Earth Element Style or Di Do

Gi: Thickly padded black cotton and leather gi with steel toe combat boots. Metal spikes on shoulders, knees, elbows, toes and heels. An offshoot of Di Do has silverplated spikes for battling vampires. In this case the costume usually consits of wooden stakes and a mallet tucked into the belt. Compleate with a dagger like silver cross worn around the neck.

Stance: Facing foreward, knees slightly bent, arms and hands outstreched as if to catch a large medicine ball.

Character bonuses:+ 3 PE, + 20 SDC (20 more from and an AR of 14 from gi.) + 2 PS. Immune to gasses, toxins and poisons.

Combat skills:

Attacks per melee: 2 for existing and 3 from training for a total of 5 to start.

Escape moves: maintain balance

Basic defencive moves: dodge, auto parry

Advanced defences: Combo parry/attack

Hand attacks: punch (1d4), power punch ( 1d10) palm strike (1d6), backhand (1d4)

Basic foot attacks: kick (1d8), power kick (2d8), wheel kick (1d10), axe kick (1d10)

Other strikes: knee (1d6), elbow (1d4), forarm (1d4)

Special atrtacks: deathblow, KO/stun on 18-20, bodyblock/tackle (1d4+PS) opponent can dodge or roll for half damage, plus knockdown.

Dust storm - range 120 ft. + 20 per each level. Duration = 1 minute (4 melees) per level of the DI Do practitioner. Victims in the storm will find thier vision reduced(both nightvision and normal) to a distance of 10 ft. Plus they lose inititive, speed is reduce by half as well as finding the whole situation uncomfortable; it is difficult to speak, cast spells and even breath without choking on dust and dirt.

Holds/Locks: arm, leg, body, neck holds, one hand choke (1d4 + PS damage)

Weapon Katas: War Hammer (blunt)

Special Katas: Earth Kata - By focusing ones chi the Di Do practitioner becomes grounded in one spot. No amount of force or energy can move him.. Takes full concentration and can take no other action. 1 point of spent chi equals 1 melee of Earth Kata. ( Note: This is a very dramatic ability and is easily abused and should be consisered "optional". In game terms this translates into an AR of 18 or an MDC of 800 and only takes damage when specifically targeted.)

Skills included in training: wrestling, land navigation + 15%, meditation,

Level Advancement Bonuses:

1st: + 2 damage to combo parry attack, + 1 PE, + 4 maintain balance, + 2 pull punch

2nd: + 3 vs. mind control. Plus the effects of mind control that charms , controls or otherwise effects the Di Do practitioner rather they be magic, psionic or chi powers are halfed. + 3 vs. possesion

3rd: Mien-Ch'uan dragon skin . SDC flesh becomes 6d6 + 10 per level MDC, + 3 PE. Add 1 attack

4th: + 2 parry attack combo, + 3 damage one hand choke. double chi

5th: level up warhammer, Stone ox body hardening excercises + 5 PE, + 25 SDC. + 4 maintane balance. Chameleon Zenjorki. Range self. Duration = 6 min. per level of the martial artist. This zenjorki enables the person to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding enviroment like a chameleon.

90% undetectable if not moving

70% undetectable if moving 2 feet melee or slower

20% undetectable if moving 6 feet per melee

Totaly enefective if moving any faster.

6th: add 1 attack + 5% to land navigation + 2 strike, parry, dodge

7th: + 5 save vs. HF. + 5 save vs illusion, + 2 kick damage

8th + iron hand or kanshu. The development of the "penetration hand" a toughened hand that will not take damage from hitting hard objects. The hands are plunged into barrels of rice, then sand, then pebbles. This constant training toughens the hands enormously. + 3 PS, + 2 damage on all hand strikes and + 5 sdc

9th: WP shield, PS becomes the equivalent to robotic. + 10 sdc

10th: WP paried warhammer, + 2 strike, parry, dodge, + 1 PS and PE. add 1 attack

11th + 3 strike and damage to simultanous attacks, + 1 PS and PE + 10 sdc

12th: + 2 PS, mystic fulcrum zenjorki = can lift 50% more and carry 10% more. add 1 attack

13th: + 10 sdc, + 1 strike and + 2 parry, + 2 PE

14th: Zenjorki - Chasm Stomp. Must be able to stomp. 10 ft. per level of the martial artist. Effects last 10 min. per level of the martial artist. This Zenjorki splits the earth, creating a yawning chasm 40 feet long and 20 ft. wide and 20 ft. deep per level. When the duration elapses the earth will close up as if nothing has happend. Falling into the chasm does 2d6 damage per 20 ft. depth.

15th The combination of cosmic rqadiation, chi and the will of the Di Do practitioner enables him to becom a living embodyment of stone

Alter Physical Structure: Stone

Another transformation power that turns the character into liv-

ing stone. Like the metal transformation, the real power rests in

the incredible toughness and raw strength of the transformed in-

dividuaL

1. Natural Armor Rating and Immense Structural Damage

Capacity (S.D,C.): When transformed into a creature of stone,

the surerbeing is nearly indestructible.

A.R. 16, S.D.C. 600 (S.D.C. applies only when in stone form

and is the total S.D.C.. not a bonus).

This means, in most cases, an attacker must roll a 17 or

higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.A.) bounces harmlessly off the stone body (natural

A.R.). Rolls above the A,R., 17 or higher, inflict full damage to the S.D.C. of the stone armor. When all 600 S.D.C. are gone, damage is done to Hit Points.

Normal punches, kicks, knives, swords, clubs, bullets, and

similar attacks do no damage whether the roll to strike is 17 or

higher, or not.

Only Extraordinary, Superhuman and Supernatural P.S. are

strong enough to inflict damage from punches. In the lirst two in-

stances, the attacker must roll a 17 or higher to do full damage;

16 and below does one quarter of their normal damage amount

to the 600 SD.C. Those with Supernatural P.S, inflict full damage

when their roll to strike is 17 or higher and half damage (to the

600 S.D.C.) even with attacks that fall under 17 (unless the stone

being parries).

Fire and plasma blasts, electricity, laser, and energy bolts do

full damage when the roll to strike is 17 or higher, and half damage if 16 or below

Impervious to cold

resistant to heat no damage if under 200 degrees fahenheit. 201-299 does half damage 300 degres and magic fire does full damage. plosives, exploding bullets and grenades do damage if there roll to strike is 17 or better and half damage otherwise

weight is trippled streanth is increased to 14 + 2d4 ( roll one time when character is created. It is consiserd to be superhuman.

can endure water depths up to 800 ft.

Can carry 200 times PS in pounds and can lift 300 lbs. Fatigues at half the rate of normal humans.

SDC of stone recovers three times the norml rate.

The DI Do master radiates no heat in stone form and is invisible to infrared and heat sensors.

The character can instantly recognize most types of natural stone and minerals at a skill level of 60% + 4% per level of experiance. He also has a good working knowlwdge of the stones physical density, weight and integraty/streangth.

Speed is reduced by half when in stone form.

Horror factor (optional): 13 in stone form.