy consumption is insignificant.

Maneuver-like Devices and Modifiers

Maneuvers that emulate combat maneuvers like Chi-blast, body missile, etc. Can have also maneuver modifiers just like their maneuver counterparts. Include such modifiers in the CP cost as usual.

Upgrading Devices

Many devices with stats and effects depending on the inventor's Intelligence damage or item-creation skill can be upgraded in order to be up to date with the creator's new Intelligence score or skill levels. This counts as a simple *hotshotting* roll.

Accessories

E-Cell

The basic energy battery for powering most high-tech devices (see above). Each E-Cell has a cost in CP's to create equal to the character's Intelligence attribute and is charged with an amount of energy points equal to his level in the Engineering skill. Characters lacking a *Recharge Generator* (see below) can jury-rig a home electrical outlet to recharge depleted E-Cells, such jury-rig rolls have a difficulty of 25.

Difficulty: Difficult

BP: 25

Character Points: Varies

Energy consumption: --

Recharge Generator

The only safe way to recharge depleted E-Cells. A recharge generator can recharge a number of energy points to any device or E-Cell per day equal to the inventor's Intelligence² +Engineering.

Difficulty: Difficult

BP: 30

Character Points: 15

Energy consumption: Self-Sufficient

Neural Interface

Allows the wearer to operate his devices by the issuing of mental commands. Cut the AP cost of all attached devices by half. A neural interface can be as discrete or inconspicuous as the inventor wants.

Difficulty: Difficult

BP: 26

Character Points: 8

Energy consumption: --

Voice-Actuated Interface

Allows the user to operate his devices by issuing verbal commands. Reduce the AP cost of all attached devices by 2 (to a minimum of 1).

Difficulty: Difficult

BP: 20

Character Points: 4

Energy consumption: --

Gimmicks

Adaptive Camouflage

((Adaptive camouflage is currently being developed irl. The following text is being quoted from Wired News with informative purposes only))

Lightweight optoelectronic systems built around advanced image sensors and display panels have been proposed for making selected objects appear nearly transparent and thus effectively invisible. These systems are denoted "adaptive camouflage" because unlike traditional camouflage, they would generate displays that would change in response to changing scenes and lighting conditions.

The basic overall function of an adaptive camouflage system would be to project, on the near side of an object, the scene from the far side of the object.

A typical adaptive camouflage system would likely include a network of flexible electronic flat-panel display units arrayed in the form of a blanket that would cover all observable surfaces of an object that

one seeks to cloak. Each display panel would contain an active-pixel sensor (APS) [or possibly another advanced image sensor] that would look outward from the panel through an aperture that would occupy only a small fraction of the area of the panel. The blanket would also contain a wiring harness that would include a cross-connected fiber-optic network, through which the image from each APS would be transferred to a complementary display panel on the opposite side of the cloaked object.

The positions and orientations of all the image sensors would be slaved to the position and orientation of one image sensor that would be designated a master imager. The orientations would be determined by a levelling instrument sensed by the master imager. A central controller connected to an external light meter would automatically adjust the brightness levels of all the display panels to make them conform to the ambient lighting conditions. The underside of the cloaked object would be illuminated artificially so that the display from the top of the cloaked object would show the ground as though in ambient light; if this were not done, then an obvious shadow-induced discontinuity would be seen by an observer looking down from above.

From a minimum distance of 4 hexes and farther the subject is effectively invisible, and closer inspections will reveal only a blurry shape (perception difficulty 25). Wearing an adaptive camouflage suit or poncho in combat impose a -5 penalty on opponents for all close combat rolls (ranged attacks are not possible against the invisible character). The character can still be detected by radar, motion detection, and other security equipment. A *See the Invisible* spell, however, will not reveal the invisible character, as he is not concealed by supernatural means.

Difficulty: Difficult

BP: 28

Character Points: 10

Action Points: 6

Energy consumption: 3/turn

Force Field generator

A pocket-size device (usually placed in the belt) which generates a form-fitting force-field for the user that adds a bonus to soak rolls equivalent to the inventor's Intelligence times two. Equivalent to the Chi-Gong maneuver

Difficulty: Maneuver equivalent

BP: 35

Character Points: 5

Action Points: 5

Energy consumption: 1/turn

Enhancements

Ankle Enhancers

A pair of magnetic bands that enhance the kinetic strength of kicks. Add the inventor's base Int Damage to all kicking maneuvers. Cannot be combined with the Nigao Legs. Equivalent to the Kinetic Strike.

Difficulty: Maneuver Equivalent

BP: 28

Character Points: 4

Action Points: 4

Energy Consumption: 6

Eagle-eyes

A special set of glasses, slightly more inconspicuous than regular ones (still, players can design theirs as flashy, stylish, or discrete as their personal tastes). The

glasses come equipped with Infrared and passive night vision, magnification lens, light filter that nullifies glare, and targeting sight (+1 to strike with ranged attacks per each 10 AP's spent).

Difficulty: Moderated

BP: 28

Character Points: 5

Action Points: 3

Energy Consumption: --

Ear enhancer

A micronized device plugged into the ear. By tuning the frequency (seems like cleaning oneself's earwax) the user can catch ultrasonic frequencies or enhance his sense of hearing to inhuman levels (+4 to perception rolls when activated).

Difficulty: Slightly Moderated

BP: 20

Character Points: 2

Action Points: 3

Energy Consumption: --

Iron Fist

For those looking for a strong hand, this little gadget packs quite a punch. This iron gauntlet augments kinetic energy for some REALLY nasty punches that even allow the wearer to punch through rock or even metal (as per Art of Breaking). Add the inventor's base Int damage to all punching maneuvers and to the accuracy roll of Tamashiwara punches (which instead use the inventor's Strength rather than Focus). Equivalent to the Kinetic Strike and Art of Breaking maneuvers.

Difficulty: Maneuver Equivalent

BP: 28

Character Points: 6

Action Points: 6

Energy Consumption: 6

Superman Suit

First implemented for medical purposes in bionic prosthetic implants for patients with missing limbs. The principles of "Intelligent Polymer" soon caught the military's attention. Intelligent Polymer is an electro-reactive material that behaves like muscular tissue with the administration of electrical discharges, contracting and expanding. A 'superman suit' is a full body suit made of intelligent polymer that behaves as a secondary musculatory system that enhances the wearer making his stronger, faster, and capable of impossible jumps (as high as 2.5m irl).

As this document is being written, the 'superman suit' is currently being developed irl, and in fact its designers are competing with the designers of the soon-to-come power armor in order to gain a millionary contract with the USA's government for its infantry enhancement plans for 2006.

For game purposes, a superman suit enables the wearer to boost his physical attributes with energy points just like the *Body Chi* power as well as augment his soak rolls in the same way of the *Hardened Chi* power. Also, the user can jump up to ten times his normal jumping distance, this works as the *Karumi Jutsu* maneuver.

Difficulty: Maneuver Equivalent

BP: 70

Character Points: 12

Action Points: 4

Energy consumption: Special

Nigao Legs

Not suitable in case of heart disease. A neat set of magnetic boots attuned to earth's magnetic field. When turned on, the user's move in combat is doubled and his jumping distance is multiplied times ten as per Karumi-Jutsu (costs 1 energy per turn). Also, by increasing the gravity pull, the character can glue himself to the ground becoming immune to knockdown as per San-He (costs 1 energy per turn) and increase the strength of some attacks, adding the inventor's Int damage to diving attacks and the Axe Kick maneuver, but also imposing a penalty of -2 to accuracy (costs 4 Chi). Cannot be combined with the Ankle enhancers.

Difficulty: Maneuver Equivalent

BP: 56

Character Points: 10

Action Points: 4

Energy Consumption: Special

Weapons

Blaster Gauntlet

An all-purpose reliable weapon. This rather FLASHY gauntlet (quite difficult to conceal) that covers the whole forearm is the direct equivalent of the Chi-Blast maneuver and can include all its flavors and modifiers. To fire two simultaneous blasts the inventor needs to gauntlets.

Difficulty: Maneuver Equivalent

BP: 36(base)

Character Points: 6(base)

Action Points: 10(base)

Energy Consumption: 5(base)

Micro-Missile set

A complete gear consisting of 2 large shoulder plates each housing 6 micro-missiles. The belt is also adapted with two smaller missile housings on the sides each containing 1 micro-missile per housing so are the boots (two micro-missiles each boot). Upon a single command, all missiles are released and hell breaks loose. The missiles are smart bombs and in case of failing will give chase until destroyed, fooled somehow, or success. Successful impact delivers damage to all targets in a 2 hex radius. Can only be used once per combat and must return home (or HQ) for reload. A nice (but rude) example are Project Ako's (in)famous Akagiyama missiles.

Difficulty: Maneuver Equivalent

BP: 35

Character Points: 7

Accuracy: +4 (guided)

AP: 12

Damage: 1d10+15

Range: 1.2km

Move: none

Power Armor

Power Armor, despite the name, is not armor at all (not normal armor at least). It's more of a human-sized robot with its own physical attributes and special abilities piloted by a human. The robot's controls are highly responsive moving with an almost symbiotic link, effectively augmenting the pilot with superior strength, speed, and agility, the armor responding to the pilot's slightest move and thought.

For game purposes, possessing or creating a Power Armor counts as an advantage with a cost of 2 points per level, the more levels the character buys, the stronger the power armor will be.

Also, power armor pilots require the *Pilot: Robots and Power Armor* skill. Training in piloting the power armor enable the pilot to operate any and all of the power armor systems and weaponry without the need of further training in firearms, communications, navigation, etc. In combat, the pilot adds his level in whatever combat style he may know to all uses of the armor's weapon systems and gadgets as if they were combat maneuvers of his combat style. However, his level in such combat style cannot go higher than his level in *Pilot: Robots and Power Armor* while inside the power armor or mecha.

Power Armor have their stats as follows...

Primary Stats

Power Armor has a number of attribute points to distribute among its 3 primary stats equal to its level times 3. All three can go as far as 15 without the need of the *Extraordinary Attribute* advantage (they're not bound by the flesh's limits).

- **Strength:** A power armor can lift up to 100 kgs per point of strength.
- **Agility:** Unchanged.
- **Armor:** The power armor's innate durability against attacks. Same as the Stamina attribute for soak purposes.

Secondary Stats

- **Energy:** The power armor's energy reserve for powering its weapons, gadgets, etc. Number of energy points equal to its level times 3.
- **Hit Points:** The amount of damage before being rendered inoperable. Power armor reduced to zero hit points is not instantly destroyed, but all systems have been shut down due to massive damage (no strength enhancements, weapon systems, etc), and will need an INTENSIVE repairwork before resuming operations (see hi-tech design).

Power Source

In addition to the power armor's *energy* stat, it needs a power source to power its primary systems (ie to be able to move, use sensors, etc.). One of the following options MUST be bought for the power armor to operate.

- **Liquid Fuel (1):** While unexpensive and very easy to afford, this option required the power armor to have a bulky fuel tank on its back. The fuel tank is assumed to have extra-armor to avoid being blown-up incidentally. A power armor on liquid fuel can

operate without interruption for up to ten full minutes of combat and 50 minutes of miscellaneous, non-combat activity (a turn is equal to five seconds, so ten minutes should be more than enough to finish a fight).

- **Solar Powered (5):** A super-efficient set of solar panels can power the power armor indefinitely as long as the sun shines bright. The power armor's special reserves can keep it going for about one full hour at nights or during cloudy days.
- **Fusion Reactor (10):** A micronized fusion reactor that can power the armor indefinitely even for years of non-stop work.

Systems

- **Armor (1-7):** Same as the cybernetics system.
- **Computer System (1-5):** Same as the cybernetics system.
- **Concealed Jets (5/7):** Small jets distributed along the armor's frame allow it to fly. Same as the *flight* elemental maneuver. The +7 version removes altitude limits, allowing the power armor to travel underwater or as high an altitude as GM's discretion. This doesn't, however, enable the power armor with means of achieving *escape velocity*.
- **Gadget (varies):** Power armor can include any high-tech device found on the *sample devices* section.
- **Isolated (9):** The armor comes completely isolated, pressurized, and even radiation-shielded, allowing it to be underwater or in outer space. Also, this makes the pilot as vulnerable to psychic and mind/body altering attacks as an invisible target inside a box far from the attacker's sight (complete immunity). However, this also means the character's only contact with the exterior comes from his sensors, is defenseless as a blind man against *jamming* attacks, etc. **Requires: Sensors 4**
- **Microwave Communications (3):** Enable the armor with a micronized transceiver. Also, an auxiliary radio unit allows characters versed in the communications skill to perform *jamming*.
- **Radar (4):** Same as the special ability of the *Heightened Senses* superpower. **Requires: Sensors 4**
- **Sensors (1-6):** Same as the cybernetics system.
- **Targeting Sight (2):** Same as the feature found in the *eagle eyes* gadget.
- **Weapon System (varies):** Same as the cybernetic system.

5.8) Magic

In fighting games as well as in anime, magic and the supernatural has been nearly always present to some degree (Kabuki Clash, Amakusa from Samurai Showdown, Genma and Genshin from Psychic Force/ Psychic Force 2040, etc). Magic takes on a plethora of forms as varied as fantasy authors themselves, but I'm classifying it into five parts:

Wizardry deals with the quintessential practitioners of magic. Wizards delve into the deepest corners of perception to dig out arcane secrets and magic power. Knowledge, spells, and curiosity take the wizard into situations and realms unfathomable to mortals.

Other Practitioners and Creatures of Magic are just to be expected to exist though. The powers of what we call magic are just an inherent quality in visiting supernatural beings and ominous creatures of magic... as well as in some humans. Likewise, following a path that's only their own, sorcerers discover unique powers that are only attainable through devotion to a single path to power, even if a limited one.

Magical Artifacts, lost vestiges of the power of long-gone enchanters are both feared and coveted by those who know of their existence... except maybe by those who still have the secrets of their creation.

Magic Issues deal with common conditions under which all magic abides.

Finally, The Wisdom of Ages is what magic is all about.... power and spells.

5.8.1) Wizardry, the art of Spell I Magic

"My tormentors may have taken away my freedom and my magic, but they'll never take away my defiance, nor my endless supply of time..."
--Azalin Rex, Wizard king of Darkon .

The wisdom of ages, the secret languages, the arcane formulae... all that is the domain of the wizard. Wizards are the quintessential magic users, ordinary mortals that, through intense study, mental and spiritual training, and sheer stubbornness, manage to unlock arcane secrets, achieving magical powers that are all their own.

Casting Magic

Magic is cast via a spell. A spell is a brief magical formula consisting in a series of verbal, somatic and (sometimes) material components, that the spellcaster must follow in order to produce a magical effect. Casting

a spell costs 10 Action Points plus the Chi cost mentioned in the description of each spell. Also, each casting requires a roll of 1d10+Focus+Magic (see below)

A VERY important requisite to cast magic is that each spell requires a set of postures, gestures, and incantations in order to cast magic, to work a spell, the sorcerer must be standing up straight (or having some sense of equilibrium at least), with both hands free and in position to speech. An immobilized or gagged sorcerer can't cast magic.

The Discipline of Magic

"...Besides, I still have a lot more to learn"
--Slayn, Record of the Lodoss War .

The study of the forbidden arts is long and arduous. It takes years of constant studies, research, and strengthening of the student's spiritual nature. In order to learn magic, a character requires to have a Focus attribute no lower than 8. The study of Magic is paid for as a Discipline and works just like one as magic spells are concerned (but uses the Focus attribute instead of the Agility attribute for determining 'base accuracy' for casting). However, as it is not a physical discipline as is martial arts, its level doesn't add to the character's base Action Points, nor it allows the acquisition of regular maneuvers, but it allows the acquisition of mystically-oriented disciplines that are usually restricted to internal styles (like Positive Chi).

Style: Magic (Discipline Style)

Prerequisites: Focus 8+

Attribute Modifiers: None

Starting Maneuvers: None

Maneuver Modifiers: -2 cost to all Focus Maneuvers. Focus Maneuvers acquired as magic powers abide by the same AP cost, verbal and somatic components as regular magic spells (see below).

Special: The character's level in the study of magic adds to the Will attribute for the purposes of determining his base Chi, as well as to all attempts to work magical effects, including sorcery paths and using magical artifacts.

With the acquisition of the Magic 'style', the sorcerer can then learn magic spells. All spells have a 'Level' assigned each, that level denotes the level a wizard must have in the study of Magic before being able to learn that spell. Spells have a cost in character points equal to their level, but regardless of level or possible modifiers, a spell will always have a minimum cost of 2 Character Points. A starting wizard can acquire as many magic spells as he can afford. However, at character creation, the maximum level for which the wizard can buy spells is level 4.

As aforementioned above, the study of magic doesn't allow for the acquisition of maneuvers other than Focus maneuvers. However, starting level 4, the wizard may also purchase mystically possible Super maneuvers (ex: while a Chi Star or even a Rage Burn can be justified as spells, a Fury Super Attack cannot). Super maneuvers acquired as magic powers don't require the wizard to have a full Rage threshold to perform. Also, the +2 modifier to accuracy and damage a character enjoys while having a full Rage threshold doesn't affect magic powers and spells.

Other abilities of Wizards

Sense Magic

All wizards gain a sensitivity for the supernatural. This works similar to the Attuned advantage, but focused on magic. Every time the character is in the presence of magic, he is entitled an Intelligence+Magic roll to detect it. The degree of success depending on the result as following:

- 15-20: Feels the hunch that a person in his presence is 'not normal' (but can't tell exactly why) and can feel the presence of magic or supernatural forces being used within 2 meters per point of Focus. Can feel magical auras irradiated by artifacts.
- 21-25: Can feel magic within a person in his presence or perceive a supernatural creature as 'not human'. Feels magic and supernatural forces being used within 10 meters per point of Focus and a 50% of the times can pinpoint the source.
- 36-30: Recognizes supernatural creatures and practitioners of magic on sight. Feels magic and supernatural forces at work within 100 meters per point of Focus, can even pinpoint the source if within 10 meters of it.
- 31+: Recognizes practitioners of magic on sight as well as supernatural creatures, being able to tell the general type of creature (undead, magical creature, innate magic possessor, etc). Feels magic and supernatural forces being used within one mile per point of Focus and can even tell the type of magic at work (invocations, spell magic, necromancy, illusionary, etc). Can pinpoint location of within 10 meters of the source.

Sense Magic can also be used to research the true nature of Magical Artifacts. In order to do research on an artifact, the wizard must get himself a quiet, undisturbed place, and a reasonable amount of time. The base difficulty for doing a complete research on an artifact is 18 plus 5 per each additional magical aura (ie power/trait) in the artifact and the wizard gains a +1 bonus on his roll per hour spent researching.

Attunement

Same as the Attuned advantage.

Mystic Meditation

Can recover Chi just as with the regular Meditation discipline (but this time with a Focus+ Magic roll). Also, When meditating, his Attunement powers are increased almost a hundredfold, lowering also the difficulty of all clairvoyance rolls by 5.

5.8.2) Other Practitioners and creatures of magic

Innate Powers and 'Naturals'

"hmmm... Sakura's magic power is growing"
--Kerberos, Card Captor Sakura .

Sometimes, only sometimes, individuals are born with innate magic. These 'naturals' of limited power have origins varying from pre-natal enchantments by a powerful wizard to miscellaneous cosmic phenomena.

In game terms, being born as a Natural is an advantage that costs 3 points per level and allows characters limited access to magic. Each level of the Natural advantage grants the character one magic spell as an innate ability. Spells cast as innate abilities take only 6 APs to cast because no verbal or somatic components are required, but are rather performed as maneuvers. Also, each three levels of the Natural advantage allows the character to acquire spell from a higher level (ie at levels 1 and 2, the character gets 1st level spells, at levels 3, 4 and 5, he can now buy 1st and 2nd level spells, at levels 6,7 and 8 he can buy 1st , 2nd and 3rd level spells, and so on).

Naturals can sense magic just like a wizard does, using their level in the Natural advantage; and the level of the Natural advantage is added to the character's Will for the purpose of determining his base Chi, as well as to all attempts to work magic, be it with spells, paths, or artifacts.

Sorcerers

The study of magic is not limited to spell magic, nor all practitioners of magic are thoroughly dedicated wizards that spend day-in and day-out doing magical research. 'Sorcerers' are minor wizards that devote themselves to the practice of easier (yet somewhat limited) paths to power focused on a single field. However, the study of paths doesn't necessarily require the sorcerer to learn the ways of the study of magic.

Sorcerers are often overlooked by wizards as minor mages or stage magicians, lacking what's necessary to become true masters of magic. However, in their specialized training, given time, sorcerers come to amass a great deal of power. Also, following paths is sometimes the only means to reach an end (like the creation of artifacts). Except for those that are too proud of their studies, most wizards are versed in at least one or two sorcery paths. Sorcery paths are acquired just as disciplines as costs are concerned, but they don't require that the sorcerer is versed in the Magic style. A listing of the Sorcery paths can be found at the end of the chapter.

Animal Companions

More often called ‘familiars’ in the magic context, an animal companion is a creature linked to a human being by means of supernatural bonds. Most animal companions are created with special binding rituals, but ‘spontaneous familiar links’ are not unheard of.

Empathic Rapport

Any character with the Animal Companion Background shares an empathic rapport with their animal. As a result, the character can mentally command their Animal Companion, and they can communicate as well. To issue commands, the character makes a roll based on the level of their Animal Companion background, as follows:

Level	Difficulty	APs
1	20	10
2	15	6
3	10	4
4	None	2
5	None	None

Animal Types

Type	Strength	Agility	Stamina	Health
Alligator	6	4	7	21
Bird of Prey	4	8	4	12
Camel	8	4	10	30
Dog	4	6	6	18
Elephant	14	3	20	60
Horse	10	6	10	30
Panther	8	8	8	24
Snake, Boa	5	3	6	18
Snake, Poison	4	3	4	12
Tiger	8	8	8	24
Wolf	6	8	6	18

- **Alligator/Crocodile:** *Special Attacks:* Bite, Jaw Lock.
- **Bird of Prey:** *Special Attacks:* Beak, Diving Attack, Talons.
- **Camel:** *Special Attacks:* Rear Kick.
- **Dog:** *Special Attacks:* Bite.
- **Elephant:** *Special Attacks:* Ram.
- **Horse:** *Special Attacks:* Rear Kick.
- **Panther:** *Special Attacks:* Bite, Claw, Pounce.
- **Snake, Boa:** *Special Attacks:* Bite, Constriction.
- **Snake, Poisonous:** *Special Attacks:* Bite, Venom.
- **Tiger:** *Special Attacks:* Bite, Claw, Pounce.
- **Wolf:** *Special Attacks:* Bite, Pounce

Animal Attacks

Attack	APs	Accuracy	Damage	Move
Beak	4	+2	1d4	+3
Bite	5	+0	1d6	+0
Claw	6	+1	1d6	+0
Constriction	8	-3	Special	None
Diving Attack	10	+3	1d6+1	+6
Jaw Lock	10	+0	Special	One
Pounce	9	-1	1d6	+4
Ram	10	+0	1d6+1	+3
Rear Kick	10	-2	2d4	One
Talons	7	+1	1d4	+0

Constriction: This is an attack whereby the snake wraps itself around the victim and squeezes. Each turn it is sustained the snake makes a Strength roll to determine the damage, and the victim may make a Strength roll to Attempt to escape.

Diving Attack: In this dangerous and lightning-quick maneuver, a bird of prey swoops down on the victim, attacking with its talons, and then quickly flying upward.

Jaw Lock: After biting, the animal is able to lock its jaw in place, effectively holding its victim and inflicting an additional 2 points of damage per turn.

Pounce: In this maneuver the animal hurls itself at the opponent. This is considered an Aerial Maneuver. If successful, the animal ends up on top of the opponent, who suffers a Knockdown.

Ram: This is just running into the opponent head-first. Opponents suffer a Knockdown if hit.

Animal Companion Special Maneuvers

Focus

Beast Focus

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

Prerequisites: Animal Companion 4

Character Points: 4

Accuracy: -1

Action Points: -2

Chi Cost: +0

Damage: +0

Move: +0

Share Chi

This maneuver enables the character to draw on his animal companion’s chi and vice versa. Animals are considered to have chi points equal to their Stamina plus four; a character with this maneuver may draw on the chi of his animal companion as though it were his own.

Prerequisites: Animal Companion 4

Character Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: N/A

Damage: N/A

Move: N/A

Share Life

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

Prerequisites: Animal Companion 4

Character Points: 4

Accuracy: N/A

Action Points: 5 to activate

Chi Cost: 5
Damage: N/A
Move: N/A

Shared Eyes

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

Prerequisites: Animal Companion 2

Character Points: 3

Accuracy: N/A

Action Points: N/A

Chi Cost: 3

Damage: N/A

Move: N/A

Super Attacks

Beast Rage

This fearsome maneuver causes the animal companion to be sent into a berserker rage, attacking the opponent with everything it has. For three turns the animal companion makes two attacks per turn against the opponent, but cannot take any defensive action. All attacks have the modifiers listed below, and attempts to defend against them are receive a penalty of -5.

Prerequisites: Animal Companion 4, Focus 4

Character Points: 4

Accuracy: +3

Action Points: -1

Chi Cost: 10 to activate

Damage: +3

Move: +2

5.8.3) Magical Artifacts

"Give it to me, and I promise to make it my family's treasure!!!!!"

---Lina Inverse, Slayers

It's not strange for dedicated practitioners of magic to imbue mundane artifacts with magical power in order to make life easier to himself (or others). Artifacts are objects with the power to produce any magical effects that its creator intends it to. The availability of magical artifacts in a given world depends heavily on the availability of magic itself: while a crystal ball may be as common in some worlds as a phone boot here, in others it may be coveted and feared as the unique object it is, and finally in others it may become a curiosity, even if completely superfluous (why drool over a pompous helm of telepathic communication when you can just go to the electronics store next block and buy a cellular phone?).

Artifact Use and Activation

In order to use an artifact, its owner must know the activation phrase. This phrase can be as short as a muttered word or as long as a complete speech. Most

artifacts have the activation phrase inscribed somewhere, but if the activation phrase isn't at hand the artifact's owner is unable to draw on the artifact's powers until the activation phrase is researched, found, or guessed.

Also, when dealing with unknown artifacts, magic users versed in the Enchantment Path can do magical research on artifacts just like a wizard does, as the character's level in the Enchantment Path adds to all attempts at artifact research (wizards who are also versed in the Enchantment Path benefit from this greatly).

Artifact Creation

The creation of artifacts require the interested character to be versed in the Enchantment Path of Sorcery. Artifacts are assigned a determined level according to its power and complexity, and magic users can create artifacts as powerful in level as their own level in the Enchantment Path. The creation of artifacts require special materials and a properly equipped magical laboratory to work.

Also, in order to produce the magical energies empower the object, the enchanter must infuse part of his very own essence into the artifact-to-be, a fact that reflects in game terms as the enchanter parting with a portion of his base Chi. This sacrifice is permanent, and the enchanter will not get that points of base Chi back even if the artifact is destroyed. The amount of base Chi the enchanter must sacrifice depends on the power level of the future artifact. Lost base Chi points cannot be recovered, but they can be bought back with experience points normally.

Fortunately for the enchanter, the Chi investment doesn't have to be paid up-front, and he can infuse the artifact-to-be little by little until it is finished. This process can take as long as the wizard takes to infuse all the required Chi into the artifact (the process can be interrupted and resumed later), but the artifact won't be operational until it's finished.

Manufacture costs

Here is a list of the requisites for artifact creation according to complexity, powers, and the required level for each desired trait. For artifacts with multiple traits, the required level in the Enchantment Path is the level of the most demanding trait, then add +1 to the required level for every two extra magical traits.

Magical Trait	Required Level	Base ChiCost
Ability Increase (basic stats)	2	4 per each +1
Ability Increase (combat stats)	1	3 per each +1
Discipline-related power increase	4	5 per each +1
Maneuver Equivalent	3	As per maneuver

Maneuver Equivalent(no Chi cost)	6	As per maneuver x3
Maneuver Modifier (or equivalent)	2	As per modifier
Superpower	5	(Superpower cost + Weakness cost)x2
Advantage	4	Advantage cost x3
Spell Ability	spell	Spell Level x3
Spell Ability (no saving throw)	Spell+3	Spell Level x5
Proprietary Chi Pool	6	1 per each +4

Powers and traits with a Chi cost require the user to expend his own Chi to activate each power. When the enchanter doesn't possess the trait he wants to imbue into the item, he has to work with someone who does. Working this way raises the Base Chi cost by two.

Ability Increase: Understand combat stats as the character's Base Chi and Health, Dizzying and Rage Threshold, Action Points, Soak, and combat Accuracy in his primary fighting style.

Discipline-related Powers: Powers that the character can only get through certain levels in a Discipline like the Body Chi power from the Positive Chi discipline, the Soak increase from Body Hardening, or the Animate Dead power from the Necromancy Sorcery path.

Maneuver Equivalent: Includes Supers, Elemental, and any other power/ability with the suffix 'maneuver' on it. The GM has the final choice over which maneuvers can be imbued with the 'no Chi cost' trait.

Superpowers: Powers that operate without a Chi cost are likewise operational to the artifact's possessor. Weaknesses must still be acquired, but this time selection is limited to those listed under the 'Weaknesses' section.

Advantages: Nearly all advantages are available (all advantages that could be reasonable to come from an item, not a mentor or a manager).

Spell Abilities: All spells are cast as a 'Natural' magic user. The GM has the final choice over which spells can be imbued with the 'no saving throw' trait and which ones can't.

Proprietary Chi Pool: Instead of drawing on the user's Chi, the item possesses a Chi Pool of its own to draw on for powering its magical traits. This energy pool recharges at a rate of 5 per hour. While having the advantage that the user isn't required to have a reasonable amount of Chi to use the object properly, it has the drawback that when the artifact's Chi depletes, the user must wait for it to replenish again. The user can't use this Chi to fuel his own Focus maneuvers or magic powers.

Sample Magical Artifacts

It's time to review some examples of magical artifacts. All new magical artifacts must first be approved by the GM. While the Manufacture Cost is the amount of his Base Chi the enchanter must sacrifice to create the artifact, the Advantage Cost is the price in Character Points the Character must pay to buy the artifact as an Advantage.

7-League Boots

When worn, these boots allow the user to increase his jumping distance as much as ten times. However, each minute of use drains the user 1 Chi point.

Required Level: 3

Prerequisite: Reduce Weight

Manufacture Cost: 5

Advantage Cost: 6

Belt of the Ogre's Strength

Users of this belt receive a +2 increase to their Strength Attribute. Superior versions of this belt, like Giant's Strength and Titan's Strength are also rumored to exist.

Required Level: 3

Prerequisite: None

Manufacture Cost: 8

Advantage Cost: 10

Blade of the Righteous Light

A bladeless two-handed hilt that, upon activation, generates an energy blade resembling a greatsword. The blade itself does 1d10 damage (add the character's Strength Damage) and opponents get their soak reduced, soaking 1 point of damage per each 6 points on the soak roll (instead of 4). Being made of energy, the blade can hit spirits or otherwise incorporeal opponents. The blade's damage is multiplied times 1.5 against Darkness Elementals as well as evil supernatural creatures.

Required Level: 8

Prerequisite: Power Blade, Extended Use(modifier), Light Blast (modifier).

Manufacture Cost: 35

Advantage Cost: 11

Elemental Deck

A set of 12 cards, each representing one elemental power. To activate a card, the summoner must call on the individual activation phrase for the card while tossing it towards its enemies (the whole process takes 5 APs). When the card's effects end, it vanishes and reappears back on the deck.

1. The Arctic: Summons the combined effects of an Ice Slick and an Ice Storm Blitz for 6 turns. Requires 28 Chi.
2. The Bonfire: Summons a Fire Wall in whatever fashion the caster desires. For 5 turns, the caster can move, morph, and control the massive bonfire as if it was an animated creature (each command issued takes 4 APs).

After 5 turns the bonfire vanishes. Requires 15 Chi.

3. The Forest: The summoner and the forest become one soul for as long as he needs. Same as Soul Merge. Requires 5 Chi/turn.
4. The Golem: Turns the Caster into an Stone Juggernaut for 8 turns, otherwise same as Elemental Form. Requires 10 Chi.
5. The Grave: Same as the Fissure maneuver. Requires 8 Chi.
6. The Guardian: Summons a Salamander, a colossal draconian reptile native to the elemental plane of fire. A Salamander has a Strength of 18, Agility 8, Stamina 13, 80 Health Points, Soak 18, 12 Action Points, is immune to fire (but suffers double damage from cold attacks), and in combat uses the following maneuvers: Claw Rake, Bite, and Firebreath (+4 accuracy on all offensive maneuvers). The salamander will fight to the death, attacking and using simultaneous attacks, but it won't bother on defensive maneuvers. The salamander won't vanish on its own, however, if the caster doesn't dismiss the magical beast within 10 turns, each additional turn there is a 50% chance that the caster loses control over the creature, who in turn will remain on this plane, unleashing its murderous rage on anything on its path (starting with the caster). A salamander in this state cannot be controlled by any means, but it can be forced back to the elemental plane of fire with a powerful Banishment spell. Requires 95 Chi.
7. The Sea: Same as the Summon Wave maneuver. Requires 8 Chi.
8. The Storm: Same as the Summon Storm maneuver. Requires 10 Chi.
9. The Volcano: Creates a Magma Blast that targets all opponents on the same hex. Requires 12 Chi.
10. The Warrior: Summons 1d4 Iron Golems with the semblances of massive, empty medieval armors, armed with longswords and shields. The Golems have 40 Health points and Soak 30, do 1d8+3 on successful melee strikes, and are immune to physical attacks. Art of Breaking allows to damage the golems normally as if striking with Heavy Punches. After 8 turns, all Golems vanish. Requires 60 Chi.
11. The Wings: Ethereal wings take the caster to the skies. Same as the Flight maneuver. Requires 10 Chi.
12. The Wind: Summons a Whirlwind, Sky Column to swallow all opponents in a same hex. Requires 14 Chi.

The deck shares a communal pool of 100 Chi for working all the cards' magical effects. For combat purposes, all magical effects and summons (except for the Salamander) have a combat accuracy of the caster's Focus+6.

Required Level: 12

Prerequisites: Ice Slick, Ice Storm Blitz, Elemental Wall, Elemental Form, Soul Merge, Fissure, Create Summoning Circle, Summon Wave, Summon Storm, Magma Blast, Flight, Whirlwind, Sky Column(modifier)
 Manufacture Cost: 125
 Advantage Cost: N/A

Golem Servant

The Golem represents the apex of magical creations, for it is the sheer creation of life from nothingness. The creation of a golem consists in the caster animating an artificial body, endowing it with a life of its own and limited intelligence (or as limited as its creator wishes). Usually, when one hears the word 'golem', one pictures a brainless, lumbering hulk of rock or similar materials that knows very little besides squashing the skulls of innocents. Actually, an enchanter can make a golem servant as crude or as sophisticated as his power allows and his personal tastes dictate. The body of a golem servant can be just anything, provided the caster himself crafted it: rock or clay bodies with a human semblance (a favorite), humanoids built from the stitched limbs of corpses, humanoid 'angels' with fake wings, abstract bone constructions, etc. Each body coming with its own perks:

- **Rock:** Soak +24, Health +25, Strength +5, Dexterity -2 (heavy), Immune to slashing and bare-handed attacks.
- **Flesh:** Soak +4, Health +10, Intelligence +2, Dexterity +4, Action Points +5.
- **Metal:** Soak +30, Health +40, Base Physical Damage +1, Dexterity -4 (too heavy), immune to physical attacks. Art of Breaking causes damage as a Heavy Punch.
- **Bone:** Soak +15, Health +18, Half damage from slashing and piercing attacks.

...Then come the construction costs:

Trait	Cost
Attribute (physical)	1 per each +1
Attribute (mental)	3 per each +1
Attribute (Charisma)	2 per each +1
Action Points	1 per each +1
Chi	1 per each +3
Health	1 per each +4
Skills	1 per each +3
Advantage	As per Advantage cost
Combat Accuracy	5 per each +1
Maneuvers	As per maneuver cost
Spell abilities	Spell level x2

Secondary stats are obtained just as regular characters. A golem servant is completely devoted to its creator and is immune to mind control of any kind.

Required Level: 10

Prerequisite: According to the servant's abilities

Manufacture Cost: Varies

Advantage Cost: N/A

5.8.4) Magic Issues

"Just be careful... for that spell may damage your beauty..."
---Merlin, "Excalibur".

Magic Categories

Spell Magic is the most common (and often of instantaneous effect) magic. Ritual magic use complex formulae that gets the caster quite powerful effects, but the time it takes to perform and the rare ingredients and requisites that the caster must usually met make its use prohibitory except inside the caster's lab or otherwise a controled environment. Invocations are spells that don't tap on random arcane powers or mortal will, but rather use the spellcaster as a vessel for a higher power. And finally, Metamagic is a field of spells that are made to work over another spell, altering its properties.

Saving Throws versus spells

Unless otherwise stated in the spell's description, a saving throw versus a spell is usually done with a victim's Will+Focus roll with a difficulty of the wizard's spell roll in order to shake or resist the spell's magical effect. Beings of demigod status enjoy a bonus of +5 while so-called gods are usually immune to mortal magic. Inanimate objects have no saving throw (at GM's discretion, he can assign objects a player character is using/wearing the character's saving throw). Animals save with a -4 penalty (monsters are not assumed as 'animals'). Magical artifacts in possession of a character save with an artifact activation roll.

Saving throws versus illusions

Illusions are a very special kind of spells, for the use our own notions and perceptions about things in order to work. Actually, there are only two ways of saving versus an illusion, wether it is an illusionary spell or a sorcerous effect:

Disbelief: This is a tricky way of saving, because when one sees on the highway a car speeding towards us, you have no reason why not believe the car is there (and just about run over you). Disbelief is a matter of circumstances rather than hard and fast rules. When such circumstances happen that allow the victim an attemp to disbelieve, the GM allows him a saving throw of Will+Intelligence, the difficulty being the spellcaster's spell roll. If a person in a deceived group percieves the illusion and tells the others, everyone in the group can roll a saving throw. However, those failing the saving will still percieve the illusion as real, even when the rest of the group keep warning him.

Also, the weirder the wizard proves to be to his victims, the more effective his illusions may be (persons that know you as a really spooky guy who is also a known magic-wielding freak won't be that surprised if

you happen to 'summon' a dragon). However, once rumor runs that you're an illusionist you're just history, every person that knows of your illusions is atomatically entitled a saving throw versus you illusionary spells unless the illusion and the circunstance are really well planned.

***Even if the target of an illusion is using sensors or any other aid, let's not forget that illusions are not light on the wall or ficticious noise, but a magical effect played in the target's mind (ie the target will believe the illusionary dragon is there and, even if his thermal vision goggles tell him otherwise, he will believe he is seeing affirmative heat signals and/or any other evidence needed to believe). However, because of this, androids and other machines are completely immune to illusions.

***Power Armor pilots in light power armor that still allow its pilot to rely on his own senses (ex. Ironman like, hardsuits, etc) are still vulnerable to illusions and other mind altering effects, but pilots in heavy Power Armor that is completely isulated and only allows contact with the exterior through the armor's sensors (ie Bubblegum Crisis' K-7 models, Moldiver's 1st prototype, etc) are considered immune to illusions, as well as to any and all mind or body altering effects as the true target is not truly visible.

Ignorance: The sorcerer cygnus casts the illusion of a Medusa in front of two persons, one of them doesn't read much and so, doesn't know what a medusa is. The first guy recognizes the medusa for what it is and, upon meeting its gaze and knowing what will happens next, dies from fright. The second, not knowing that a medusa's gaze turns you into stone, just stares and attacks the fake medusa AND the caster.

Of Gods and Men

As a rule of thumb, gods are generally immune to mortal magic. The only ways a god can be affected by magic are the following

1. The god is actually reincarnated into a human form (as in Saint Seiya or Lunar: the Silver Star). Gods in human guise doesn't count as reincarnated.
2. The wizard uses a spell that invoques on a higher power. In this case, the wizard is only acting as a vessel for said power's will.

5.8.5) The Wisdom of Ages: Magic Spells

Before you say anything, YES, I BLATANTLY took many spells from other games, so go sue me =P

**'Per level': Spells with range, duration, etc marked with the phrase 'per level' refer to the spellcaster's level in the study of Magic.

**Rituals usually have a Range of 'N/A', that's because the ritual takes effect where it's cast.

Spell Magic Modifiers

Doesn't require verbal component(+2): The spell can be cast while mute or otherwise unable to speak, reducing its AP cost by 3. A single spell cannot be modified with both No verbal Components and No Somatic Components at the same time.

Doesn't require somatic component(+3): The spell can be cast with the single uttering of the worded incantation, reducing its AP cost by 2. Can be cast while unmoving or otherwise immobilized.

Require material components(-2): The spell requires special components in order to work (bat guano, a piece of leather, etc). Player and GM must keep track of how much components the character has in store. Also, quality of components can affect the spell either in its favor or detriment.

Require extended verbal components(-1): Due to either an inefficient translation or an old fashioned teacher, the spell's incantation is specially long and complex. Add 3 to the AP cost of the spell.

Require extended somatic components(-1): For any of the aforementioned causes, the spell requires a specially long, complex (and often silly) set of poses and gestures that leave the sorcerer specially vulnerable while in combat. The turn the spell is being cast the sorcerer is at -1 on defensive rolls to defend himself (hands busy).

NOTE: Remember, there are a LOT of focus maneuvers already that can accomplish a lot of magical purposes (attack, healing, intangibility, etc.). So I'm just dealing with those spells that produce effects exclusive to wizards.

Level 1

Alarm

Category: Spell Magic

Range: Unlimited, as long as the spellcaster is in the same dimension as the object

Duration: Until triggered

Chi Cost: 7

Area of Effect: 1 target

Saving Throw: None

Description: The spellcaster draws a sigil into the target, which can be a living or unliving object. From that moment on, whenever the object is touched/disturbed by anyone other than the spellcaster, a silent alarm will buzz on his head alerting him of the warded object. If the target of the Alarm spell is a living being, the alarm will trigger whenever the target is facing a life-threatening situation or otherwise his/her physical integrity is at stake. Once the sigil is drawn into the target, it disappears into its surface in a matter of seconds.

Lesser Illusion

Category: Illusion

Range: 2m. per level

Duration: Special

Chi Cost: 2/t

Area of Effect: 2 square meters

Saving Throw: Special

Description: A two-dimensional, visual illusion that can be as big as 6 square feet. The illusion is only visual and won't fool other senses, but convincing someone in a dark alley that your 'bodyguard' will crush him if he tries anything funny can be worth it.

Mystic Eyesight

Category: Spell Magic

Range: Line of Sight

Duration: Special

Chi Cost: 1/turn

Area of Effect: Caster

Saving Throw: None

Description: While Attuned martial artists and apprentices can sense the flow of Chi and its workings in his surroundings, the experimented wizard can also tell the exact ways in which Chi is being used and tell whether it is the working of magic or not. The wizard just needs to focus on a place and the residual energies of the place and objects as well as the magical auras of living beings will become visible to the caster. When focusing on a magical artifact, the spell reveals auras, but not specific uses. However, by focusing into the artifact for 3 turns, the wizard can see the ghostly sight of the artifact's activation phrase (note that activating an artifact without knowing what it does first can prove quite risky).

Mystic Message

Category: Spell Magic

Range: Unlimited

Duration: Special

Chi Cost: Special

Area of Effect: 1 Subject

Saving Throw: None

Description: This spell can work in either of two ways: either the spellcaster can deliver a mental message to the desired subject, or he can conjure a messenger to deliver his message for him. In the second case, the messenger is usually a pigeon or other animal, but regardless of the distance between the target and the spellcaster, the messenger will never take more than 24 hours to deliver the message and, upon delivering the message, will always vanish (caster decides how). The messenger takes 2 Chi points to conjure, otherwise, the spell costs 5 Chi.

Sense/See Ley Lines

Category: Spell Magic

Range: 18 m.

Duration: 3 turns

Chi Cost: 2

Area of Effect: Caster

Saving Throw: None

Description: This spell enables the caster to see lei lines with his bare eyes. He can also discern whether the line contains positive or negative Chi, the strength of the line, and the distance between that point of the line and the nearest nexus point.

Ventriloquism

Category: Illusion

Range: 3m. per level

Duration: 1 turn per level

Chi Cost: 2

Area of Effect: Special

Saving Throw: Special

Description: This spell creates a sound that seems to come from anywhere within the spell's range. The sound can be anything the caster can think of (for imitating a specific person's voice the caster should succeed an Intelligence roll). At lower levels the sound can be as low as a whisper or as loud as a megaphone, but higher level wizards can even recreate the ruckus of a football stadium.

Ward versus Fools

Category: Ritual

Range: N/A

Duration: Special

Chi Cost: Special

Area of Effect: One place or dwelling

Saving Throw: Neg.

Description: One of the most used spells for new spellcasters. This ritual (which can be cast in any place from a door to a mansion) reacts to the proximity of any lesser supernatural creature, making them believe the place has a potent ward against creatures of their type. By 'supernatural' be stated non-human creatures (ie supernatural monsters, vampires, ghosts, demons, etc). The Chi cost of the spell is 5 points per week the ritual is supposed to last. Supernatural creatures that enter the proximity of the 'ward' are entitled a saving throw in order to try to recognize the fake ward for what it is. Greater supernatural beings (ancient vampires, high ranked demons, etc) have a +5 bonus to their saving throw. Most player characters are considered non-supernatural; however, magical girls and other characters whose powers come from a Transformation may be likewise 'warded' while in their alter egos (assuming their powers come from a magical or otherwise supernatural origin). Player characters also have a +5 to their saving throw.

Wizard's Mark

Category: Spell Magic

Range: Touch

Duration: Permanent

Chi Cost: 7

Area of Effect: 1 target

Saving Throw: Special

Description: A magical inscription with the wizard's personal 'signature'. On living targets, the wizard mark entitles a saving throw and, should the saving throw fail, the mark will last a number of days equal to the

difference between the spell roll and the victim's failed saving throw.

Level 2

Breathe Without Air

Category: Spell Magic

Range: Touch

Duration: 1 hour / level

Chi Cost: 3

Area of Effect: 1 target

Saving Throw: None

Description: The spell frees one target from the need to breathe oxygen (or whatever they may need to breathe) for the duration of the spell.

Dimensional Pocket

Category: Spell Magic

Range: Touch

Duration: 24 hours

Chi Cost: 3

Area of Effect: 1 object

Saving Throw: None

Description: The spellcaster may endow any object intended for storage (even your pants' pockets will do) with the ability to store an unlimited amount of items (as long as they fit into the opening orifice of course) for the duration of the spell. The Dimensional Pocket can be cast on objects as small as a purse or as big as a safe (reasonable size, not a bank's safe).

Fear

Category: Spell Magic

Range: 3 yards per level

Duration: 1 scene

Chi Cost: 4

Area of Effect: 3 meter radius

Saving Throw: Neg.

Description: Same as the Aura of Power advantage, except that victims are entitled a saving throw versus spell, and any victim can be affected, regardless of whether the spellcaster is more powerful than them or not.

Knock: Lesser

Category: Spell

Range: Touch

Duration: Instant

Chi Cost: 2

Area of Effect: 1 lock

Saving Throw: None

Description: The spellcaster can open any mechanical lock with a single touch from his hand, no matter size, type, or even if it is rusty or broken from the inside, locks concede and doors open completely. Electronical locks or complex security systems cannot be opened with this spell.

Luck Charm

Prerequisites: Enchantment 1

Category: Ritual

Range: N/A

Duration: Permanent

Chi Cost: 6

Area of Effect: 1 object

Saving Throw: None

Description: Any small object (usually rings, pendants or medallions) can be enchanted as minor luck charms. Those wearing a luck charm receive a bonus of +1 to all their rolls to save versus supernatural influence. Multiple luck charms are not cumulative.

Ley Line Branching

Category: Spell Magic

Range: 10 meters

Duration: 1d4+1 turns +1 / level

Chi Cost: 4

Area of Effect: 1 branching

Saving Throw: None

Description: Same as the Lines path's power. Lines can be re-arranged or a Ley line branching can be created temporarily to serve the sorcerer's purposes: a group of heroes can benefit from a corrected line by increasing the amount of Chi they can gather with Dragon Chi by 1 Chi point per point that the wizard exceeded 18 with his roll, or enemies can get a nasty surprise as their Dragon Chi is less efficient (the inverse of the aforementioned use) or discovering the hard way that the Ley line rather carried negative Chi.

Pain

Category: Spell Magic

Range: 1 meter / level

Duration: Special

Chi Cost: 2/turn

Area of Effect: 1 target

Saving Throw: Neg.

Description: Same as the Psychic maneuver or Necromancy path's power. Successful saving throws negate the effect of the spell.

Tongues

Category: Spell Magic

Range: 1 meter / level

Duration: Special

Chi Cost: 1/turn

Area of Effect: 3 meters / level radius

Saving Throw: None

Description: The spellcaster gains an innate understanding of a foreign tongue, being able to understand it and speak it with a 100% accuracy for the duration of the spell.

See the Invisible

Category: Spell Magic

Range: Touch

Duration: Special

Chi Cost: 1/turn

Area of Effect: Line of vision

Saving Throw: None

Description: The caster can endow himself or others with the ability to see any invisible or otherwise obscured creatures. In the case of shapeshifters, illusionary disguises, etc, the caster can also perceive the creature's true form as a ghostly form behind the impostor. This last effect is ineffective when dealing with normal disguises, plastic surgery, etc.

Level 3

Flying Transport

Category: Spell Magic

Range: Touch

Duration: 1 hour / level

Chi Cost: 6

Area of Effect: 1 object

Saving Throw: None

Description: The spellcaster enchants temporarily an object of regular size (a broom, motorcycle, skate board) as a flying vessel. Maximum height is not specified, but maximum speed is 80km/h.

Hypnotic Trance

Category: Spell Magic

Range: 1 meter +1 / level

Duration: Special

Chi Cost: 3 / turn

Area of Effect: 1 target

Saving Throw: Neg.

Description: Victims who fail to save will fall into an hypnotic-like trance where they don't take any actions except standing there unmoving and stare with empty eyes. In the victim's head, he/she feels transported to a place full of mist where there's nothing but himself and the caster. During this state, the victim is more susceptible to mind altering influences (the caster receives a bonus to all illusions and mind-altering effects equal to the difference between his spell roll and the victim's failed saving throw). For the duration of the spell, the caster can take other actions as long as he keeps focusing on the victim and the victim is utterly helpless. The spell ends when the caster wishes so or when he loses concentration.

Locate Object/Person

Category: Spell Magic

Range: N/A

Duration: 5 minutes per level

Chi Cost: 3

Area of Effect: The caster

Saving Throw: None

Description: Having enough information about an object or person. The spellcaster can intuitively know the direction of said object/person's whereabouts (not the exact location, just direction). The difficulty is normal when the spellcaster has a reasonable amount of information regarding the subject, but if the information is scarce/inaccurate the difficulty can raise as high as 18 or 20. On the other hand, very familiar objects or persons have a difficulty of 10.

Metamorphosis: Lesser

Category: Spell Magic

Range: Self

Duration: 1 scene

Chi Cost: 6

Area of Effect: 1 target

Saving Throw: None

Description: The spellcaster can alter his own form in not too drastical ways. He can become as taller/shorter as half his size more/less. Can grow new appendages (wings, claws, fangs, a new pair of arms, etc), morph his facial features, modify his organism (gills, etc), or any other change as long as is not too drastical.

Minor Summons

Category: Spell Magic

Range: N/A

Duration: Instant

Chi Cost: 3

Area of Effect: 1 creation

Saving Throw: None

Description: The spellcaster can cause any small object (dog size or less) to just 'pop up' from nowhere. The GM will usually assign a difficulty to the spell roll according to the object the spellcaster intends to summon according to its value, the character's familiarity with the object, its usefulness, and game balance (while summoning potato chips, a toy, or a sweater is quite harmless for the game's flow, taunting the other player characters and then summoning a bazooka can be a bit of an excess).

Multiple Image

Category: Illusion

Range: 1 meter / level

Duration: Special

Chi Cost: Special

Area of Effect: Special

Saving Throw: None

Description: The spell caster summon illusionary replicas of himself that stay close to him reproducing his every move and action. The caster can create as many replicas as he wants, but each duplicate takes 1 Chi point plus 1 Chi point per turn to maintain the illusion (ie creating 4 replicas for 3 turns would take 7 Chi points... $4 = 1$ per replica + $3 = 1$ per turn). In combat, count the number of replicas PLUS the caster and then take a die of that number and, upon a successful attack on 'the spellcaster', the attacker rolls the die, a roll of '1' means that the attack successfully caught the wizard, and any other number strikes a duplicate (the duplicate vanishes upon being struck). There is no way people takes these replicas for real, but victims failing their save vs illusion can't tell the replicas from the caster, even if they memorized the caster's exact position at the moment of casting.

Swim as the Fish

Category: Spell Magic

Range: Touch

Duration: 1 hour / level

Chi Cost: 4

Area of Effect: 1 target

Saving Throw: None

Description: The target of this spell can not only breathe underwater as per Breathe Without Air, but also immerse in the depths of the ocean with no effects for excess pressure, sudden decompression because of a fast returning, etc. Besides, it endows the spellcaster the ability and equilibrium to cast spells underwater or while swimming.

Swords to Snakes

Category: Spell Magic

Range: 3 meters +1 / level

Duration: 2 turns +1 / level

Chi Cost: 3

Area of Effect: 1d6 targets

Saving Throw: None

Description: This spell can turn the target's current, readied weapon, into a hostile snake (or whatever bizarre thing the caster wants) for the duration of the spell.

Sleep

Category: Spell Magic

Range: 5 meters

Duration: 5 minutes +1 / level

Chi Cost: 8

Area of Effect: 1 target

Saving Throw: Neg.

Description: Victims who fail to save versus this spell are overpowered with drowsiness and will fall helplessly asleep in 1d4 turns.

Magic Barrier

Category: Spell Magic

Range: 6 meters +1 / level

Duration: Special

Chi Cost: 6

Area of Effect: 6 cubic meters

Saving Throw: None

Description: An energy bubble that can be maintained as long as the spellcaster maintains concentration on it (takes 8 APs per turn). The force field lasts until destroyed or until the caster cancels it. The force field has an initial amount of Health points equal to the caster's Will+Focus+Stamina+ (Magic x2) and soaks damage using the caster Will+Sorcery. Lost health points can be restored to the barrier with Chi on a 1-1 basis. The energy barrier doesn't move with the caster, but the caster can take any actions inside it (as long as he still has APs after paying the AP cost per turn). The Magic Barrier cannot be Dispeled, but it can be destroyed with the spell Destroy Magic Barriers.

Level 4

Charm Person

Category: Spell Magic

Range: 1 meter

Duration: 24 hours

Chi Cost: 3

Area of Effect: 1 target

Saving Throw: Neg.

Description: The use of this spell switches a person's disposition favorably towards the caster. For the duration of the spell, the target will trust the caster and be as nice to him as if he was a trusted, long time friend. The players and GM should understand this spell's limitations, for even if the caster's 'new friend' will most likely lend him money of lodging for free, he won't do anything stupid as fighting a dragon. The somatic components of this spell are quite subtle, so he won't have to worry about being immediately caught if failing.

Create Summoning Circle

Category: Invocation / Ritual

Range: N/A

Duration: Instant

Chi Cost: Special

Area of Effect: Circle of summoning

Saving Throw: None

Description: The circle must be big enough to house the creature and the caster. A 'slice' of the circle must be delimited, as that will be the area designated for the caster, as long as the caster remains inside his designated area he is safe from the creature's wrath. Upon performing the ritual, the creature will appear on his designated area within the circle (NOTE: if things get ugly, you can always cancel the ritual and send the creature back home as long as you don't let it step out of the circle). However, bringing a strange creature to our world is easy... convincing it to aid you in your goals (or not blast you right away for that matter) is a different matter (the only exception to this are lesser lifeforms or unintelligent monsters, which are automatically under the caster's control). Once the negotiations are complete and the creature has made a deal with the caster, it is safe to let it step out of the circle and end the ritual (setting up a set of impenetrable walls around the circle could help if dealing with a stubborn creature). The caster can leave the circle open and ready to send the creature back should the need ever presents, but any intelligent creature will see this with suspicion and is overall bad form.

Even if it's fun enough seeing characters getting killed over and over because of fatal (and often stupid) oversights while attempting a summon, I will put some quick guidelines for the good summoner/bad summoner (even if it spoils most of the fun for is GMs)...

Good Summoner	Bad Summoner
Never summons anything more cunning or devious than himself	Summons Niccolo Machiavelli
Never summons anything older than himself	Summons Shub-Niggurath

Never summons anything with Summons Vecna spellcasting abilities

Never summons anything whose Summons a fire elemental power he can't control

For this matter, bad summoner = DEAD summoner. Also, I think it's prudent to advise that the wise sorcerer NEVER strike deals with demons (or anything from the lower planes for that matter). For starters, demons don't feel obligated to uphold deals with less powerful beings, and should the case be that you ran into a demon you could overpower, you better speak legalese like your second tongue for a demon will ALWAYS be looking for a way to pervert the contract terms. ***yes, quoted from WW, so sue me***.

The Chi cost of a summoning will vary according to the kind of creature the caster intends to bring to this world: from a messy 15-20 for a lesser being to 200+ for powerful entities, supernatural intelligences, and beings higher-ranking beings. Also, the summoning of a creature requires the caster to research the creature's secret name and number (the more potent the entity, the harder the research will be). Attempts at summoning specially high-ranking supernatural creatures (dragon, lich, ancient vampire) usually fail, for starters, there's no evidence to date of a wizard as cunning as to find the generic true name of such races, and researching the true name of individual specimens of such species can prove even harder: for starters, when there's data available about a specific let's say, dragon, it means that the dragon is powerful enough for it to become that famous, and such potent beings have their secrets zealously protected, and won't hesitate in destroying anyone that dares to delve into their secrets.

Create Ward

Category: Invocation / Ritual

Range: N/A

Duration: Permanent

Chi Cost: 100

Area of Effect: Special

Saving Throw: Special

Description: A ward is a mystic protection that prevents the passage of something into the territory it protects. In order to create a ward, a spellcaster must research enough information about that which he is trying to ward off. A ward can only protect against one thing. The amount of space a ward can cover is at GM's discretion, but it's never less than a mansion (however, it isn't uncommon the tale of a powerful spellcaster that wards a whole town). When a creature tries to break through a ward, it is entitled a saving throw, the difficulty varies whether the ward is directed in general towards creatures of that type or towards that specific being. In the first case, the difficulty is the wizard's spell roll+3, and in the second case the difficulty is the wizard's spell roll times two. The more specific the ward, the more powerful (there are tales of so-called 'wards versus the supernatural', but those are as strong as a Ward versus Fools at best). With enough study, the caster can even create wards such as a ward versus magic, psychic

influence, fire, etc. Breached Wards are completely destroyed, and must be cast again if the caster wants the place warded again.

Dispel Magic

Category: Metamagic

Range: 9 meters

Duration: Instant

Chi Cost: 5

Area of Effect: spell

Saving Throw: Special

Description: A Dispel Magic can be used to interrupt or destroy any working of Spell Magic usage. When attempting a dispel, the dispelling caster rolls his spell roll against the target spell's, success meaning the automatic destruction of the magical effect. However, Dispel Magic won't work against most rituals, wards (except the Ward versus Fools), nor will it destroy the enchantments placed over artifacts or characters with 'Transformations', however, a successful Dispel Magic will render the artifact inoperative and/or will force the Transformed character into his true self for 1d4 minutes; artifacts enjoy a +2 bonus to save while characters with Transformations save with +4 (characters whose transformations come from an artifact save as per artifacts).

Flowing Spiral

Category: Spell Magic

Range: 1 meter +1 / level

Duration: 1 minute +1 turn / level

Chi Cost: 10

Area of Effect: 6m. diameter +1 / level

Saving Throw: None

Description: Same as the Lines path's power.

Knock: Superior

Category: Spell Magic

Range: Touch

Duration: Instant

Chi Cost: 3

Area of Effect: 1 security device

Saving Throw: None

Description: As knock: Lesser, this version has no limitations, having the ability to open electrical locks as well as any security devices.

Invisibility

Category: Illusion

Range: Touch

Duration: Special

Chi Cost: 1 Chi / turn

Area of Effect: 1 target

Saving Throw: None

Description: The target of this spell becomes (can you guess?) invisible as per the Illusions path's power. While victims in the proximity of the caster will be fooled even when they have assisting sensors, people in another room keeping surveillance will fetch the caster if assisted by non visual sensors (motion sensors, radar, etc)... the Invisibility spell will still fool cameras however.

Levitation

Category: Spell Magic

Range: 1 meter / level

Duration: Special

Chi Cost: 1 Chi / turn

Area of Effect: Special

Saving Throw: Neg.

Description: The caster can cause one or several objects to float and/or move vertically with the force of his will. There is no altitude limit, but the caster has a weight limit of 60 kgs. per level. Living, unwilling targets are entitled a saving throw versus spell to avoid its effects.

Lesser Seal

Category: Ritual Magic

Range: N/A

Duration: 3 months / level

Chi Cost: 50

Area of Effect: 1 object

Saving Throw: None

Description: The caster can seal any one opening as small as a book or as big as a door. No matter the amount of lock picking, brute force, or any other means applied, the object won't open. A Dispel Magic can try to break the seal with a -2 penalty.

Line Constriction

Category: Spell Magic

Range: 3 meters +1 / level

Duration: 1 turn / level

Chi Cost: 6

Area of Effect: All targets stepping on the length of the Ley line with the limit of the spell's range

Saving Throw: Special

Description: Same as the Lines path's power. Victims get a -2 penalty to their saving throw

Phantasmal Force

Category: Illusion

Range: 5 meters +1 / level

Duration: 5 minutes

Chi Cost: 6

Area of Effect: 4 cubic meters

Saving Throw: Special

Description: The phantasmal force is a stronger illusion that fools all five senses and can take the form the caster desires. If the illusion is created after a creature with combat purposes, it fights with all the strength, accuracy, and ferocity as the original (treat it as a creature of the same type regarding attributes, health, damage, APs, etc). In combat, if the creature is dealt delivered enough damage to kill it, the illusion vanishes. Damage dealt by the creature to victims is treated as stun damage (ie if the victim is reduced to zero health, upon recovery, all illusory damage vanishes).

Superhuman Vitality

Category: Spell Magic

Range: Touch

Duration: 1d4 turns +1 / level

Chi Cost: 7

Area of Effect: Self or others

Saving Throw: None

Description: The caster rolls as many d10 as his level in Magic and jots down the total. Then, the caster can distribute the numbers as he pleases to boost any of the target's following traits:

- * Dizzying Threshold
- * Basic Strength damage
- * Basic Soak rating
- * Basic Movement rate

The Master's Bellowing

Category: Spell Magic

Range: 20 kms / level

Duration: Instant

Chi Cost: 4

Area of Effect: 1 target

Saving Throw: None

Description: Upon meeting a specific person. The caster can, at any time he may have the need, use this spell to know the whereabouts of the subject. The caster gets a mental picture of the subject and his whereabouts, and can deliver a telepathic message no longer than 30 words.

Word of Binding

Category: Spell Magic

Range: 3 meters +1 / level

Duration: Permanent

Chi Cost: 28

Area of Effect: 1 target

Saving Throw: Neg.

Description: The wizard's choice spell to bind monsters and other supernatural creatures to his will. Both sides make a contested roll of the victim's saving throw versus the spell roll. The caster can boost the results of his own roll by spending 5 Chi points per extra point, and can prolong the battle to several rounds by spending 3 Chi points per extra round, but whenever the victim surpasses the caster's roll by 6 or more the Binding is automatically broken and cannot be attempted again. The Word of Binding lasts until somehow broken or destroyed. There is no limit to the type of creature or entity the caster can attempt to bind, but trying to bind a creature whose retaliation can prove instant and deadly should failure happen can be bad for one's health!. Again, gods are immune (not like a mortal caster could beat the roll of a being of even demigod-status) to mortal magic.

Level 5

Banishment

Category: Invocation

Range: 10 meters +1 / level

Duration: Instant

Chi Cost: 10

Area of Effect: Special

Saving Throw: Neg.

Description: A refined form of warding that results in an instant banishment of a supernatural creature or entity. A contested roll between the victim's saving throw and the spell roll takes place, failure indicating the supernatural being penetrates and success meaning the creature cannot enter nor exert any influence inside the area as long as the caster is present. Greater supernatural beings can attempt repeatedly to break through, as many rolls as the victim's Will+Focus. The sorcerer can boost the results of his roll in the same way as in the Word of Binding Spell. In the case of lesser supernatural beings, as many of them as the caster's focus can be banished per attempt. If the spell roll ever surpasses the victim's saving throw by 6 or more, the creature is either automatically sent to his own plane of existence, or destroyed in the case of minor creations like animated dead (not Golems).

Clairvoyance

Category: Ritual

Range: Special

Duration: Special

Chi Cost: 1 Chi / turn

Area of Effect: 1 reflecting surface

Saving Throw: None

Description: The use of this ritual needs the caster possessing a mirror, crystal ball, or other reflecting surface. Also, the caster needs to possess enough information about the subject. Throughout the vision, the caster can employ another sensory spells.

Enhance Magic 1

Category: Metamagic

Range: 4 meters

Duration: Instant

Chi Cost: Special

Area of Effect: 1 target spell

Saving Throw: None

Description: The spell enhances the duration of any magic use by one step scale (turns become minutes, minutes become hours, hours become days, etc). Match the result of the spell roll with the following chart.

Result	Steps Gained
15	1 step
20	2 steps
25	3 steps
30+	4 steps

On a spell roll of 30, a spell intended to last mere turns would now last for whole weeks. In order to enhance one of the caster's own spells, the Enhance

Magic must be cast immediately before the spell to be enhanced, and in the case of foreign spells, it can be cast as long as the foreign spell is still in effect (unwilling targets are entitled a saving throw). The Chi cost of enhancing a spell is double the original spell's cost if the caster just intends to enhance it last 'just a little while more', or 25 if he intends to enhance it to the maximum length available to his roll.

Escape

Category: Spell Magic

Range: Self

Duration: Instant

Chi Cost: 3

Area of Effect: Caster's bonds

Saving Throw: None

Description: One of the only spells that doesn't require somatic components, it completely sets free a spellcaster from any bonds he may be in.

Fly

Category: Spell Magic

Range: Touch

Duration: Special

Chi Cost: 1 Chi / turn

Area of Effect: 1 target

Saving Throw: None

Description: Enables the target with the ability to fly. Maximum speed is 200 km/h. In combat, the character's movement is doubled.

Inversion

Category: Metamagic

Range: 3 meters +1 / level

Duration: Instant

Chi Cost: 4

Area of Effect: 1 target spell

Saving Throw: Neg.

Description: The caster can revert any Chi usage within the spell's range to do the opposite of what it was intended to do (a Summon Wave can be turned into a raging inferno, a Karumi Jutsu could result in an increase of the subject's mass and a Regeneration would result in a potential suicide *gulp!*). When Inverting internal effects (Regeneration, San He) the caster must be conscious of what the exact effect is (perception roll diff. 18 unless the effects are obvious)

Metamorphosis

Category: Spell Magic

Range: Self

Duration: 1 hour + 20 minutes / level

Chi Cost: 15

Area of Effect: Caster

Saving Throw: None

Description: The caster can turn himself into any material, not-completely supernatural creature he knows as small as a fly or as large as a hippopotamus. The caster retains his own attributes and intelligence while gaining the benefits of the creature's physical form (enchanted soak for hard skin, natural weapons, wings,

etc). The supernatural abilities the creature are out of the question (while a wizard morphed into a dragon hatchling would enjoy enhanced soak, natural weapons, and the ability to fly, he wouldn't have the dragon's breath weapon, nor any other mystical abilities of the dragon). While some supernatural forms can be used, those that are too aberrant are just out of the question (Golems, Wraiths, etc). Even while morphed, the caster is not considered a supernatural creature for any criteria.

Mindscape

Category: Illusion

Range: 3 meters +1 / level

Duration: Special

Chi Cost: 10

Area of Effect: 1 target

Saving Throw: None

Description: The caster produces a powerful illusion exclusively on the victim's head. No one but the victim will perceive it. The illusion can be of just about anything the caster can conceive. Illusions of inescapable death (sealed chambers filling with acid, falling from 80,000 ft high) force the victim to a saving throw, failure indicating the victim is reduced to zero health points and passes out from fright, and success meaning that the victim will awaken in 1d4 minutes (with a severe need of a new pants probably). Mindscapes induced on sleeping people enjoy a bonus of +3 to the spell roll. GMs are CLEARLY advised to forbid completely this spell to muchkins or otherwise abusive players.

Greater Summoning

Category: Spell Magic

Range: 1 meter +1 / level

Duration: 1 scene

Chi Cost: 20

Area of Effect: 1 object

Saving Throw: None

Description: A superior summoning spell that allows the caster to summon any object short of an airplane (small helicopters are still ok). However, such wonderful creations are temporary at best. Again, GMs, remember game balance.

Level 6

Contingency

Category: Ritual

Range: N/A

Duration: Special

Chi Cost: 20

Area of Effect: Caster

Saving Throw: Special

Description: A Contingency ritual is the preparation of a spell in advance, waiting for a trigger that will activate it. A spellcaster could ready a Swim as the Fish spell for the next time he was unwillingly thrown into a large body of water or a Teleport that would activate when the spellcaster suffered damage equal to half of his hit points. A single Contingency ritual can only contain one

effect, but the caster can cast on himself (or others) as many Contingencies as needed.

Destroy Magic Barriers

Category: Spell Magic

Range: 3 meters +1 / level

Duration: Instant

Chi Cost: 10

Area of Effect: target barrier

Saving Throw: Neg.

Description: The only known method of destroying Gateways, most Wall or Barrier spells, as well as Seals and Imprisonments. Works just like the Dispel Magic spell.

Enhance Magic 2

Category: Metamagic

Range: 4 meters

Duration: Instant

Chi Cost: Special

Area of Effect: 1 target spell

Saving Throw: Neg.

Description: This version of Enhance Magic boost a spell augmenting its effects and/or damage. The Chi cost of boosting a spell is the base cost of the spell to enhance all over again. All other conditions of Enhance Magic 1 apply.

Gateway

Category: Ritual

Range: N/A

Duration: 5 minutes

Chi Cost: 30

Area of Effect: 2 meter radius, vertical surface

Saving Throw: None

Description: A Gateway is a magic portal to another place. At the moment of finishing the ritual (doesn't take that long) a vertical hole rips in the air and everyone present can see through the other side where the Gateway leads to. A Gateway can transport an infinite number of persons anywhere in the world.

Impenetrable Wall

Category: Spell Magic

Range: 6 meters

Duration: Special

Chi Cost: 6 Chi / turn

Area of Effect: 3 square meters / level

Saving Throw: None

Description: A rectangular force wall that is completely impervious to all harm: kinetic impacts, energy, explosions, radiation, nothing passes through (not even characters in Ghost Form). The Impenetrable Wall cannot be Dispellled, but it can be Destroyed.

Protection from Spirits

Category: Ritual

Range: Self

Duration: Special

Chi Cost: Special

Area of Effect: Caster

Saving Throw: None

Description: This spell constraints the barriers between the spirit worlds and our own around the caster. As a result, the caster enjoys a bonus equal to his Focus+ Magic on his saving throws against any of the following

- Physical or Focus damage by any spirits or astral beings
- Possession of any kind.
- Magic and psychic powers, as long as the attacker is on another plane of existence

The protection can be maintained indefinitely, but as long as it is on effect the spellcaster's Chi base drops by 10 points.

Level 7

Create Magic Seal

Category: Invocation / Ritual

Range: 20 meters

Duration: Permanent

Chi Cost: 150

Area of Effect: 1 place

Saving Throw: None

Description: The legendary spell that seals things to never be seen again. Like the Lesser Seal, but infinitely more potent and can seal spaces as big as whole catacombs. Against the Destroy Magic Barriers spell, the Magic Seal saves imposes a penalty of -5 to the Dispelling wizard's spell roll.

Dimensional Gateway

Category: Ritual

Range: N/A

Duration: 1 minute

Chi Cost: 50

Area of Effect: 1 meter radius, vertical surface

Saving Throw: None

Description: As the Gateway spell, but this ritual is used to travel among another worlds and dimensions. The destination must be familiar to the spellcaster in order to cast the ritual.

Magic Jar

Category: Ritual

Range: N/A

Duration: Indefinite

Chi Cost: 100

Area of Effect: Phillactery

Saving Throw: Special

Description: What one could call an 'immortality' spell. The spellcaster prepares a special piece of phillactery for transferring his life force there. While the sorcerer's life force is within the phillactery his body is in a suspended animation-like state and completely vulnerable. When another person comes near the phillactery, the sorcerer can make an attempt to take the person's body. A saving throw takes place for the victim, failure indicating the wizard takes the victim's body and the victim's soul is trapped in the magic jar. If the case be that the wizard is killed while inside the victim's body, the wizard's soul returns to the magic jar and the victim

dies. If the magic jar is destroyed while containing a soul, the person inside the magic jar dies. If the magic jar is destroyed while the caster is occupying another body, he is stuck inside the host body. In order to take another body, the wizard's soul must first return to the magic jar and discard the body he's using at the moment. The cycle continues until the phillactery is destroyed somehow or the wizard ends the spell.

Protection from the Supernatural

Category: Invocation / Ritual

Range: Self

Duration: Special

Chi Cost: Special

Area of Effect: Caster

Saving Throw: None

Description: A ritual akin to that of protection from spirits, but even more powerful. While in effect, the caster enjoys the following benefits:

- The caster is immune to any and all charms and otherwise mind altering effects from supernatural creatures (a vampire's gaze, the werewolf's charms, etc).
- Summoned, extraplanar creatures can't enter in physical contact with the caster unless he wants to.
- The caster enjoys a bonus of his Focus+Magic to save against any magic, psychic powers, or natural powers from supernatural creatures.

The protection can be maintained indefinitely, but while doing so, the caster's base Chi drops by 25%

Spell Turning

Category: Metamagic

Range: 1 meter / level

Duration: Instant

Chi Cost: 10

Area of Effect: 1 target spell

Saving Throw: Neg.

Description: The ultimate magic protection, consisting in turning a spell targeted at the caster back towards the offending spellcaster. For it to work, a successful saving throw must be made by the caster.

Level 8

Imprisonment

Category: Invocation

Range: 20 meters

Duration: Permanent until freed

Chi Cost: 200

Area of Effect: target creature

Saving Throw: None

Description: The most powerful invocation maybe, this spell can imprison forever a supernatural creature or evil entity inside a place or object. Once imprisoned, the creature enters in a state of suspended animation and is trapped until freed somehow. This spell can imprison even a god, but if that's the case, the Imprisonment spell must be learned to imprison that god specifically (ie if you want the spell to work on anything else, buy it

again). Places where a powerful being is imprisoned can be identified because they're usually also surrounded by VERY powerful Wards and Seals. However, as is the case with Seals, Imprisonments are not perfect, and enough time of research can lead to the way of destructing an Imprisonment or a Seal (however, some may take as long as centuries or even millenia to figure out according to how powerful the being who placed the Seal or Imprisonment was). As with the Magic Seal, Imprisonment imposes a -5 penalty to all attempts of using Destroy Magic Barriers. There is no saving throw, but for imprisoning beings of demigod status and higher, the caster's spell roll must be 30 or higher.

Metamorphosis: Others

Category: Spell Magic

Range: 1 meter / level

Duration: Special

Chi Cost: 50

Area of Effect: 1 target

Saving Throw: Neg.

Description: This hideous spell transforms an unfortunate victim into another creature. The victim transforms into the new creature completely, adopting all its features, physical and mental attributes, and supernatural abilities (should there be any). For all effects, the victim is now a creature of that type. If the new form is that of an unintelligent creature, with time the victim's mind and personality will fade away as he slowly becomes that creature. If the new form is an intelligent creature, soon the transformed victim will start thinking and behaving just like a creature of that type (a human turned into a goblin will soon start thinking like goblin, liking goblin things, and even stop thinking himself as a human in a goblin's body, but a true goblin). Only another Metamorphosis:Others can return the subject to his original form. The other only way out from a metamorphosis is overcoming the magic before it is too late: each week the victim is entailed another save versus spell until the victim's mind is completely morphed.

Metamorphosis: Supreme

Category: Spell Magic

Range: Self

Duration: 1 scene

Chi Cost: 80

Area of Effect: Caster

Saving Throw: None

Description: The ultimate metamorphosis spell. MS (not microsoft) can turn the spellcaster into any creature he desires below demigod status for the duration of the spell. The forms the caster assume possesses all physical and supernatural abilities of the original, including health points, physical attributes, etc. The caster retains his own mental attributes however. Nevertheless, spellcasters are advised that, as well as getting his new form's powers, they also get their weaknesses (a caster who morphs into a werewolf is vulnerable to silver and so)... moreover, while morphed,

the caster is assumed a supernatural creature for all effects (can be Banished, controled, imprisoned, etc).

Permanency

Prerequisites: Enchantment 5

Category: Metamagic / Ritual

Range: N/A

Duration: Permanent

Chi Cost: 150

Area of Effect: target spell

Saving Throw: Neg.

Description: As the name implies, this spell takes any Chi working and makes it permanent. While this could be a blessing for most effects, for others could be the begining of a nightmare.

Forgotten Spells - The Magic of Legends

As the name implies, this is the kind of magic that player characters will NEVER have... but I'm putting here just so they know it exists. However, if a player announces he's retiring his character, then learning one of these might be a great way of either retiring the character or turning it into an NPC.

Call of Empowerment

Prerequisites: Enchantment 9

Category: Invocation / Spell of Legend

Range: 9 meters

Duration: Permanent

Chi Cost: ???

Area of Effect: 1 target

Saving Throw: None

Description: The misterious method how the 'mystic champions' are created. The target of this spell recieves powers as per the Transformation weird power. Empowered characters will still need to pay in experience points for their new powers, but they are not required to pay up-front.

Destroy Magic

Category: Spell of Legend

Range: Line of sight

Duration: Instant

Chi Cost: ???

Area of Effect: 1 target

Saving Throw: Special

Description: The most effective way to DESTROY any Chi working. Spell magic and other Chi workings are immediatly and automatically interrupted/dispelled (no saving throw). Artifacts are either destroyed or turned into useless junk and empowered characters are left stripped of their powers (artifacts and Transformation characters enjoy a saving throw...not like you're gonna beat the roll of someone as powerful as to know this spell anyway...).

Immortality

Category: Spell of Legend

Range: N/A

Duration: Permanent

Chi Cost: ???

Area of Effect: Self or others

Saving Throw: Neg.

Description: Let's get one thing straight... immortal is NOT the same as indestructible ok?. The subject of this spell will never grow any older, and will live forever until destroyed.

Invulnerability

Category: Spell of Legend

Range: N/A

Duration: Permanent

Chi Cost: ???

Area of Effect: Self or others

Saving Throw: Neg.

Description: Self-explanatory... the character is imper-vious to all forms of physical harm and is only vulnerable to the passage of time. However, remember that psychic abilities and spell magic can still have effects on an invulnerable character, as are stun-guns, Vital Points, gas, etc (however, magical energy attacks will still be harmless, as will be lethal gas, etc).

Sorcery Paths

Sorcery paths are the focused, limited paths to power pursued by sorcerers. The learning of these paths doesn't require that the character possesses the Magic style, but should that be the case, the character's level in Magic is added to all attemps to works sorcery.

Sorcery paths are acquired just as disciplines as costs is concerned, and to work a path's power the character rolls Focus+Path. Otherwise subject to all rules regarding the working of magic.

Divination

Wile not necessarily psychics, sorcerers still have their own means to look both into the future and faraway places, amongst other things.

1. See Auras: The first thing a diviner learns is to recognize what is in front of your eyes. Same as the psychic Aura power.
2. Detect Lie: This spell will, after a question is asked to someone, to cause the other person's aura to glow in red if he's lying. Costs 2 Chi per question.
3. Find: The diviner now can tell the localization of a specific object or person provided he/she has enough information about the object/person. This wont tell the diviner the exact localization of the object, but will guide the diviner on his/her way like a compass. Costs 10 Chi per hour of searching.
4. Detect Scrying: At this point, the diviner can tell some more interesting things...like when he's being watched! whether physically, magically or by any other means. This costs no Chi, is constant and automatic.

5. Legend Lore: This powerful form of divination can, via a 2 hour long ritual, tell the whole story of a specific object. If cast on a person, the spell will reveal everything about the person, even things the person him/herself didn't know. Costs 70 Chi.
6. Divine Assistance: When sorcerers are in need of some serious advisement, they can use this incredible form of divination that consists in contacting beings from higher planes of existence. This spell is generally used only when the sorcerer is in need of a knowledge totally unreachable to the mere mortals, and it better be, cause this powerful beings only attend to truly important questions, and trivial things will only offset them sending a powerful curse over the sorcerer, a really nasty one. This ritual can only be done once a month and costs 200 Chi.

Elemental Power

The Elemental Power Path is a little different from other Magic Paths in that it grants access to various elemental maneuvers, but does not actually provide any powers in and of itself. When learning this Path, choose one element; for every level of Elemental Power, the character can learn one maneuver of that element, by paying for it normally, though Super maneuvers cannot be selected until the character reaches level 5 in that Path.

Note that a character cannot select an element that does not fall within the set of elements used by their magic system; western mages are limited to earth, air, fire and water, Japanese to stone, air, fire, water, and wood, Chinese to stone, fire, water, metal, and wood, and so forth.

Enchantment

Enchantment is the ability to place mystical power into objects to varying degrees. The most common use for this is in the creation of artifacts. There are no hard and fast rules for enchantment, partly because it isn't something that PCs normally do. As a generalization, however, characters with the Enchantment path may create artifacts whose levels are equal to or less than those of their path level. The process will require days or even weeks or months of work, as well as a minimum of 40 chi points per level of the Artifact (fortunately this does NOT have to be paid all at once). The GM may (and usually should) require that the sorcerer gather some rather esoteric materials to complete the artifact.

Healing

The Healing Path enables the character to heal others in various ways, ranging from the soothing of pain all the way up to actual resurrection.

1. Soothe: The character can soothe pain with a touch. This costs 1 chi per minute.
2. Cure Minor Diseases: The character is able to cure minor diseases, such as colds and so forth. Costs 6 Chi.
3. Heal Light Wounds: The character can heal minor physical damage, up to 1d6 Health. Costs 4 Chi.

4. Cure Major Diseases: The character is able to cure more serious diseases, such as the flu. Costs 10 Chi.
5. Heal Major Wounds: The character can now heal deeper wounds, up to 2d6 Health at a time. Costs 8 Chi.
6. Cure Chronic Diseases: Through an extended ritual, the character can put an end to otherwise incurable (but non-lethal) diseases and disorders, such as arthritis, epilepsy, and so forth. Costs 30 Chi.
7. Mental Surgery: This potent ability enables the character to perform a "psychic surgery," mentally performing actual surgical procedures without piercing the skin. The uses and effects of this vary and are left to the GM's discretion. Costs 12 Chi.
8. Cure Lethal Diseases: At this point the character is capable of truly miraculous feats – they can actually eliminate lethal disorders, such as AIDS and cancer. This requires an extremely lengthy ritual, often lasting many days, and a minimum of 200 Chi.
9. Resurrection: The ultimate in healing, the character can cause a person who has died to come back to life. This must be performed within a week, and requires a lengthy ritual and a minimum of 400 Chi. However, resurrection has been known to have some unforeseen effects...

Illusion

The Path of Illusion is at once one of the most feeble and powerful of the paths. It enables the sorcerer to create unreality. Illusory magics can deceive the mind as well as the body, and if one is too believing, the effects of an illusionists web of deception can become all too real.

1. Sound Illusion: This allows the sorcerer to create an audio-only illusion. Those affected by it will hear whatever the mage wishes, though the sounds will not be real and thus will not show up on sensors or recording devices of any sort. Costs 6 Chi.
2. See Through Illusions: This gives the character an innate ability to sense whether or not something is an illusion, and even block out its influence entirely if they so desire. Using this costs no Chi, but does require a roll on 1d10 + Focus + Illusion.
3. Multiple Image: This spell causes the caster to appear to split into three separate images. Only one is the real one, but short of chi sensitivity and the like, it will be virtually impossible to determine which it is. In such instances, the GM may wish to roll 1d6 whenever an attack is carried out on the mage – a roll of 1-2 indicates they were actually attacked rather than a phantom double. Of course, using an area affect attack could encompass all three images, and thus get the genuine article by default. Costs 6 Chi. The mage may also increase the number of images, to a maximum of his level in Illusion, at a cost of 2 Chi per additional image.
4. Alter Self: This spell allows the caster to make their own outward appearance seem different. This may be some subtle changes, or they may appear to be an entirely different person. Regardless, they cannot

normally be distinguished from what they seek to imitate, provided they make the spell casting roll. Costs 8 Chi and lasts up to 1 hour per level of the Path.

5. Invisibility: This enables the character to become impossible to detect by visual means. This effectively allows the character to move unnoticed in most cases, provided they can move quietly and so forth. Invisibility cannot normally be maintained in combat (attempting to do so requires a roll on 1d10 + Focus to maintain the invisibility after each action taken), and thus the mage will normally reappear after attacking or being hit. Costs 10 Chi and will last up to 30 minutes per level of the Path.
6. Dispel Illusions: The character can cause illusion to be canceled, effectively eliminating all of their effects with this spell. Costs 8 Chi.
7. Phantasmal Force: This spell summons forth a complex illusion of a person or creature of some sort. It can be as beautiful, horrific, or plain as the caster's imagination can conjure, and can be of virtually anything. Such an illusion will look and sound quite real, but has no affect on one's senses of touch, smell, and so forth. Costs 18 Chi.
8. Phantom Armor: This spell causes the caster to be surrounded by illusory armor. Against those who believe it to be real (GM discretion) it adds +20 to all soak rolls. Costs 12 Chi.
9. Phantom Flame: This spell creates a gout of flame (effectively a Continuous Blast Flaming Chi Blast), which only damages those who believe it to be real. Costs 8 Chi.

Lines

The path of Lines enables the character to sense and manipulate the Dragon Lines (also known as Ley Lines) that criss-cross the entire Earth, through which Chi constantly flows. A character's level in the Lines Path cannot exceed their level in the Feng Shui Discipline.

1. Sense Lines: The character can, by concentrating, mentally sense the presence of Dragon Lines within 100 feet, and determine the direction of their flow and whether they contain positive or negative Chi.
2. Dragon Chi: Same as the Negative Chi ability.
3. Draw Line: This power enables the character to draw a line of Chi in the air. This can serve a number of purposes. All such line drawings will last for one minute per point of the character's Focus. Obstructions created by the Draw Line ability can prevent anything containing chi from passing (i.e., anything living, as well as spirits, chi blasts and whatnot). The mage will be unaffected by such, and physical beings can make a roll on 1d10 + Will + Focus to attempt to pass through.

Barrier: For 6 Chi the character can create a wall out of chi, which things cannot pass through.

Flowing Spiral: The Flowing Spiral is a chi form that can either gather ambient chi and pull it into the ground (Spiral of Draining Chi), or pull chi out of the earth and spread it through the area (Spiral of

Propagating Chi). In either case, this creates a field which completely disrupts chi-based attacks of all sorts. The creator of a Flowing Spiral must declare whether it affects Positive or Negative Chi. Costs 10 Chi.

Knot of Obstruction: The mage draws a complex "knot" of chi that covers an area of up to 5 feet per level of the Path. The Knot creates a Chi barrier such that things can neither enter or leave the area of effect. Costs 12 Chi.

4. Line Drifting: This allows the character fly, carried along by the flow of Chi through the Dragon Lines. This has the limitation that they cannot fly where there aren't any Lines. Multiply the character's Move by the number of Chi points that could be drawn with Dragon Chi. Costs 10 Chi.
5. Line Sight: This allows the character to actually see the Dragon Lines with their own eyes, at will.
6. Redraw Line: This spell lets the character change the path of an existing Dragon Line. This is most often used when the position of the line creates a hurtful flow of chi. This requires an extended ritual and costs a minimum of 30 Chi.
7. Line Constriction: This is one of the few combative uses of the lines; the character must strike the ground with their fist, sending a charge of chi through a Dragon Line towards an opponent (who must also be standing on a line). If this is used successfully, the opponent will be held in place (as per San He) for a number of turns equal to the sorcerer's Focus + Lines. Using this costs 8 Chi and 8 APs.

Necromancy

Necromancy is the mystical art of dealing with death and the dead. Although Necromancers are not necessarily evil per se, they are usually quite insane, and in any case, being one is, in most cultures, a major stigma.

1. Pain: Same as the psychic maneuver, can be maintained as long as the sorcerer keeps chanting and concentrating.
3. Curse: At this level, the necromancer reaches the sympathy of the dead to do some things in their name. The character can bewitch another person with a curse! These curses are minor and harmless, but sometimes can be really fun if you want to spoil another player's day. With effects like always stepping on dog excrement wherever there is, being hit by someone else's basketballs, slipping on a banana peel, etc. Victims can save themselves from the effect if they win a roll of will+focus, but if they lose, they'll have to find another sorcerer for advisement on how can they remove the curse (as the curses are very minor only the player him/herself can remove the curse from his/her soul). The methods for removing curses can be as hard, easy, ridiculous or even hilarious as the GM sees fit (that's part of the GM's fun!). Costs 16 Chi.
4. Cause Light Wounds: At this point is when evil necromancers start twisting the rules. This is just the

opposite of healing, causing 1d6 points of damage (non-soakable) Can be resisted with a will+focus roll. Costs 5 Chi.

5. Contagion: The reversal of the cure diseases spell. This spell will cause the victim to feel weakened(-3 to all rolls) for as many days as the sorcerer's necromancy level. Will negate any form of healing power and will be negated by a cure diseases. Can be resisted via will+focus roll.
6. Animate/Control the Dead: When done on a place with corpses (invoking this on 5th avenue or Disneyland just wont work *central park maybe*) will raise 1 corpse per point of focus. These animated dead have 12 health points, a soak of 16,+4 on base damage, a base accuracy of the sorcerer's Focus+necromancy, an Intelligence of 3 and 3 maneuvers(light punch, light kick and grab). The animated dead can only take simple commands like "defend" or "kill" or "bring" etc. This costs 10 Chi per corpse.
7. Speak with the Dead: This is a very odd form of divination that consists in a ritual in which the necromancer must be in a cemetery, then get himself a corpse. The sorcerer must paint a pentagram in goat's blood with the dead body in the center and candles surrounding: as many candles as the deceased's age. The circle will then bright in purple and the conversation can begin: The deceased will tell the sorcerer everything he knows about a specific topic. Only one question can be asked per ceremony and only one ceremony can be done per specific person. This ritual costs 80 Chi and can only be performed once a month: during full moon to be precise.
8. Enfeeblement: This quite powerful spell snuffs out the life force of anyone within 1 hex per point of focus. A contested roll of will+focus is made and, should the necromancer win, the victims will loose 1 point of agility per point exceeding the lowest roll among the contenders. Lost agility points can be recovered via regeneration or healing powers, or 1 point per day of rest.
9. Energy Drain: This really nasty spell requires physical contact with the victim then speaking the trigger words. The victim must do a stamina roll, if he/she fails, a purple glowing will cover the two individuals, then, the victim will loose 1 agility point....permanently! Not even regeneration spell can negate it's nefarious effects.

Summoning

The path of Summoning enables the character to call forth different types of beings and magically force them into service. Needless to say, it's best to be very careful with this kind of magic. All Summoning spells require some amount of ritual preparation. In all cases, creatures summoned are not required to do anything the caster wants, unless a Binding spell is cast upon them as well.

1. Simple Ward: This is the ability to create a ward, which appears as a piece of paper in the case of

most Eastern traditions, though a variety of other forms are possible, depending. When placed on a person or place, it serves to repel a particular type of creature or being of supernatural nature. Such beings attempting to come within 10 feet of the ward must make a roll on 1d10 + Focus + Will, the difficulty being the sorcerer's Will + Summoning + Sorcery, or flee the area.

2. Summon Lesser Animals: This spell allows the caster to summon to them a relatively small animal (a dog is about the largest it can call forth). This creature must be within five miles level of Summoning. Cost is 4 Chi.
3. Minor Binding: This spell forces a summoned creature (cannot be used except on creatures that have just been magically summoned) to obey verbal commands from the caster. These are magically translated so that the subject can hear and understand them. Commands *must* be obeyed, unless the subject makes a successful roll on 1d10 + Will + Focus. This spell lasts 10 hours per level of Summoning. Cost is 8 Chi.
4. Summon Spirits: This spell works much the same as Summon Lesser Animals, except that it calls forth a spirit of some sort. Cost is 6 Chi.
5. Summon Greater Animals: This spell is more or less the same as Summon Lesser Animals, except that it can be used to summon much larger beasts; elephants, tigers, horses, etc. Cost is 8 Chi.
6. Major Binding: A more advanced binding spell, this allows the caster to mentally command the subject in addition to verbal commands. In either case it is still possible for them to resist, but there is a -10 penalty to attempting to do so. Mental commands do not use up any APs of the caster. This lasts for 16 hours per level of Summoning. Cost is 16 Chi.
7. Summon Human: This spell calls forth a human being. The caster can give some amount of criteria in the spell (though summoning a specific person is not possible unless they are willing), but the person must be within 10 miles per level of Summoning. Cost is 10 Chi.
8. Dismissal: This spell cancels a Binding spell, whether it was cast by the caster or another sorcerer. If the binding was cast by the caster, the subject will have no memory of what happened between their initial summoning and the present, unless the caster wishes otherwise.
9. Summon Lesser Monster: This spell calls forth a lesser supernatural creature, such as a vampire or tengu. At this point, the sorcerer is getting into some rather dangerous stuff, and this spell should definitely be used with great care. Most monsters can do some serious damage, and won't be too happy at being summoned away from whatever they were doing. Regardless, the creature must be within 50 miles per level of Summoning. Cost is 15 Chi.
10. Summon Greater Monster: An even more advanced summoning spell, this allows the sorcerer to call forth a dragon, lich, or possibly even a minor god. To say that one should be careful with this is an

understatement. A badly treated dragon (regardless of the variety) is probably going to be ready, willing, and able to obliterate any spellcaster foolish enough to attempt to coerce them into service. Range is unlimited. Cost is 30 Chi.

Warding

The Path of Warding enables the character to create wards, pieces of paper inscribed with mystical calligraphy, making them instruments of magical power. This is most often used to prevent beings from entering or leaving an area, but there are countless other uses.

1. Charms: The mage is able to create simple charms. These can have only the most minor of effects, and are usually the sort that grant good luck, good health, wards to repel demons (basically warning signs saying that going in would be bad for their health – only works against really stupid or superstitious ones), and so forth. The magical power contained in these is very minor (such that their effects are left up to the GM's discretion) and they do not cost any Chi to create.
2. Spirit Ward: Now the character can start to do some serious stuff with their knowledge. Specifically, the character can create a ward to repel spirits. When the ward is created the mage makes the usual roll, and any such evil influences that might attempt to enter the area of the ward's influence must make beat the casting total on 1d10 + Will + Focus. This costs 4 Chi, though the caster may increase the effective casting total (thereby making it more difficult for things to get in) by +2 for each additional point of Chi spent.
3. Ward of Sleep: Now we're getting somewhere. This is a ward which when activated causes someone to fall asleep for a minimum of 5 minutes per level of the Path. The ward must be put near them if they sleep willingly, or on their person (preferably the forehead) if they don't want to sleep. Costs 10 Chi.
4. Being Ward: This functions exactly the same as the Spirit Ward, but will affect a particular type of physical being (designated by the caster). Costs 24 Chi.
5. Pain Ward: This is similar to the Ward of Sleep, except that it causes incredible pain to the person being affected, such that they will effectively be incapacitated for its duration (2 turns per level of the Path). Costs 6 Chi.
6. Power Ward: The character is able to create wards that produce the effects of other abilities they possess. A power ward must be "programmed" to function in a given way, and you must may double the normal chi cost of all the abilities concerned. Thus, the mage could create a ward that would fire a chi blast at any intruders, heal others upon touch, or whatever.

5.9) Transformations

A lot of anime characters make use of “transformations.” In Thrash, this is a fairly broad heading for any ability whereby the character temporarily transforms into something/someone else, and thereby has their abilities changed. Notable examples from anime include the Sailor Senshi of Sailor Moon, the Super Saiya-jin of Dragonball Z, the Jusenkyo curses of Ranma ½, Tekkaman, 8 Man, and so forth. Creating such a transformation power is comparatively easy. You determine what is required to initiate the transformation, what abilities it grants, and then calculate the cost from those.

At character creation, if the character’s main powers come from a Transformation, then it’s assumed the character NEEDS such a boost in order to be able to face whatever threat the powers-that-be had in mind when creating him (ie he is otherwise an ordinary Joe). A requisite for possessing a Transformation at character creation is the acquisition of the Mundane disadvantage. In this case, the disadvantage only impairs untransformed person, while his alter ego is able to use his supernatural talents normally.

Transformation Conditions

The conditions are what is required to activate the transformation. The conditions are a negative modifier, to be applied against the cost of the effects, and also determine what the character has to do to change back to normal.

Chi Cost (Varies): The character must expend Chi points to activate the transformation. This reduces the overall cost by -3 points per 5 chi that must be spent. Changing back is simply a matter of deciding to do so.

Incantation (-4/-6): The character must recite a “spell” in order to transform (the -6 point version requires flashy hand gestures as well). Changing back requires a similar incantation.

Item (-3/-8): The character requires a special item in order to transform. The -3 point version means it is a typical item, which can be replaced relatively easily, while the -8 point version means it is a unique item which would be very difficult to replace. Changing back is simply a matter of deciding to do so.

Nudity (-4): The character has to take all of their clothes off to initiate the transformation properly. In most cases this means that the transformation will provide a nifty new outfit to the character for its duration, but if you want hentai elements in your game...

Rage (-6): The character must reach their Rage threshold in order to transform. To change back the character must calm down.

Random (-8): The transformation happens more or less as it pleases, starting at the most inopportune times. Changing back works likewise.

Water (-4): A splash of (usually cold) water will transform the character. Changing back is usually a matter of having hot water applied.

Transformation Effects

Additional Powers: A Transformation can grant various additional maneuvers, Weird Powers, Advantages and Disadvantages or anything else appropriate. As a general rule, calculate the cost of everything that falls under this and then reduce the overall cost of the various abilities by 25%.

Altered Abilities (Varies): When transformed the character may also have their attributes, skills, and such augmented or reduced.

Stat	Cost
Attribute (Increase)	2 per +1
Attribute (Decrease)	-1 per -1
Style (Increase)	1 per +1
Style (Decrease)	-1 per -1
Health/Chi	1 per +4
Base APs	2 per +1
Skill (Increase)	1 per +2
Skill (Decrease)	-1 per -3

Alternate Personality (-6): The transformed version of the character has a totally different personality controlling it. Once the character transforms, they ultimately wake up later on with no memory of what happened, save perhaps some vague impressions.

Protected Identity (3): While transformed, the character’s normal identity cannot be discerned by others unless the character wishes it, even if, by appearance, it should be blatantly obvious (a la Sailor Moon).

Chapter 6: Weapons and Equipment.

Weapons

The appearance of weapons, as well as armor and most equipment in a Thrash game depends mostly on the type of campaign the GM is running: while weapons are relatively common in Hong-Kong action flicks, in a full-martial arts setting they are technically non-existing (except for the occasional melee weapon).

Weapons are described by a series of five stats...

Hands is how many hands it takes to wield the weapon, 1 or 2. Certain characters may be able to wield a 2-handed weapon in one hand. Take the character's Strength, and add to that half the level of the appropriate weapons skill/discipline/whatever; if the total is 12 or higher, they can wield it in one hand, and if it should be 15 or higher, they can even wield one of these "two-handed" suckers in *each* hand.

Acc is short for Accuracy, and is a bonus or penalty that is applied to the roll to hit with the weapon.

AP Mod is a modifier to the basic AP cost of using the strike used.

Damage is the damage bonus, in addition to the character's Basic Damage and the basic strike's damage.

Reach is the number of hexes away the weapon can hit an opponent; 0 means they must be within the same hex.

Ranged weapons work a little differently; the damage may be determined in the usual way, but if it is not listed as a bonus (i.e., without the "+n"), then that is the total damage. Further, the use of a ranged weapon does not make use of the basic strike maneuvers, and thus lists a total AP cost rather than a modifier.

Melee Weapons

Type	Hands	Acc	AP Mod	Damage	Reach
Bagh Nakh	1	+2	-2	+1	0
Battle Axe	2	+1	-1	+3	1
Bo	2	+1	-1	+2	2
Bokken	2	+2	-2	+2	1
Dagger	1	+2	-2	+1	0
Flail	2	+1	-1	+3	1
Hook Sword	2	+1	-1	+2	1
Jo	1	+1	-1	+2	1
Kama	1	+2	-2	+2	1
Katana	2	+1	-1	+3	1
Kris	1	+2	-2	+2	1
Kusarigama	2	+2	-2	+2	1/2
Longsword	2	+2	-2	+3	1
Mace	1	+2	-2	+3	1

Morning Star	1	+1	-1	+3	1
Naginata	2	+1	-1	+3	2
Ninjato	1	+2	-2	+3	1
No-Dachi	2	+0	+1d6	+0	1
Nunchaku	1	+1	-1	+1	0
Rapier	1	+1	-1	+2	1
Sai	1	+2	-2	+2	0
Scimitar	1	+1	-1	+3	1
Shikomi-Zue	2	+2	-2	+2	2
Shortsword	1	+1	-1	+2	1
Spear	2	+2	-2	+2	2
Steel Whip	1	+0	+0	+1	2
Three-Section Staff	2	+0	+0	+1	1
Tonfa	1	+1	-1	+2	0
Two-Handed Sword	2	-1	+1	+1d6	1
Wakizashi	1	+2	-2	+2	1
Whip	1	+2	-2	+2	2

- **Bagh Nakh:** This Indian weapon consists of a metal bar held in the palm of the hand, with four metal "claws" protruding from the fingers.
- **Battle Axe:** A large axe used for combat.
- **Bo:** A wooden staff from Japan, the bo is some 8-9 feet long.
- **Bokken:** A blunt wooden sword once widely used for practicing kendo – it was later replaced by the relatively harmless shinai.
- **Dagger:** This describes any number of short fighting knives.
- **Flail:** This weapon consists of a handle with one or more spiked balls attached to it by a chain. Attempting to parry a Flail is very difficult, and incurs a -4 penalty to the accuracy.
- **Hook Sword:** A sword whose blade curves around to form a large hook, making attempts to Disarm more effective (+2 to Accuracy for attempts to Disarm).
- **Jo:** The Jo is a short Japanese staff, about 2-3 feet long. The stats for the Jo can also be used for Escrima sticks.
- **Kama:** The kama is a Japanese rice sickle, consisting of a handle with a curved metal head attached at a right angle. These are often used in pairs.
- **Katana:** The Katana was the sword of the samurai. No other weapon was so revered; an elaborate code of conduct governed its use, and a sword would be tested on executed criminals, or occasionally whatever peasant happened by at the time.
- **Kris:** While the Katana is Japan's most famous weapon, the Kris is likewise the greatest of Indonesia. It is a wavy-bladed knife/sword weapon, the snaking curves of its blade making it more deadly in that it makes larger wounds and can penetrate bones with greater ease. The number of waves in the blade is always odd, and the blade is often cracked, supposedly granting it magical powers.
- **Kusarigama:** The kusarigama is essentially a kama with a rope attached that has a metal ring or weight on one end.
- **Longsword:** This is a long double-edged European sword with a crossbar at the hilt, used throughout much of Europe in Medieval times.
- **Mace:** Maces are used by many cultures; essentially a mace is a handle with a large, (usually metal) blunt head attached.
- **Morning Star:** Also known as a "Holy Water Sprinkler," the morning star is essentially a mace with numerous spikes coming out of its head.
- **Naginata:** A Japanese polearm, whose use, in the form of the martial art of Naginatado/Naginatajutsu, is commonly taught to female warriors.
- **Ninjato:** The sword of the Japanese ninja, the ninjato is similar to other Japanese swords in design, except in that its hilt is longer than normal and the blade shorter, with an oversized hand guard. This allowed it to be used as a small stepladder, and also the hilt and scabbard were used for various purposes, including storing cord for climbing and such.
- **No-Dachi:** A massive two-handed Japanese sword, typically worn over the shoulder or on the back.
- **Nunchaku:** This weapon consists of a pair of wooden sticks, connected by a short rope or chain. Used by a skilled practitioner, it can be a deadly weapon. These can be used in pairs, but are equally effective when used with both hands.

- **Rapier:** A light, thin sword used primarily for fencing. As such, it is used almost exclusively as a thrusting weapon. The stats for the Rapier can also be used for other fencing swords (epee, foil, fencing saber, etc.).
- **Sai:** A Japanese parrying weapon, consisting of a metal bar with smaller side hook on either side, parallel to the bar. Closely related to the Sai is the Jitte, which is basically the same, except that it only has one sidebar. There are a few variations of this – sai and jitte with blades, or combined with a gunsen (metal fan), though all have more or less the same statistics.
- **Scimitar:** A long, narrow, curved sword invented in Arabia.
- **Shikomi-Zue:** A deceptive weapon used by the ninja, a shikomi-zue is a staff which conceals a weapon, either a blade or a chain on the end.
- **Shortsword:** This describes any number of short, double-edged swords used throughout Europe.
- **Spear:** Spears come in incredible variety, having been created by different cultures all over the world. All are essentially the same; a long pole with a dagger attached to the end. It can be used for melee combat, or as a thrown weapon
- **Steel Whip:** This consists of a series of short metal bars linked together, sometimes with a small blade at the end.
- **Three-Section Staff:** This weapon, known to exist both in China and Malaysia, consists of three 16-20” rods connected together by short lengths of rope or chain. It is a very effective weapon in the hands of a skilled user, adding +2 to the Accuracy of attempts to Disarm, and +1 to that of Blocks.
- **Tonfa:** This Okinawan weapon consists of a wooden bar with a handle towards one end, sticking out at a right angle. The tonfa can be used for swinging and jabbing attacks, and is an effective parrying weapon.
- **Two-Handed Sword:** A large, straight, double-edged sword which must be held with both hands.
- **Wakizashi:** This Japanese sword is shorter than a katana, and the wakizashi is most often used as a companion sword for such.
- **Whip:** Your typical bullwhip; around eighteen feet long, it is used by certain animal trainers, pulp adventure heroes, torturers, slave drivers, and other people, unpleasant and otherwise. It has no effect on armored targets.

Missile/Thrown Weapons

Type	Hands	Acc	AP	Dam	Move
Blowgun	2	+1	6	2	None
Boomerang	1	+1	7	+2	4
Crossbow	2	+1	7	1d6	2
Javelin	1	+0	8	+3	3
Long Bow	2	+1	10	+2	None
Short Bow	2	+1	10	+1	None
Shuriken	1	+2	5	-2	4
Throwing Axe	1	+0	9	+2	3
Throwing Knife	1	+0	7	+1	3
Grenade	1	+0	7	Special	1

Firearms

Type	Hands	Acc	AP	Dam	Move	Clip
Auto Pistol	1	+1	4	1d6	1	15
Auto Rifle	2	+0	3	2d6	None	30
Blaster Pistol	1	+2	3	1d10	2	50
Blaster Rifle	2	+1	3	2d6+2	1	50
Revolver	1	+3	6	1d6	1	8
Shotgun	2	-2	10	1d6+2	None	6
SMG	2	-1	3	1d6	None	30

Heavy Weapons

Type	Hands	Acc	AP	Dam	Move	Clip
Machinegun	2	+0	8	2d6	None	50
Flame Throw.	2	+0	12	1d10	None	6turns
Rocket L.	2	+4	8	3d10	None	Feed

Notes: The following stats for weapons are exclusively for game purposes. For a more realistic description of firearms for the Thrash system you might be interested in my *Cute Killers* Supplement for the *Magical World* setting.

Automatic pistols can be fired as often as the trigger is squeezed, hence their low AP cost to fire.

A **shotgun** damages all targets in the 3 adjacent hexes from the character firing it.

Submachineguns (**SMG**) have the advantage of full-automatic fire (see firearm maneuvers).

Machineguns use .50mm ammo, which engages light armor (be understood 'light armor' as in 'armored personnel carrier'). Treat the Coverage value of all targets as if it was half. Full automatic fire.

A **Flame Thrower** is a distant cousin of the *firebreath* maneuver, except that in close spaces like small rooms, all targets in such spaces automatically take damage up to the weapon's maximum range (4 hexes).

New models of **Rocket Launchers** defeat light armor (ignore Coverage values), and soon-to-come models will be able to program its ammo to explode at specified distances (getting enemies behind walls by programming the round to explode above their heads for example), or delay the explosions by an aloted time (getting enemies inside buildings by preventing the round to explode upon impacting windows).

Blood Loss

When a character is hit by a bullet, the wound continues inflicting damage on the character by concept of blood loss. Each bullet wound inflicts 1 point of damage (non soakable) per turn for as many turns as the character's level in the firearms skill or the Special Forces or Gun Fighting styles (if the character has any of those styles, use the style's level). The blood loss damage of multiple gun shots is not cumulative, but multiple shots can cause a longer time bleeding.

A blood loss can only be stopped with a succesful first aid check or with supernatural healing. However, if the bullet is still lodged inside the body then a medicine check is needed in order to remove the bullet (the wounded character will not be able to heal naturally until the bullet is removed).

Range

Blowgun	Strength x 6 feet
Boomerang	Strength x 5 feet
Crossbow	600 feet
Javelin	Strength x 20 feet
Long Bow	600 feet

Short Bow	400 feet
Shuriken	Strength x 5 feet
Throwing Axe	Strength x 15 feet
Throwing Knife	Strength x 10 feet
Auto Pistol	150 feet
Auto Rifle	1000 feet
Blaster Pistol	2000 feet
Blaster Rifle	3000 feet
Revolver	120 feet
Shotgun	100 feet
Sub-Machinegun	600 feet

Grenades

- **Explosive Grenades:** 1d10 to all targets in the same hex and all adjacent hexes.
- **Tear Gas:** Targets in a 3 hex radius are at -4 to all rolls and half their APs for 1d6 minutes. *Stamina save 18.*
- **K.O Gas:** Targets in a 3 hex radius become drowsy for 1d4 turns (APs halved) and fall sleep after that for 2d6 minutes. *Stamina Save 16.*

Miscellaneous Weapons

- **Brass Knuckles:** +2 Damage to all punch maneuvers.
- **Ceramic Knife:** Doesn't show on metal detectors.
- **Flash Powder:** A typical tool for magicians. The powder bursts in a 1-hex flash blinding momentarily all in the same hex as you, losing initiative and 4 APs.
- **Mace:** Cheap, legal, and easy to find self-defense weapon. Victims are blinded for 2 turns *Stamina save: 18.*
- **Sap Glove:** Six ounces of powdered lead (or mercury, or what-have-you) built into each glove. Considerably less conspicuous than carrying brass knuckles. +1 Damage to all punching maneuvers.
- **Taser:** Commonly a shock rod used by law enforcers. Targets are automatically *dizzied*. Other forms of tasers shoot cables with electrodes that adhere to the target, giving them a range of 3 hexes. *Stamina save: 15.*

Armor

Most fighters don't wear armor in matches; it is generally considered poor form, and, in some people's eyes, borders on cheating. Of course, there are plenty who like to cheat or who were taught that they *should* wear armor. In any case, armor in Thrash works as follows. All armor has four values; Coverage, Impact, Thrust, and Encumbrance.

Coverage determines how well the armor covers the wearer, and thus is used to determine if a blow hits on an armored or unarmored location. Roll 1d10; if the roll is at or under the Coverage, the armor defends normally.

Natural Coverage: Some forms of protection like heavy armoring or superpowers grant what is called *natural coverage*. Natural coverage works differently from regular coverage in that a die roll at or under the coverage value does no damage at all (bullets bounce, lasers only scratch the paintwork, etc). Natural coverage is very rare.

When the armor successfully defends the wearer, apply the armor's **Soak Bonus** to the wearer's soak roll

Encumbrance is a measure of how much the armor impedes movement, and thus is applied as a penalty to the character's Agility.

Armor Types

Armor	Coverage	Soak Bonus	Encumbrance
Leather Armor	5	5	-1
Chainmail	6	11	-2
Scale Mail	7	14	-2
Plate Mail	8	18	-3
Samurai Armor	8	16	-3
<i>(modern armor)</i>			
Concealed Armor	4	3	0
Battle Vest	5	7	-1
Assault Armor	7	11	-2
Riot Helmet	1	7	0
Helmet, Soldier	+1/7	11	0
Riot Shield	FULL	20	-2
Riot Shield, Metal	FULL	30	-6
Cerametal Armor	7	19	-1
Hi-Tech Armor	9	24	-2

- **Concealed Armor** is very light and can be sewn into clothes. Poor stopping power, but perfect concealment. Availability: rare.
- **Battle Vests** include all the varieties of bulletproof vests that protect the user's torso. Mainly consisting in kevlar and ceramic plates. While most can be worn under heavy clothing, the newest ones are made for comfort and are considerably less bulky. Availability: Uncommon.
- **Assault Armor** a full body suit of armor. Made of heavy padding, kevlar, and ceramics. Availability: rare.
- A **Riot Helmet's** coverage stack with that of the user's current armor, but its Impact, Thrust, and Firearms values apply only against direct hits to the head (The same goes for the soldier helmet). A direct hit to the head of someone using a Riot Helmet automatically hits the helmet, protection assured. Availability: Uncommon.
- A **Soldier Helmet** is always made of metallic alloy, making it into a great protection against bullets. A Soldier Helmet has two covering values, the first is a bonus that stack with that of the user's current armor, and the second is the lone Helmet's covering value against attacks directed at the user's head. Availability: rare.
- **Riot Shields** are full body shields made of transparent clear plastic. Law enforcements units usually use it in conjunction with assault armor and riot helmets. When standing behind the shield, the user not only enjoys full protection, but the damage can be reduced to ZERO. Users standing behind a riot shield cannot engage in combat, however, characters with Strength 8 or higher can use it as a regular shield, but in order to receive the shield's benefits he must succeed a parry roll. A riot shield increases the accuracy of all the pertinent blocking maneuvers by four and their Action Point costs by three. All blocks with the shield are assumed as per the Circular Parry maneuver (ie when the user blocks, he is assumed to step behind the shield, thus effectively blocking all incoming blows until he decides to come out of the shield to attack). Using a riot shield for combat requires

proficiency with Shields (at least four levels). Availability: Uncommon.

- **Metal Riot Shields** have only a small slit for seeing-through. Attempts to put a bullet through the slit (always a *Target Shot*) have a difficulty of 25.
- **Hi-Tech Armor** is only available to organizations with really large budgets, comes completely isolated and full-environmental, is computer-controlled, and usually comes with some hi-tech gizmos too. In the VERY special cases when one of these sweeties disappears from place, its fabricators are ALWAYS very interested in its retrieval or destruction (and that of the thief too).
- **Cerametal Armor**, like Hi-Tech armor, is only available to hi-tech organizations. Highly durable, yet lightweight, Cerametal Armor can be compared to Hi-Tech armor (removing full-environmental capabilities and gadgets of course).

Equipment

NOTES ON EQUIPMENT: As obvious as it may sound, players and GMs should remember that available weapons and equipment is not restricted to that found on these pages. Characters are able to buy just anything from a lantern to a car to chemical equipment, etc etc etc.

As a matter of fact, I'm trying to focus this list on not-so-common items.

As with weapons and armor, the prices of these items are left to the GM according to his country's economy and common sense. Besides, the price for some items is subject to changes with time (specially technology, constantly dropping in price).

- **Binoculars:** From 5x to 80x. Military versions also come equipped with nightvision or infrared.
- **Camera Sticker:** Easily concealable (fits into one's palm) and sticks to any surface. Can rely transmissions to any VCR or similar video device. A variation of this camera enables it to be fired as a bullet from specially-modified guns.
- **Climbing Kit:** Includes rope, harness, gloves, clamps, grappling hooks, etc.
- **Contact Microphone:** By attaching it to a sounding object (windows, walls, etc) can translate vibrations into sound.
- **Electro-Adhesive Pads:** Used by astronauts in zero-gravity environments for walking outside the ship, can likewise be used to climb or walk on any metallic surface. Includes a backpack generator and holds up to 400kgs.
- **Gas Mask:** Different degrees of quality will determine the mask's effectiveness.
- **Ground Sensor System:** A good option for jungles and other terrain where ground units would likely fool radar. Laser and seismic sensors that detect ground units, their direction and numbers. Requires a Communications roll to use.
- **Laser Targeting Sight:** +2 to the weapon's attack.

- **Lock-Picking Tools:** Require a successful *Surveillance* roll. Monumental failures break down the lock.
- **Multi-Optics Band:** A lightweight headband equipped with nearly any kind of special optics. An old gadget among intelligence agencies.
- **Parabolic Microphone:** A pistol-like device with a small parabolic dish that picks and magnifies sound. +10 to Perception rolls when pointing in the right direction. Earphones included.
- **Phone Taps:** Allows characters to monitor phone conversations. Must be placed somewhere on the target's cabling installation (outside of his house will do fine).
- **Portable Explosives Detector:** Responds to vapor from explosives such as dynamite, gelignite, TNT, etc.
- **Portable Telephone Scrambler:** Prevents interpretation of the signal should it be intercepted.
- **Room Bugs:** Used for long-term surveillance jobs. Feeds on the house's electricity.
- **Surgery Kit:** Necessary for performing emergency surgery jobs outside of a medical facility.
- **Tracer Bugs:** Enables a character with a bug detector to track the bug as far as 13km away. Placing a bug on a target for surveillance without his knowledge required a contested Sleight of Hand vs Perception roll (-5 to the sleight of hand roll if the target is looking at the character).
- **Tube Camera:** Very small and flexible, allowing to fit into keyholes, through cracks, etc.
- **Tube Microphones:** Very small and flexible, allowing it to fit into keyholes, through cracks, etc.
- **Weapon Sights:** Allow a sniper to fire a rifle up to its maximum range. Superior versions come with special optics like nightvision.
- **Wire Cutters:** With non-conducting handles to avoid harm from electrical fences.

Miscellaneous Explosives

- **Dynamite** is relatively easy to get if you know people in the mining business or roads construction and can be detonated in several ways: fuses, timers, blast caps, etc. One stick of dynamite does 2d6 to everything in a 3-hex radius. <<preparing a stick of dynamite for throwing in combat takes 6 APs>>
- **Nitroglycerin** is specially effective if you don't mind blowing yourself up along with everything else. Too volatile a liquid (a single bump may detonate it), and packing too strong a kick (an ounce of nitroglycerin equals four sticks of dynamite).
- **Plastic explosives** are particularly useful. Not only they are stable, but their blast radius is very localized (barely one foot), making them quite

safe to use. Two ounces equals one stick of dynamite.

Sample Vehicle Stats

Automobile

- **Hit Points:** 30
- **Coverage:** 3 (natural)
- **Soak Bonus:** 12

Automobile (van)

- **Hit Points:** 45
- **Coverage:** 4 (natural)
- **Soak Bonus:** 12

Motorcycle

- **Hit Points:** 15
- **Coverage:** 0
- **Soak Bonus:** 5

Helicopter

- **Hit Points:** 50
- **Coverage:** 3 (natural)
- **Soak Bonus:** 14

Helicopter (military)

- **Hit Points:** 85
- **Coverage:** 5 (natural)
- **Soak Bonus:** 16

Jet (small)

- **Hit Points:** 60
- **Coverage:** 3 (natural)
- **Soak Bonus:** 12

Jet (fighter)

- **Hit Points:** 90
- **Coverage:** 4 (natural)
- **Soak Bonus:** 16

Chapter 7: Systems

This section presents the basic rules of the game. As you should have expected, the rules for combat take up an awful lot of this.

Rule Zero

Running an RPG, especially one that screws around with reality as much as Thrash, requires discretion on the part of you, the GM. As such, it is important to keep in mind what I call "Rule Zero," variously known as "The Golden Rule," "fudging," and other names. It has been said many times in many ways, but my favorite comes from the Project A-ko RPG:

"If a rule annoys you, ignore it."

That is to say, as the GM you need to remember that, where roleplaying is concerned, all the rules in the world are secondary to the story. Not only that, but it's *your* game. The job of a game designer is not to dictate how games will be played, only to open up possibilities.

7.1) Success Tests

While a number of things that a character attempts may be more or less assured in success, a lot of other things, especially during the course of an adventure, are more tricky. It's safe to assume that a character can drive home under normal circumstances without making a roll, but doing so while dodging missiles is a bit harder. In Thrash, as with most other RPGs, when there is a possibility of both success and failure, you roll dice to determine the outcome. The basic formula for a success test in the Thrash system is:

$$1d10 + \text{Attribute} + \text{Skill}$$

This is used in two ways; *unopposed* and *contested* rolls. A contested roll is one where two characters are directly competing at something; the classic example of this is an arm-wrestling match. Unopposed rolls are used for just about any other task.

For an unopposed roll, the GM sets a target number that must be exceeded in order to succeed. The recommended target numbers, based on the difficulty of the task, are as follows:

Difficulty	Target
Simple	10
Average	15
Difficulty	20
Very Difficult	30+

In a contested roll, the two characters make their usual rolls, and the one whose total is highest succeeds.

In the case of a tie, the result is generally assumed to be a tie -- if you really need a tiebreaker, have both roll 1d10; whoever rolls highest wins.

7.2) Combat

Combat in the Thrash system is divided into turns. A turn is described in real time as anything a character can do in five seconds of combat. In a turn each character present gets a chance to act in some capacity, circumstances permitting.

Initiative

To determine who goes when, all characters roll **1d10 + Base APs**; this determines the number of APs with which the characters act during that turn, and characters will act in order of their current AP totals, from highest to lowest.

Actions

Movement

Distances in Thrash are measured in terms of *hexes*, referring to a hex grid on which combat may be kept track of if desired. The normal scale used is such that a single hex is roughly three feet/1 meter across. Characters may move a number of hexes equal to their Agility, though the number of hexes they can move during a certain maneuver is noted in the maneuver description.

Attack & Defense

To make use of an attacking maneuver, the character rolls 1d10 + Style + Agility + The maneuver's Accuracy. If the opponent attempts to defend themselves from the attack, they must make a similar roll with their defensive maneuver and get a higher total. However, the GM may require a minimum target number of either attacker or defender in exceptional circumstances, especially where ranged attacks are concerned.

Defensive maneuvers can be used at any time, regardless of whose turn it is, as long as the character has enough APs left to perform the maneuver.

Attack Range Hierarchies

Some attacks will be more effective when fighting at certain distance from the enemy. Likewise, using maneuvers at unapropriate distances will result in detriment to the maneuver's performance.

- **Long Range:** By long range be understood two oponents at a minimm distance of 2 hexes or farther from each other. Long Range attacks include gunshots, chi-blasts, and most esoteric attacks. Any attempt at using shorter-ranged attacks from this distance can be countered with ranged attacks (ie, a character

can use a chi-blast to counter an oponent lunging at him from two hexes away with a punch).

- **Kicking Distance:** Two oponents at a distance of 1.2 to 1.4 meters from each other are at kicking distance. Any attempt at using shorter-ranged attacks from this distance can be countered with a kick maneuver.
- **Close Range:** Two oponents from 0.8 meters to 1.1 meters away from each other are at close range. All kick maneuvers other than snap kick, knee strike, foot sweep/Iron broom, or stomp have a -4 penalty to attack, and a character can use grappling maneuvers to counter any other maneuver.
- **Grappling Distance:** Oponents 0.6 meters away from each other and closer are at grappling distance. All non-grappling maneuvers other than knee strike or elbow strike suffer a -4 penalty to attack.

All aforementioned counters mentioned here are known as *Range Counters*. Successful use of a *range counter* prevents an oponent from getting any closer to the character (in addition to the damage done). The only exception are grappling maneuvers countering at close range, case in which victims are knocked down and left at grappling distance from the character.

Approaching and Moving in Melee

A charcter that wants to approach an oponent in order to engage in melee combat must do so carefully should his oponent chooses to wait for him to aproach and take advantage of range counters. Some maneuvers like *drunken monkey roll*, *shoulder smash*, *slide kick*, and *teleport*, provide instant means to approach into melee range safely.

Also, characters already in melee combat can use the move provided by defensive maneuvers to position themselves at a closer or farther attack range while avoiding an attack.

Simultaneous Attack

*"I kill you, you kill me, we
both kill each other..."
---Shin, Fist of the North Star*

A third option to defensive maneuvers and counter-maneuvers. A simultaneous attack is a relatively common resource among street brawlers and amateur boxers where a fighter stops attempting to defend in order to "interchange blows", hoping his oponent will fall down first. In a simultaneous attack the defender doesn't roll for defense, instead, both contestants roll directly for damage.

Simultaneous attacks sometimes are the only option left when your oponent clearly surpasses your skill. However, there's a price to pay, for when you call for a simultaneous attack your soak roll is cut in half, so unless you have some good trick up your sleeve you're likely to get battered more badly than your oponent.

Simultaneous attacks can only be done with punch or kick maneuvers.

Damage

If an attack is successfully delivered, it inflicts damage. The normal formula for damage is to take the base damage of the maneuver, and add the base damage of the appropriate stat (Strength for most, Focus for Focus maneuvers). Damage of a successful damaging attack (one which is supposed to inflict physical harm) can never go below 1 point.

Basic Damage Table

Level	Base Damage
1	-3
2	-2
3	-1
4	+0
5	+1
6	+2
7	+3
8	+4
9	+5
10	+6
+1 damage per point above 10	

Also, attackers get a bonus of +1 to damage for every three levels they have on their combat styles.

Once the total damage is determined, the defender gets to make a *Soak Roll* on **1d10 + Stamina**. For every 4 points of the total, reduce the damage inflicted by 1 point. Other abilities (most notably the Body Hardening discipline) may add to the total of a Soak Roll.

Esoteric Attacks

There are several forms of attack that aren't either as direct or as straightfoward as regular combat maneuvers (psionic attacks, magic, induce fear, etc). While these attacks can be devastatingly powerful, but they also require that the instant target be a living, visible oponent. Such attacks as telepathy, magic, and miscellaneous mind/body altering effects have as a requisite that the *target must be in the attacker's line of vision*: a martial artist inside a smoke cloud can hurl a Chi blast and hope it hits something or unleash a Chi star and surely hit *many* somethings, a wizard can't cast a Trance or Metamorphosis: Other spell inside the same smoke cloud without actively seeing the target of the spell. See the Invisible only reveals characters that are concealed because of supernatural means, and psionic See Auras cannot work if we aren't seeing the character whose aura we are to analyze. Telekinesis can't be used to grasp a target's internal organs unless the psychic possesses X-ray vision, some other way to see the target's entrails, or is butchering his target in order to find his entrails by himself (point at which such use of Telekinesis wouldn't be necessary any longer anyway). As a rule of thumb for such esoteric attacks, if the attacker can't see the target, he can't affect it.

Abort Maneuver

If a character's remaining APs for a turn are at least twice the AP cost of the maneuver they are currently using, they may make a roll on Style + 1d10 to attempt to abort that maneuver in favor of something else, using only half (rounded up) the APs of that maneuver.

Desperate Defense

Desperate Defense is when a character is attempting an all-out defense. To do this, the player must declare that they are doing such at the beginning of a turn. For the duration of the turn, the character can only use defensive type maneuvers, but these have their Accuracy boosted by +2, and their AP cost reduced by 2 (to a minimum of 1).

Facing

A character's frontal vision covers more or less a 120° arc. Turning around has no AP cost, but every 3 hex-sides (an about-face when done all at once) one turns count as 1 hex of movement. If you are not facing an opponent but aware of him you can still attack and defend, if that's done with maneuvers not meant to hit or to defend from opponents from the rear, you do so with a -2 penalty, and some maneuvers may not be possible at all (GM discretion). Plus, unless you possess Danger Sense or some other means of eyes in the back of your head, opponents have a +2 bonus to their attacks if flanking you from the side, or +4 for attacks from behind.

Feinting

Feinting basically consists in fooling your opponent in combat, be it by the archetypical "your shoelaces are untied", pretending you are about to perform a move but merely faking it in order to do another thing instead, or any other stunt that leaves your opponent open for attack.

Feinting is an application of the Deception skill, takes 5 APs in combat, and is resisted with Perception normally. A successful feinting leaves the opponent open for attack, such attack has a +4 bonus and counts as a *backstab*. After the first successful feinting, further feinting attempts have a -8 penalty (an opponent has to be really stupid to fall for it a second time).

Backstab

"They'll never know what hit 'em..."
--Ghost Unit, StarCraft

A backstab is a surprise attack landed on an unsuspecting opponent or who is otherwise unable to defend himself. An opponent who is not prepared to receive an incoming blow is very likely to receive the full impact from it.

In order to do a backstab, a character is required to succeed a Stealth roll in order to hide properly (such roll has a penalty of -5 if the backstabber intends to sneak right behind the character for a melee attack). Once succeeded, an attack roll is only necessary if the character is backstabbing with a ranged attack (difficulty 10 if the target is unmoving or 15 otherwise). A backstab carried on successfully denies victims the benefit of a soak roll.

Characters that can't be surprised cannot be backstabbed likewise.

Rage

Rage is a measure of the character's anger, frustration, and pain during combat. In general, any time an attack connects with the character, they gain Rage Points equal to the total damage rolled by the attacker *before* soaking, blocking, and so on.

A character's **Rage Threshold** is determined as their **Stamina + Will + Focus**. When they reach a number of rage points equal to their Rage Threshold they are "charged up" and the following conditions apply:

- Super maneuvers may be performed. If such a maneuver is performed, the character's Rage drops back down to zero.
- Damage of all non-super attacks is increased by +2 points.
- Available APs are increased by +3.
- After a number of turns equal to the character's Focus their Rage will drop at a rate of 2 points per turn, until it reaches zero.

Stunts

A stunt is essentially something which is improvised and not covered by the normal rules. Some examples: Rolling out on your stomach with blazing guns in both hands, from one pillar to the next, to cut down all the thugs. Swinging a ladder around to thwack ones foes. For anime purposes stunts aren't all that important, but for a Hong Kong style game, they are a must.

To do a stunt, just describe what you're trying to do. The GM assigns the roll that must be made (this could be almost anything relevant -- stunts cover a very broad spectrum of categories), the difficulty, and the AP cost. The leniency afforded in what can and can't be done really depends on the style of the game. In more realistic games you pay more attention to reality, but in a very cinematic campaign, the only *real* requirement for doing something is that it should look cool.

Stun Damage

Stun damage can be caused by a number of different attacks. It is kept track of separately from damage to health, but when the sum of the stun and normal damage exceeds the characters Health, they are

knocked out. Stun damage is, however, healed at a rate of 1 per *minute*.

If a character wishes to make a non-lethal attack, they may deliver a *physical* attack without actually physically harming the opponent. Such an attack will do stun rather than normal damage, but will also be at -2 Accuracy.

7.3) Death and Healing

Characters that have endured damage will heal at a rate of 1d6 health points per day. A character reduced to zero or less health points is too wounded to keep on his feet and falls unconscious. Unconscious characters can take no actions and will remain in that state until they heal on their own enough damage to be raised to 1 health point at least or until they receive the proper medical help. However, a character that is reduced to zero or less health points by firearms will continue bleeding and may die from blood loss. A character dies when he is taken to a negative negative amount equal to his Stamina times 2.

Characters that are taken to a hospital in time, however, have a great advantage, for conventional anime laws state that no relevant character can spend more than two days in a hospital, not even if every single bone in his body is broken in half.

Chi Recovery

Also, spent Chi points are recovered at a rate of 1 per hour of non-strenuous activity or full recovery after 8 hours of rest.

Non-Combat Damage Sources

Obviously, getting into fights is not the only way to get hurt. There are more than enough other ways to get hurt and killed. In general, the damage for such is left up to the GM; fires or electric shocks will usually inflict around 1d6-2 to 6d6 damage, depending.

As for falling, a character will take 1d10 damage per story for the first four stories, and an additional 1d6 damage per story thereafter.

7.4) Experience

At the end of each adventure the GM assigns some experience points to each character, depending on how well they did overall during the course of the adventure. I recommend assigning 2 to 10 points per adventure. Experience points may be spent as follows:

Trait	Cost
Attribute	Current level x 6
Skill	Current level x 3
New Skill (Level 1)	3 points

Discipline	Current level x 4
New Discipline (Level 1)	6 points
Style	Current level x 5
Hybrid Style	Current level x 7
New Style (Level 1)	10 points
New Hybrid Style (Level 1)	12 points
Chi	3 per point
Health	3 per point
Maneuver	CP x 3 points
Advantage (Level Type)	Current level x 3
Advantage (Others)	CPs x 3

Exceptional Stats

A character's attributes and such cannot normally exceed 10. It is possible to exceed that level, but it requires great dedication and intensive training. And more experience points.

Trait	Cost
Attribute	Current Level x 8
Style	Current Level x 7
Discipline	Current Level x 6
Skill	Current Level x 4

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Air Jump (Force)

Prerequisites: Jump, Focus 5
Character Points: 4
Accuracy: +1
Action Points: 4
Chi Cost: 5
Damage: None
Move: As per Jump

Roll With Impact

Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: 4

Air Block

Prerequisites: Agility 5, Stamina 5
Character Points: 3
Accuracy: +2
Action Points: 3
Chi Cost: None
Damage: None
Move: N/A

Backflip (Acrobatics)

Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 4
Chi Cost: None
Damage: None/Special
Move: 2 (backwards)

Shoulder Smash

Prerequisites: Tackle
Character Points: 1
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 6

Circular Parry

Prerequisites: None
Character Points: 4
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: None
Move: 3

Body Missile (Acrobatics)

Prerequisites: Jump, Agility 6
Character Points: 5
Accuracy: -2
Action Points: 11
Chi Cost: None
Damage: 1d10
Move: 8

Somersault

Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 3
Chi Cost: None
Damage: None
Move: Special

Power Block

Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: +0
Move: 1

Breakfall

Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: None
Chi Cost: None
Damage: None
Move: 2

Super Jump (Acrobatics)

Prerequisites: Jump, Agility 6
Character Points: 3
Accuracy: +4
Action Points: 5
Chi Cost: None
Damage: Special
Move: Special

Projectile Deflection

Prerequisites: Agility 5
Character Points: 4
Accuracy: +3
Action Points: 4
Chi Cost: None
Damage: None
Move: 1

Drunken Monkey Roll (Acrobatics)

Prerequisites: Somersault
Character Points: 2
Accuracy: +3
Action Points: 5
Chi Cost: None
Damage: None
Move: 6

Tackle

Prerequisites: None
Character Points: 1
Accuracy: -3
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 4

Projectile Reflection

Prerequisites: Projectile Deflection
Character Points: 2
Accuracy: +3 (to catch)/+1 (to throw)
Action Points: 6
Chi Cost: None
Damage: None (to catch)/Standard (to throw)
Move: 1

Jump (Acrobatics)

Prerequisites: None
Character Points: 1
Accuracy: +3
Action Points: 3
Chi Cost: None
Damage: None
Move: Special

Wall Spring (Acrobatics)

Prerequisites: Jump, Agility 6, Strength 6
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: None
Move: As per Jump

Weapon Block

Prerequisites: Stamina 6, Body Hardening 2
Character Points: 2
Accuracy: +1
Action Points: 2
Chi Cost: None
Damage: None
Move: 2

Kippup

Prerequisites: Agility 5
Character Points: 2
Accuracy: +2
Action Points: 3
Chi Cost: None
Damage: None
Move: 1

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Displacement

Prerequisites: Agility 5
Character Points: 3
Accuracy: +2
Action Points: 4
Chi Cost: None
Damage: None
Move: 3

Leap Dodge (Acrobatics)

Prerequisites: Jump
Character Points: 4
Accuracy: +4
Action Points: 2
Chi Cost: None
Damage: None
Move: As per Jump

Multiple Dodge

Prerequisites: Agility 5
Character Points: 4
Accuracy: +2
Action Points: 8
Chi Cost: None
Damage: None
Move: 3

Absorbing Barrier (Energy)

Prerequisites: Focus 6
Character Points: 4
Accuracy: +1
Action Points: 7
Chi Cost: 6
Damage: Special
Move: 1

Chi Blast (Energy)

Prerequisites: Focus 6
Character Points: 6
Accuracy: +0
Action Points: 10
Chi Cost: 5
Damage: 1d10
Move: None

Chi Gong (Aura)

Prerequisites: Focus 7
Character Points: 5
Accuracy: N/A
Action Points: 1
Chi Cost: 1 per turn
Damage: None
Move: N/A

Chi Push (Force)

Prerequisites: Focus 8
Character Points: 5
Accuracy: -2
Action Points: 9
Chi Cost: 5
Damage: 1d6
Move: None

Chi Shock (Energy)

Prerequisites: Focus 5
Character Points: 5
Accuracy: N/A
Action Points: 5
Chi Cost: 6
Damage: 1d6+1
Move: None

Column Blast (Energy)

Prerequisites: Chi Blast, Focus 7
Character Points: 5
Accuracy: N/A
Action Points: 7
Chi Cost: 12
Damage: 1d10
Move: None

Danger Sense (Mental)

Prerequisites: Focus 6
Character Points: 4
Accuracy: N/A
Action Points: N/A
Chi Cost: None
Damage: N/A
Move: N/A

Dim Mak (Chi/Vital Points)

Prerequisites: Focus 8, Vital Points 9
Character Points: 8
Accuracy: -1
Action Points: 10
Chi Cost: Varies
Damage: Varies
Move: None

Drain Chi

Prerequisites: Focus 7
Character Points: 5
Accuracy: +0
Action Points: 10
Chi Cost: 1
Damage: Special
Move: None

Drain Life

Prerequisites: Focus 7
Character Points: 7
Accuracy: -1
Action Points: 11
Chi Cost: 4
Damage: Special
Move: None

Energy Reflection

Prerequisites: Proj. Deflection, Proj. Ref.
Character Points: 4
Accuracy: +1
Action Points: 7
Chi Cost: 3
Damage: Special
Move: 1

Fire Breath (Energy)

Prerequisites: Focus 4
Character Points: 6
Accuracy: +2
Action Points: 10
Chi Cost: 6
Damage: 1d10+1
Move: None

Flare (Energy)

Prerequisites: Focus 6
Character Points: 4
Accuracy: N/A
Action Points: 9
Chi Cost: 3
Damage: Special
Move: None

Focus Rage (Aura)

Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: 10
Chi Cost: None
Damage: None
Move: None

Ghost Form (Aura)

Prerequisites: Focus 8
Character Points: 7
Accuracy: N/A
Action Points: 3/turn
Chi Cost: 3/turn
Damage: None
Move: N/A

Healing (Chi)

Prerequisites: Focus 5
Character Points: 6
Accuracy: N/A
Action Points: 10
Chi Cost: 1/Health Point
Damage: None
Move: None

Induce Fear (Mental)

Prerequisites: Telepathy 5 or Ninjutsu 3
Character Points: 6
Accuracy: N/A
Action Points: 14
Chi Cost: 9
Damage: None
Move: None

Ki-Ai

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: +1
Chi Cost: None
Damage: +1
Move: -1

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Kongjin (Force)

Prerequisites: Focus 8
Character Points: 4
Accuracy: +1
Action Points: +2
Chi Cost: 4
Damage: +0
Move: 1

Kuji-Kiri

Prerequisites: Ninjutsu 5
Character Points: 6
Accuracy: N/A
Action Points: ALL
Chi Cost: 3/turn
Damage: None
Move: None

Levitation (Force)

Prerequisites: Reduce Weight
Character Points: 5
Accuracy: N/A
Action Points: Special
Chi Cost: 1/turn
Damage: None
Move: Special

Meditative Levitation (Mental)

Prerequisites: Focus 6, Meditation 3
Character Points: 4
Accuracy: N/A
Action Points: 10 per turn
Chi Cost: 1/5 turns
Damage: None
Move: Special; total Move for the turn is based on Focus rather than Agility.

Mind Reading (Mental)

Prerequisites: Telepathy 2 or Ninjutsu 4
Character Points: 6
Accuracy: N/A
Action Points: 2/turn
Chi Cost: 1/turn
Damage: None
Move: None

Mind Walk (Mental)

Prerequisites: Focus 8
Character Points: 4
Accuracy: N/A
Action Points: 30 to activate
Chi Cost: 6
Damage: N/A
Move: None, until the Mind Walk begins

Mushin

Prerequisites: Ninjutsu 3, Arts of Invisibility 4
Character Points: 3
Accuracy: N/A
Action Points: 2/turn
Chi Cost: 1/turn
Damage: None
Move: 2

Music Focus (Mental)

Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: None
Chi Cost: None
Damage: None
Move: N/A

Power Blade (Energy)

Prerequisites: Focus 5, Blades skill 2
Character Points: 5
Accuracy: +2
Action Points: 6
Chi Cost: 5
Damage: 1d6+1
Move: 3

Power Channeling (Energy)

Prerequisites: Focus 5
Character Points: 5
Accuracy: +0
Action Points: +1
Chi Cost: +2
Damage: 1d6
Move: +0

Reduce Weight (Force)

Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 6/turn
Chi Cost: 1/turn
Damage: None
Move: 2

Reflecting Barrier (Energy)

Prerequisites: Focus 5
Character Points: 4
Accuracy: +1
Action Points: 7
Chi Cost: 6
Damage: Special
Move: 1

Regeneration

Prerequisites: None
Character Points: 6
Accuracy: N/A
Action Points: 10
Chi Cost: 1/Health point
Damage: None
Move: None

San He (Chi)

Prerequisites: Focus 5
Character Points: 5
Accuracy: N/A
Action Points: 5
Chi Cost: 6
Damage: None
Move: None

Shockwave (Energy)

Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 10
Chi Cost: 6
Damage: 1d4
Move: None

Stunning Shout

Prerequisites: Focus 5
Character Points: 5
Accuracy: +3
Action Points: 10
Chi Cost: 5
Damage: Special
Move: None

Teleport

Prerequisites: Focus 6
Character Points: 5
Accuracy: +1
Action Points: 9
Chi Cost: 6
Damage: None
Move: None/Special

Thunderclap

Prerequisites: Focus 7
Character Points: 7
Accuracy: N/A
Action Points: 14
Chi Cost: 9
Damage: 1
Move: None

Whirlwind (Energy)

Prerequisites: Focus 7
Character Points: 6
Accuracy: +2
Action Points: 10
Chi Cost: 8
Damage: 1d4
Move: 1

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Air Slam

Prerequisites: Slam
Character Points: 4
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d8+1
Move: 1

Backbreaker (Killing)

Prerequisites: None
Character Points: 4
Accuracy: -2
Action Points: 8
Chi Cost: None
Damage: 1d10+2
Move: 1

Basher Hold

Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 8 per turn
Chi Cost: None
Damage: +1
Move: None

Bearhug

Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 9 per turn
Chi Cost: None
Damage: 1d4
Move: 1

Body Flip

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 7
Chi Cost: None
Damage: 1d8
Move: 1

Choke Hold (Disabling)

Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 9
Chi Cost: None
Damage: Special
Move: 1

Choke Throw

Prerequisites: Choke Hold, Jump
Character Points: 3
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d8/Special
Move: 6

Counter Grab

Prerequisites: Body Flip
Character Points: 3
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: None

Disengage

Prerequisites: Agility 4
Character Points: 2
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: None
Move: 2

Joint Lock (Disabling)

Prerequisites: None
Character Points: 4
Accuracy: -1
Action Points: 8 per turn
Chi Cost: None
Damage: 1d4 Stun
Move: 1

Leaping Slam

Prerequisites: Jump, Slam
Character Points: 4
Accuracy: -2
Action Points: 12
Chi Cost: None
Damage: 1d12+2
Move: None

Pin

Prerequisites: None
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d4/turn
Move: None

Rolling Back Throw

Prerequisites: Body Flip
Character Points: 2
Accuracy: -1
Action Points: 11
Chi Cost: None
Damage: 1d8+2
Move: 1

Slam

Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: 1

Sleeper Hold (Disabling)

Prerequisites: Strength 5, Stamina 5
Character Points: 3
Accuracy: -1
Action Points: 10 per turn
Chi Cost: None
Damage: Special
Move: None

Spinning Back Throw

Prerequisites: Rolling Back Throw
Character Points: 3
Accuracy: -1
Action Points: 12
Chi Cost: None
Damage: 1d10+1
Move: 2

Thigh Press

Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 12
Chi Cost: None
Damage: 1d10+1
Move: None

Weapon Toss

Prerequisites: Strength 6, weap3, Body Flip
Character Points: 2
Accuracy: +0
Action Points: 8
Chi Cost: None
Damage: +3 (do not add weapon damage)
Move: 1

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Axe Kick

Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: One

Backflip Kick

Prerequisites: Backflip
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: One

Crescent Kick

Prerequisites: None
Character Points: 3
Accuracy: +1
Action Points: 8
Chi Cost: None
Damage: 2d4
Move: 1

Drop Kick

Prerequisites: Displacement
Character Points: 3
Accuracy: +4
Action Points: 12
Chi Cost: None
Damage: 1d4+1
Move: 2

Flying Reverse Turning Kick

Prerequisites: Jump, Crescent Kick
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 1

Foot Sweep

Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6
Move: 1

Handstand Kick

Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 2d4
Move: None

Iron Broom

Prerequisites: Foot Sweep
Character Points: 2
Accuracy: +2
Action Points: 14
Chi Cost: None
Damage: 1d6
Move: None

Knee Strike

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: None

Multi-Kick

Prerequisites: Agility 6
Character Points: 7
Accuracy: -1
Action Points: 3 per strike
Chi Cost: None
Damage: Special
Move: None

Reverse Front Kick

Prerequisites: None
Character Points: 3
Accuracy: +3
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 2

Rising Handstand Kick

Prerequisites: Handstand Kick
Character Points: 5
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: 1

Slide Kick

Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 2

Spinning Thrust Kick

Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 2

Stomp

Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: None
Move: 0

Wheel Kick

Prerequisites: Crescent Kick
Character Points: 2
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 2d4
Move: None

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Art of Breaking

Prerequisites: Strength 5, Focus 5
Character Points: 2
Accuracy: +0
Action Points: 10
Chi Cost: 2
Damage: Special
Move: None

Backhand

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: 2
Move: 1

Claw Hand

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: One

Deflecting Punch

Prerequisites: None
Character Points: 3
Accuracy: +1
Action Points: 3
Chi Cost: None
Damage: 1d4
Move: None

Disarm

Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: None
Move: None

Double Punch

Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d4-1
Move: 1

Ear Pop (Disabling)

Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 7
Chi Cost: None
Damage: Special
Move: 1

Elbow Strike

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 4
Chi Cost: None
Damage: 1d4+1
Move: 1

Eye Rake

Prerequisites: None
Character Points: 2
Accuracy: -2
Action Points: 5
Chi Cost: None
Damage: 1
Move: 1

Fingertip Attack

Prerequisites: Focus 4
Character Points: 2
Accuracy: +4
Action Points: 5
Chi Cost: None
Damage: 2 points (non-soakable)
Move: 2

Haymaker

Prerequisites: None
Character Points: 1
Accuracy: -2
Action Points: 14
Chi Cost: None
Damage: 2d4
Move: 1

Head Butt

Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 1

Knife Hand (Killing)

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 5
Chi Cost: None
Damage: 1d6
Move: 1

Knuckle Fist

Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: 2d4
Move: 2

Monkey Grab Punch

Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: None

Multi-Punch

Prerequisites: Agility 6, Stamina 6
Character Points: 5
Accuracy: +2
Action Points: 2 per strike
Chi Cost: 1 per turn
Damage: Special
Move: None

Palm Strike

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 4
Chi Cost: None
Damage: 1d6
Move: 1

Rising Uppercut

Prerequisites: Uppercut, Strength 6
Character Points: 6
Accuracy: +1
Action Points: 10
Chi Cost: 3
Damage: 1d10
Move: 1

Slapdown

Prerequisites: Jump
Character Points: 3
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: 2d4
Move: 3

Uppercut

Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 5
Chi Cost: None
Damage: 1d6
Move: 1

Widowmaker

Prerequisites: Widowmaker
Character Points: 2
Accuracy: -3
Action Points: 18
Chi Cost: None
Damage: 1d10
Move: 2

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Blade Runner

Prerequisites: None
Usable With: Swords
Character Points: 4
Accuracy: -3
Action Points: 12
Chi Cost: None
Damage: 1d10
Move: 6

Dazing Blow

Prerequisites: None
Usable With: Any (see above)
Character Points: 2
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d4-1 Stun
Move: 1

Double Strike

Prerequisites: None
Usable With: Any paired weapons
Character Points: 4
Accuracy: +2
Action Points: 8
Chi Cost: None
Damage: Special
Move: 1

Fleche

Prerequisites: None
Usable With: Any melee weapons
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 3

Multi-Strike

Prerequisites: Strength 6, Agility 5
Usable With: Any
Character Points: 5
Accuracy: +1
Action Points: 3/strike
Chi Cost: None
Damage: Special
Move: 1

Reflection Slice

Prerequisites: Body Flip, Strength 6, Agility 5, Focus 5
Usable With: Special
Character Points: 6
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 1

Riposte

Prerequisites: None
Usable With: Any melee weapons
Character Points: 2
Accuracy: +1
Action Points: 3
Chi Cost: None
Damage: 1d4
Move: None

Slice Upper

Prerequisites: Strength 6
Usable With: Swords, Axes, Polearms
Character Points: 5
Accuracy: +0
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: 2

Spin Slash

Prerequisites: Strength 6
Usable With: Swords, Axes, Polearms
Character Points: 4
Accuracy: +3
Action Points: 14
Chi Cost: None
Damage: 1d6
Move: None

Staff Spin

Prerequisites: Staff Sweep
Usable With: Staves
Character Points: 4
Accuracy: -2
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: None

Staff Sweep

Prerequisites: None
Usable With: Staves, Polearms
Character Points: 2
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d4
Move: None

Ambidextrous Firing

Prerequisites: Agility 6, Gunfighting 3
Character Points: 4
Accuracy: -1
Action Points: As per single +3
Chi Cost: None
Damage: Standard
Move: None

Crippling Shot

Prerequisites: Gunfighting3, Target Shot
Character Points: 5
Accuracy: +1
Action Points: +2
Chi Cost: None
Damage: Special
Move: None

Double Firing

Prerequisites: Ambidextrous Firing
Character Points: 4
Accuracy: +0
Action Points: As single gun +1
Chi Cost: None
Damage: Standard
Move: None

Full-Auto

Prerequisites: Firearms 6
Character Points: 4
Accuracy: +0
Action Points: 11
Damage: Standard
Move: None

Multi-Shot

Prerequisites: Agility 7, Gunfighting 3
Character Points: 7
Accuracy: -2
Action Points: 3 per shot
Chi Cost: None
Damage: Standard
Move: None

Pistol Whip

Prerequisites: None
Character Points: 1
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d4
Move: 1

Quickdraw

Prerequisites: Firearms 4
Character Points: 4
Accuracy: -1
Action Points: As per normal firing of gun +1
Chi Cost: None
Damage: Standard
Move: None

Reverse Shot

Prerequisites: Agility 7, Gun Fighting 3
Character Points: 3
Accuracy: +0
Action Points: +3
Chi Cost: none
Damage: Special
Move: none

Ricochet Shot

Prerequisites: Target Shot
Character Points: 4
Accuracy: +2
Action Points: +2
Chi Cost: None
Damage: -2
Move: None

Sniper Shot

Prerequisites: Focus 6, Target S, Crippling S
Character Points: 4
Accuracy: Special
Action Points: Special
Chi Cost: none
Damage: Special
Move: none

Maneuver Quick-Find Sheet: Read from the book directly or cut into flashcards

Speed Loading

Prerequisites: Firearms 6 or Gunfighting 3

Character Points: 4

Accuracy: +0

Action Points: 1

Chi Cost: None

Damage: N/A

Move: None

Spray Firing

Prerequisites: Firearms 8, Full-Auto

Character Points: 5

Accuracy: -2

Action Points: ALL

Chi Cost: None

Damage: Standard

Move: None

Stealthy K.O

Prerequisites: Stealth 8, G.F 4, Pistol Whip.

Character Points: 6

Accuracy: +0

Action Points: 8

Chi Cost: none

Damage: Special

Move: none

Target Shot

Prerequisites: Firearms 2 or Gunfighting 3

Character Points: 4

Accuracy: -2

Action Points: +2

Chi Cost: None

Damage: Standard

Move: None

Chi Star (Energy)

Prerequisites: Chi Blast

Character Points: 5

Accuracy: N/A

Action Points: ALL

Chi Cost: 20

Damage: 1d10+12

Move: None

Power Storm (Energy)

Prerequisites: Focus 5

Character Points: 7

Accuracy: N/A

Action Points: Special

Chi Cost: 20

Damage: 1d6

Move: None

Rage Burn (Aura)

Prerequisites: None

Character Points: 4

Accuracy: Special

Action Points: 2 to activate

Chi Cost: 10

Damage: Special

Move: Special