

Name \_\_\_\_\_

Look \_\_\_\_\_

Human: Jackie, Wong, Sai-Yuk, Mulan, Cynthia, Michael

Elf: Sammo, Leung, Jet, Tanit, Taimak, Katheryn

Dwarf: Bruce, Chow Tai, Donnie, Rebekah

Eager eyes, Cold eyes, or Sharp eyes.

Braided hair, Trim hair, or No hair.

Tough clothes, Loose clothes, or Training clothes.

Slim body, Huge body, or Scarred body.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage



ARMOR



HP



Current MAX

Your Max HP is 8 + Constitution

## Alignment

Lawful

Endanger yourself to uphold your school's honor.

Chaotic

Prove your kung fu is superior.

Good

Endanger yourself to protect those who cannot fight.

## Race

Dwarf

You may use your Ability of Lightness to walk across trapped surfaces as if they were water.

Elf

When you use your Sublime Understanding of the Body, you gain an additional choice: "Their mind is added."

Human

Your people are naturally aggressive, and you take +1 forward on the first action of any fight.

## Bonds

\_\_\_\_\_ is from a rival school! I must surpass them. My master warned me about \_\_\_\_\_.

\_\_\_\_\_ fights with skill and grace, and I respect them. I will study at \_\_\_\_\_'s feet and learn their secrets.

## Starting Moves

### Signature Style

You have mastered a style of martial arts. Choose a focus. (All are Hand range, precise, and 0 weight.)

- Hands and Fingers
- Feet
- Elbow and Knees
- Grappling and Joint Locks

Choose two enhancements:

- Weapon-Using: +1 damage and choose one additional range, but +2 Weight.
- Brutal: Add messy and forceful.
- Dim Mak: +2 Piercing
- Passive: +1 Armor
- Intense: +1 damage

Choose a look:

- Animal-Mimicking
- Classic Grace
- Ancient Splendor
- Hardened Fury
- Sinister Movements
- Loose Form

### Ability of Lightness

When you **run across a surface that cannot hold your weight**, roll +Dex. On a 10+, you make it across gracefully and without trouble. On a 7-9, you make it across, but expose yourself to danger somehow. The GM will tell you how.

### Sublime Understanding of the Body

When you **attack a foe purely to disable them**, roll +Dex. On a 10+, choose 2. On a 7-9, choose 1.

- They are dizzied and unstable.
- Their muscles are weakened or strained.
- They feel sick and nauseated.
- One of their limbs is locked or made useless.
- Their control of their magical power is loosened.

# The Initiate

Level \_\_\_\_\_

# Gear

Your load is 8+Str. You carry dungeon rations (1 weight) and some mark of your school, master or training, describe it.

Choose one:

- Leather Armor (1 Armor, 1 weight)
- Scale Armor (2 Armor, Clumsy, 3 weight)
- Adventuring Gear (1 weight) and Poulitices and Herbs (1 weight)

and choose one:

- 2 Healing Potions (2 weight)
- Halfling pipeweed or the equivalent (1 weight)
- Dungeon rations (1 weight)

## Advanced Moves

When you gain a level from 2-5, choose from these moves.

### World of Rivers and Lakes

When you **spout lore about the world of martial arts or other martial artists**, take +1.

### Training in the Guyana Highlands

When you **face an enemy who has defeated you before**, take +1 ongoing against them until you defeat them.

### Skin of Bronze, Bones of Iron

When you wear no armor and use no shield, you get 2 Armor.

### Intensive Training

When you Bolster yourself by hard training, it takes you half the normal time to gain preparation.

### Wave Motion Fist

You may Volley with your Signature Style, using +Wis instead of +Dex. However, as your style has no ammo, you may not choose to reduce ammo. Instead, you may choose to suffer a debility of your choice, so long as you are not currently suffering from all six debilities.

### Superior Style

Choose one extra enhancement for your signature style.

### Master's Pearls of Wisdom

When you think about what your master would do in a situation, you will think of an insight relating to the current situation. The GM may ask you a few questions in return. Roll +Wis. On 10+, the advice is shockingly relevant and detailed. On a 7-9, it's potentially relevant but vague.

### Forging the Temple Body

When you have access to a shrine, you may undergo a ritual process of purification and meditation to graft the magical qualities of a weapon directly into your body. This process destroys the magical weapon, but gives your signature style the magical powers of the destroyed weapon.

### Sweep the Leg

When you train someone in the proper way to fight a specific foe, they take +1 ongoing while facing that foe for one battle.

### Esoteric Training

Choose one move from another class. Treat your level as one lower for choosing that move. If you take Signature Weapon and have the Weapon-Using enhancement for your signature style, you may choose to lose all benefits of Weapon-Using and apply your Signature Weapon's abilities instead.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### Testicle Eight Outstanding Techniques

Replaces: Skin of Bronze, Bones of Iron

When you wear no armor and use no shield, you get 3 Armor.

### Man Who Can Catch Fly With Chopsticks Can Do Anything

Replaces: Sweep the Leg

When you **train someone or show them the proper way of fighting**, they take +1 ongoing while following your advice, but -1 ongoing when they go against your ways.

### Peaches of Immortality

When you have time and access to good materials, you may design a regimen of massage, training and diet to heal or strengthen someone. You may heal any wound, sickness or ailment this way or even give them mystical qualities, but the GM will give you one to four of the following conditions:

It's going to take days/weeks/months.

First, you must \_\_\_\_

You'll need help from \_\_\_\_

It will require a lot of money.

You and your allies will risk danger from \_\_\_\_

The best you can do is a lesser version, unreliable and limited

It's going to take blood. A lot of blood.

### Perfected Training

Replaces: Intensive Training

When you Bolster yourself by hard training, it takes you only a single day to gain 1 Preparation, and only a single week to gain 3.

### Esoteric Mastery

Required: Esoteric Training

Choose one move from another class. Treat your level as one lower for choosing that move. If you take Signature Weapon and have the Weapon-Using enhancement for your signature style, you may choose to lose all benefits of Weapon-Using and apply your Signature Weapon's abilities instead.

### Instant Master

When you **study someone else using a fighting technique**, roll +Wis. On a 10+, hold 3. On a 7-9, hold 1. On a miss, hold 1, but the GM holds 1.

You may spend your hold 1-for-1 to use the technique you studied. The GM will tell you what it does. The GM may spend their hold to have a foe use one of your own techniques against you!

### Gutei's Finger

When you use your Sublime Understanding of the Body, on a 12+, you may forgo all normal effects to name one specific action ("attack my ally, Aaron", "take flight", "use the Curse of Ten Thousand Years") that they can no longer perform.

### The World Is My Weapon

When you **use the environment against your foe**, roll +Dex. On a 10+, deal your damage and deal +1d6 damage. On a 7-9, you deal 1d6 damage and take +1 forward against them, but you break something, putting yourself in danger.

### Why I Killed Your Master

Required: Training in the Guyana Highlands

An enemy who has defeated one of your friends or students counts as an enemy who has defeated you.

### Forbidden Technique

When you Hack and Slash, you may choose to deal one of the effects of your Sublime Understanding of the Body in addition to the normal results of your roll. If you do, you also suffer one of its effects.