Thrash Sourcebook

by Ewen "Blackbird" Cluney
Additional cool stuff by Israel "Nice Ghoul" Reyes and Forest Pavel

Chapter 1: Introduction

"Better late than never!"

The Thrash Sourcebook is a general-purpose supplement for Thrash, with a bit of information on just about everything. Herein you will find a selection of general game material, plus information on Weird Powers, high tech stuff, and the many styles of kung fu. This is all the result of a many hours of research and even more of brainstorming, and still more of actual writing; hopefully, it will *vastly* expand the game's repertoire of options for characters and other stuff, and generally has lots of nifty stuff in it.

In case you hadn't noticed, this book was a long time in coming. There are a couple of reasons for this. Firstly, it was, in fact, a lot of work. Second, I don't have very much free time. Moreover, I try to do way too many different things with my small amounts of free time. However, I hope this one will prove to have been worth the long wait for you (not to mention me).

Needless to say, I'm gratified by all the feedback, praise, and so forth that I've received regarding Thrash; I was never really sure what to expect (but then I tend to avoid having expectations in the first place). Of particular note are the comments of Edward Webb (who's working on a Thrash FAQ) and, of course, Israel "Nice Ghoul" Reyes, who, amongst other things, contributed some material (around half of the elemental types and maneuvers and some Sorcery stuff) to this book. There are undoubtedly a few others whose names I can't remember (I'm terrible with names...). Oh yes, and Forest Pavel, who contributed the description of Tang Soo Do (which he practices).

Upcoming Stuff

Okay, so you might be wondering what's next for Thrash. Now that the Sourcebook is done, I'm going to be doing another revision of the basic rulebook -- mainly to incorporate some of the new material into it -- which will be called Version 1.8. Once that's done with, I'll be launching into the initial version of the Street Fighter sourcebook (Alpha and Alpha 2), followed by Ranma ½.

After that, I have a lot of future plans, but not in any particular order. In alphabetical, here they are: DarkStalkers, King of Fighters, Metal Rage (Thrash/Mekton Z crossover rules), Road Thrash (combat racing sourcebook), and Samurai Shodown.

Net Stuff

The Official Thrash Home Page can be found at http://www.blueneptune.com/~jcluney/ewen/thrash.htm, I can be e-mailed at blackbird@earthdome.com, and if you have ICQ, my UIN# is 890782.

Disclaimer

"Ladies and gentlemen! Welcome to the disclaimer! That's right, the disclaimer! This American apple pie institution known as parental discretion will cleanse the lyrics of any innuendo or sarcasm that might actually make you think! And will also insult your intelligence at the same time! So! Protect your family! This album contains explicit depictions of things which are 'real'. These 'real' things are commonly known as Life. So, if it sounds sarcastic don't take it seriously, and if it offends you, just don't listen to it."

-- Offspring, Disclaimer

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Chapter 2: Thrash Supplement

As with the likewise named section of Karyu Densetsu, this section includes a lengthy selection of generic supplementary material for Thrash. It may seem a bit odd to have such a section in the "Sourcebook", but the other chapters are to be considered completely optional.

Optional Rules
Blind Rage

"Nappa! How can you fight when you're so angry you can't see straight?!"

-- Vejiita, Dragonball Z

When a character's Rage Point total exceeds their Rage Threshold, they're pretty damn mad, but when the total exceeds the threshold by more than 50%, chances are they'll fly off the handle, and generally go nuts. For game purposes, this is called a Blind Rage.

A Blind Rage lasts for a number of turns equal to one third of the accumulated Rage Points. For the duration, the character must attack at least once per turn, so long as opponents (perceived or real) remain. The character is attacking more or less blindly, so attacks are at +2 to Accuracy and Damage, but attempts at defense are at -4 to Accuracy.

Combat Cards

The Street Fighter STG made use of combat cards in order to deal with maneuvers; this is a set of optional rules for such for Thrash.

A combat card is basically a small slip of paper. On it you record the basic stats of a maneuver, and each character has one card for each maneuver they possess.

In use, combat cards work as follows. When a character is going to attack, they place their card face down on the table (or whatever). The defender may pick one card per 3 points of their style (to a minimum of 1) from among those which constitute appropriate responses. Then the attacker reveals their maneuver, and the defender chooses one from those that they picked.

Karma

Karma (also know as SYA* points) is basically a system that lets you use banked experience to alter the outcome of a roll in an emergency. To do this you must have the GM's permission, which should usually only be given for events that are pivotal to the storyline. Every experience point spent in this manner reduces the difficulty of a roll by 2 points.
*SYA = "Save Your @$$"

Rule of X

"I must destroy the Weapon X!"

-- Omega Red, Marvel Super Heroes Vs Street Fighter

Power levels in Thrash can quite easily get out of hand. The Rule of X is a simple way to prevent that (okay, so I did get it from Fuzion; what's your point?). Essentially, the GM sets a number, which we'll call "X" (hence the name). The sum of the Attribute and Skill (or Discipline/Style/whatever) for any given task cannot exceed that amount. Once X has been reached, the stat cannot be further increased. X should usually be around 16 for very low power levels, and 20-25 for average ones.

Special Combat Procedures
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.

Berzerker Attack

A berzerker attack is one that is carried out without any regard for personal safety, and can only be attempted when the character has reached or exceeded their Rage Threshold. A berzerker attack is +3 to damage, but the AP cost is increased by +2 and the Accuracy is reduced by -1. Further, the character cannot defend against the next attack carried out against them that turn (if any).

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

At any time a character is facing a given direction. In combat they can generally see in a little less than a 180 degree 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 them you can still attack and defend, but at a -2 penalty to accuracy for maneuver not meant to hit opponents from the rear, and some maneuvers may not be possible to do in this manner (GM discretion).

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 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.

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

Skills

Animal Training: 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.

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

Dance: Self-explanatory.

Demolitions: Demolitions is an ability to prepare or disarm explosive devices of various types.

Feign Sleep: A character with this skill can convincingly appear to be asleep, and detect whether others are truly asleep (though others with this skill can fool them if their total is higher).

Hojoujutsu: 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: This skill allows the character to hold their breath for a number of minutes equal to half their Stamina, plus one minute per 3 levels of Hold Breath.

Mimicry: 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.

Musical Instrument: This is the ability to play a particular type or class of musical instrument. Each type counts as a separate skill.

Seduction: This is a practiced and calculating ability to make another fall in love with oneself. It is more than simply being amorous; a character with this skill studies their quarry, often for as much as a month, looking for weak points that can be exploited.

Sing: Self-explanatory.

Advantages & Disadvantages

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

Addiction (-3): The character is addicted to something, usually a drug, such as alcohol. Overcoming this addiction is possible, but very difficult. Given a chance to have some of whatever they are addicted to, the character must make a roll on 1d10 + Will + Focus (or similar) to avoid taking it.

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.

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).

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.

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.

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.

Double-Jointed (2): The character is unusually flexible, reducing the difficulty of escape and climbing rolls by one fourth.

Lucky (2): When using the Karma rules (see Optional Rules, above), the character reduces the difficulty by 1d3 (1d6/2, rounded up) points instead of 1.

Mute (5): The character is unable to speak. They must communicate by writing, sign language, or gestures.

Nightvision (2): The character can naturally see about 40 feet at night. In total darkness, however, he is as blind as anyone else.

Pacifism (-1, -2, -4): The character considers violence 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.

Peripheral Vision (5): While most are able to see in an arc of a little less than 180 degrees, this character can see things around about 300 degrees. Add +2 to any initiative rolls where this would be helpful (GM discretion).

Personal Goal (-2): The character has some goal that they are constantly seeking to meet, be it vengeance, the completion of a quest, or whatever, regardless of whether it's a realistic possibility. The GM may require a Will roll to miss a chance to further this goal.

Psychic Resistance (1/level): The character has a natural resistance to psychic powers. Add the level of Psychic Resistance to any attempt to resist the effects of psionic powers, and add twice the level to soak rolls against attacks directly created by psychic powers (i.e., psychic chi blasts, but not something chucked at you with psychokinesis).

Self-Destructive Power (-2/-6): One of the characters special powers (a Maneuver or Discipline, usually) causes harm to them when used. For -2 points it does 1d6 damage, and for -6 points it takes of one third of their total base Health (i.e., 1/3 of the amount they have when in full health, not of their current HP total).

Disciplines

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.

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.

Kung-Sool
This is the Korean art of archery, long favored over bladed weapons for the mounted and unmounted warriors of Korea. In game terms this is effectively the same as Kyudo (see Karyu Densetsu).

Power of Booze
"Next time I'll fight you when I'm drunk!"
-- Chin, King of Fighters '95

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

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

Steel Cloth
This unusual discipline allows the character to take a piece of cloth six to ten feet long and, by keeping it in constant motion, effectively use it as a spear. In game terms, the cloth will function as a spear as far as damage and such are concerned in the character's hands, though when held by anyone else it is nothing more than mundane cloth. The level of this discipline is used as the skill level.

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

When an arrow it thrown, it uses 5 APs (4 when Uchi-ne is at level 6, 3 at level 10). The *range* is equal to half the character's Strength in hexes, plus 1 per 2 levels of Uchi-ne. *Damage* is 1d4 plus Basic Damage from Strength, plus 1 per 3 levels of Uchi-ne.

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

physical attacks) are reduced by 1 point each per 2 levels of the discipline.

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.

Styles

The following is a selection of combat styles from all over the world. Also see the section "Kung Fu Fighting" for various styles of kung fu.

Bando

Bando is a somewhat defensive fighting art from Burma, which concentrates on close-in fighting. Students are normally taught the basic stances and footholds first, then blocks and parries, and attacks last, with instructions to use them with great care. Striking forms are named after animals, and will number at least twelve (depending on the sub-style).

Availability: Bando is virtually unknown outside of Burma.
Prerequisites: None
Bonuses: +1 to Agility, +1 to Focus
Basic Maneuvers: Special; select one of the animal forms, which in turn determines the Basic Maneuvers.

> *Boar:* Elbow Strike, Head Butt
> *Bull:* Shoulder Smash, Tackle
> *Cobra:* Atemi Strike, Phoenix Eye Fist
> *Deer:* Danger Sense
> *Eagle:* Power Block, Simultaneous Combo (2 light punches)
> *Monkey:* Multiple Dodge
> *Paddy Bird:* Drunken Monkey Roll, Jump
> *Panther:* Claw Hand, Jump
> *Python:* Bear Hug, Choke Hold
> *Scorpion:* Joint Lock, Phoenix Eye Fist
> *Tiger:* Claw Hand, Double Claw Hand
> *Viper:* Atemi Strike, Phoenix Eye Fist

Maneuver Modifiers: Reduce the cost of Grappling and Punch maneuvers by 1 point (to a minimum of 1).
Quote: "What you have learned is a great power, and it must be used with great care."

Generic Style

If you can't figure out how to represent a particular style or can't decide on what the character should practice (maybe they just use a hodgepodge of "martial arts stuff"), this "style" lets you create such.
Availability: Special
Prerequisites: GM Permission
Bonuses: Add +1 to any one attribute of your choice, or +5 to your Chi points.
Basic Maneuvers: Select one or more maneuvers with a total cost of up to 3 CPs.

Maneuver Modifiers: None
Quote: "What style do I practice? Well... er... uh... "

Gunfighting

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: Firearms maneuvers only!
Quote: "Do 'ya feel lucky punk? Well, do 'ya?!"

Lua

Lua is a Hawaiian martial art, similar to Jujutsu in some ways, which in the 1800s was made illegal for anyone not a part of the royal family. The principal focus of Lua is on the dislocation and even breaking of joints. Although it can be used quite effectively at medium range, it is truly fearsome when used in grappling range.
Availability: Outside of Hawaii (where it is, in fact, illegal), Lua schools are nearly impossible to find, save the one in Southern California, taught by Alohe Kolomona Kaihewalu.
Prerequisites: None
Bonuses: +1 to Focus and +1 to Strength
Basic Maneuvers: Joint Lock, Choke Hold
Maneuver Modifiers: Reduce the cost of all Grappling maneuvers by 2 points, to a minimum of 2.
Quote: "Please, come closer. I'm no threat to you..."

Naginatado

Naginatado is the art of fighting with the Japanese Naginata and other types of polearms. Related to other Japanese weapon styles such as Jojutsu and Bojutsu, Naginatado is practiced primarily by women as a means of self-defense, though it has its share of male practitioners as well. As is the case with Kendo, training and sparring in Naginatado does not make use of real weapons, mainly because doing such tends to shorten the life-span of the students. Practitioners wear heavy padding, and fight using wooden equivalents of their metal-bladed polearms.

The basic statistics for Naginatado can also be used for *Naginatajutsu*, the combat version of the same, as well as *Soujutsu*, the art of the spear.
Availability: Training in Naginatado is normally only available in Japan.

Prerequisites: None
Bonuses: +1 to Agility
Basic Maneuvers: Fleche, Riposte
Maneuver Modifiers: May not purchase any Punch or Kick maneuvers. Reduce the cost of all Weapons maneuvers by 2 points (to a minimum of 1).
Quote: "Do you dare face my whirling blade?"

The Pankration

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

When practiced by the Romans, it was reduced to a mere blood sport, and fighters were armed with the caestus, a weighted and spiked glove. However, in this era very few true Pankration practitioners were willing to participate in the bloody Roman battles.
Availability: In the modern age, there are numerous schools of Pankration, though the majority of these are in Greece.
Prerequisites: Strength 5, Stamina 5
Bonuses: +1 to Strength and +1 to Agility
Basic Maneuvers: Pin, Uppercut
Maneuver Modifiers: Reduce the cost of all Grappling and Punch maneuvers by 1 point (to a minimum of 1).
Quote: "I embody thousands of years of Greek traditions! I'll crush you like an egg!"

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

Kris

The Kris is a double-edged, wavy-bladed knife/short sword, and probably the best-known weapon of Indonesia. The blade, with its serpentine curves (which are always of an odd number, 3 to 29), makes a larger wound and is better able to go between bones. There are numerous mystical beliefs attached to the Kris, most notable is the fact that most will have some cracks in them, which are said to bestow magical powers. A *pande*, the smith who forges Kris, held an honored position in Indonesian society.
Hands: 1 *Accuracy:* +1 AP *Modifier:* +0 *Damage:* +3 *Move:* +0

True Kris

For the purposes of roleplaying, we'll assume that most of the kris one will encounter are mundane, but the legends refer to the "true" ones, forged by master smiths and imbued with mystical powers (i.e., Artifacts). The exact abilities of each True Kris vary, but any enchanted weapon ability, as well as any of the following special ones can be applied.
Animated Fighting (3): This enchantment allows the Kris to be made to become animated, fighting seemingly by itself. When this is activated (at a cost of 5 Chi), the Kris will fight anyone (other than its owner) who comes near it with a skill of 8.
Danger Sense (2): When sheathed, the Kris will rattle in times of eminent danger, as per the Danger Sense maneuver.
Footprint Death (4): This enchantment allows the wielder to stab the Kris into someone's footprints, and magically attack the person in doing so. Make a normal damage roll; the victim takes half that much damage (normal Soak roll). Costs 6 Chi.
Shadow Death (3): This is effectively the same as Footprint Death, but is performed by stabbing the victim's shadow. Costs 5 Chi.
Tuju -- Distance Death (5): One of the most feared powers of the Kris, Tuju is the ability to inflict wounds simply by pointing at a victim. This power is effectively the same as Kongjin, in that it allows the wielder to perform a maneuver and have it affect someone at a distance (one hex per point of Focus), and like a Kongjin strike, Tuju cannot be parried. Costs 6 Chi, and the maneuver is at +1 Accuracy, but costs 2 additional APs.
Water Spray (3): To use this enchantment, the wielder rubs the flat of the blade with his thumb and index finger. After one turn, there will be a dribble of water, and after two turns, it will become a stream like a garden hose, and after four turns, it becomes almost like a fire hose (hitting someone does 1d6 damage). This costs 4 Chi per turn.

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.

<u>Availability</u>: 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.

<u>Prerequisites</u>: Focus 5, Strength 4

<u>Bonuses</u>: +1 to Focus, +2 to Stamina

<u>Basic Maneuvers</u>: Palm Strike, Tackle

<u>Maneuver Modifiers</u>: Reduce the cost of Athletics and Grappling maneuvers by 1 point (to a minimum of 1).

<u>Quote</u>: "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!"

Tang Soo Do

Literally translated, the word "Tang" means T'ang Dynasty of China, which reflects the shared cultural background between China and Korea (617 - 907 AD). "Soo" means hand, but it implies fist, punch, strike, or defense, etc. "Do" means way of life or art. Thus "Tang Soo Do" means the Korean classical martial art which legendarily was influenced by the T'ang method of martial art.

The exact origin of Tang Soo Do, as well as any martial art in general, is obscure, although there are a number of historical theories. However, the most credible and traditional view is that martial arts originated not in any one country but in almost all parts of the globe, as they were needed by primitive people.

The ancestral art of Korean Tang Soo Do can be traced back to the period of the three kingdoms. At that time, Korea was divided into three kingdoms. Koguryo was founded 37 BC in northern Korea. The Silla Dynasty was founded in 57 BC in the southeast peninsula, and Paekche was founded in 18 BC. After a long series of wars, the SIlla Dynasty united the three kingdoms in 668 AD. During this period of time, the primitive martial arts were very popular in warfare. This is evident by mural paintings, ruins, and remains which depicted Tang Soo Do in those days. Among the three kingdoms, the Silla Dynasty was most famous for its development of martial arts. A corps formed by young aristocrats, called "Hwa Rang Dan," was the major group who developed those arts. These warriors were instrumental in unifying the peninsula as the new Silla Dynasty(668 AD - 935 AD) and furnished many of the early leaders of the dynasty. Most Korean martial arts trace their spiritual and technical heritage to this group. The names of some groups and arts reflect this, such as Hwa Rang Do or Hwa Doo Do.

The Unified Silla Kingdom was overthrown by a warlord, Wang Kun, in 918 AD, and a new kingdom called "Koryo" lasted for 475 years. In 1392 AD, the new kingdom, Yi Dynasty, succeeded and lasted about 500 years. Approximately a thousand year period elapsed between the two dynasties. Tang Soo Do became very

popular with the general public. In those days it was called Kwon Bop, Tae Kyun, Soo Bahk, Tang Soo, etc. The very first complete martial art book was written at this time. This most important book is called "Mooyae Dobo Tongji." It was written in 1790 AD and contained illustrations that substantiate the theory that "Soo Bahk Ki," the formal name for Tang Soo Do, had quickly developed into a sophisticated art of combat techniques.

The subsequent occupation of Korea by the Japanese military regime took place from 1909 to 1945. During this period, practicing and teaching of martial arts was restricted. After World War II, 1945, this restriction was lifted. Several martial arts training schools were erected at that time as follows:

Moo Duk Kwan, by Hwang Kee
Chi Do Kwan, by Kwai Byung, Yun
Chung Do Kwan, by Duk Sung, Son
Song Moo Kwan, by Byung Jik, No
Chang Moo Kwan, by Nam Suk, Lee
Yun Moo Kwan, by Sang Sup, Chun

The founders started to organize their own organizations respectively, and Master Hwang Kee organized the "Korean Soo Bahk Do Association" on November 9, 1945. Besides the Soo Bahk Do Association's existence in Korea, there were various types of other martial arts called "Kong Soo" or "Tae Soo." In 1965 all of these various systems were united into one organization called the "Korean Tae Kwon Do Association," and the art was called "Tae Kwon Do" uniformly. As a Korean national sport, Tae Kwon Do initiated a new era and instructors were dispatched throughout the world, and international tournaments were held. In those days, Tang Soo Do and Tae Kwon Do were divided with Tang Soo Do striving to remain as a traditional martial art while Tae Kwon Do held its world games and sports.

[This has been taken from, http://www.nauticom.net/www/aufman/main.html, the TSD World Webpage, and all rights should go to them.]

<u>Availability</u>: Tang Soo Do schools can normally be found only in Korea, however, with a gaining popularity schools are becoming more prevalent in the heavily populated areas of other countries.

<u>Prerequisites</u>: None

<u>Bonuses</u>: +1 to Stamina, +1 to Agility

<u>Basic Maneuvers</u>: Breakfall, Displacement, Crescent Kick, Backhand, Axe Kick

<u>Maneuver Modifiers</u>: Reduce the cost of all kick maneuvers by 1 point. All punch maneuvers cost one extra AP.

<u>Quote</u>: "Tae Kwon Do practitioners are much too flashy, when you throw away all the fluff you are left with us; tradition!"

Maneuvers
Naming Special Moves

"Hiryushotenha Revised! Horizontal Blast!"
-- Ranma, Ranma ½

For fighting games and anime, most character will have names for their various "special moves," which will be

as cool-sounding as possible (to Japanese sensibilities, anyway), and which the character will typically (though not always) yell out while doing the maneuver. There are two basic ways to make up such names; English and Japanese.

English: Now, the average Japanese game developer or manga artist isn't all that skillful with English. Many of them have to piece things together using a bilingual dictionary -- a lot like I have to do with Japanese. In either case there is a significant potential for odd-sounding names, like "Screw Upper!", "Psycho Crusher!" and the ever popular, "Big Tornado!" Obviously, not all will be so strange, but to really capture the flavor of anime, the trick is to use words that are basically correct, but sound a bit awkward to western ears when put together.

The following are some of the more commonly used English words: Attack, Aurora, Big, Blast, Burn(ing), Crusher, Dance, Dunk, Flash, Geyser, Gradation, Illusion, Kick, Knuckle, Power, Psycho, Revolution, Ring, Shot/Shoot, Slash, Somersault, Sonic, Soul, Spark, Spiral, Split, Super, Swirl, Thunder, Wave

Japanese: The translations of the Japanese names into English likewise can sound strange to western ears. For example, the infamous Hadouken means "Wave Motion Punch, and Mankankousappou (Piccolo's screw blast from DBZ) means something like "Devil's Penetrating Energy Blast." Of course, in Japanese they sound just fine and only take a couple of characters to write down. For the purposes of Thrash, you can create such names with relative ease even if you don't know any Japanese. All you have to do is combine some bits of words from the chart below and *presto!* Okay, so it might not sound right to a Nihonjin, but you can always fix it later if need be.

Japanese	English
bakuhatsu	explosion/exploding
chou	ultimate/perfect
dan	shot/bullet
den	electric
en	circle/disc (also used for yen)
ha	blast/wave
ka/hi	fire
ken	fist/punch
hame	school/style
hoshi/boshi	star
houkou	(roaring noise)
hyaku	100
inu	dog
jin	blade
kame	turtle
kyaku	kick
mizu/sui	water
neko	cat
ou	king/great
ryuu	dragon
sen/zen	1000
shin	god
shinkuu	vacuum
shishi	lion
sho	rising
ten	heaven/sky
tora	tiger
tori	bird
usagi	rabbit
zan	slash/slice

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).

Modifiers
Chi Blast

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

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.

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

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

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.
General

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.

Flash Strike (+5): 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

Lunging Strike (+1): 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.

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.

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.

Maneuvers
Athletics
Multiple Dodge
This is a special parry maneuver which allows the character to dodge ALL incoming attacks that turn. When it is used, the character may dodge an effectively unlimited number of incoming attacks with no further AP cost.
Prerequisites: None
Character Points: 4
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: None
Move: 3

Firearms

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

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

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

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 or Gunfighitng 2
Character Points: 4
Accuracy: -1
Action Points: As per normal firing of gun +1
Chi Cost: None
Damage: Standard
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

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

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 Gunfighitng 3
Character Points: 4
Accuracy: -2
Action Points: +2
Chi Cost: None
Damage: Standard
Move: None

Focus
Aura of Silence

Using this power makes the character almost completely silent, increasing the total of any roll for attempting to be stealthy by the character's Focus times two. This lasts for 10 minutes per point of Focus.
Prerequisites: Focus 5, Stealth 2
Character Points: 4
Accuracy: N/A
Action Points: 8 to activate.
Chi Cost: 5
Damage: None
Move: N/A

Aura Barrier

This power causes the character's aura to become infused with chi energy, such that it creates a sort of barrier that protects from attacks. When it is active, add 3 times the character's Focus to any soak rolls. This lasts for 1 turn per point of Focus.
Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 10 to activate
Chi Cost: 6
Damage: None
Move: N/A

Aura Boost

By summoning the power of their aura and focusing it through their physical body, the character can temporarily boost their physical attributes. The increase lasts a number of turns equal to the character's Focus times two.
Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 9 to activate
Chi Cost: 4, plus 2 per +1 to any physical attribute
Damage: None
Move: None

Aura Strike

This power causes the character's aura to visibly manifest, its size at least twice that of the character's. It can then be used to perform a single attack before it vanishes back into the character. Whatever the attack, it effectively uses the character's Will + Strength + Focus as the base attribute (to determine modifier on the Basic Damage Chart).
Prerequisites: Focus 7
Character Points: 6
Accuracy: +2
Action Points: 8
Chi Cost: 9
Damage: Special
Move: None

Chi Barrier

The Chi Barrier maneuver creates a small wall or shield of energy (this can be transparent or glowing or whatever). This is used defensively, and can absorb up to 2 points of damage per point of the character's Focus. Used offensively, it inflicts 1d6+3 damage to opponents.

Prerequisites: Focus 6
Character Points: 4
Accuracy: +2
Action Points: 3
Chi Cost: 5
Damage: Special
Move: None

Column Blast

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

Conceal Aura

This power enables the character to completely cover up their aura, such that any powers that would otherwise allow their aura to be detected or read simply will not work on them. When activated, this lasts for a number of hours equal to the character's Focus.
Prerequisites: Focus 8
Character Points: 3
Accuracy: N/A
Action Points: 4 to activate
Chi Cost: 3
Damage: None
Move: None

Flare

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

Image Attack

This maneuver allows the character to move suddenly and extremely quickly, such that they leave an after-image of themselves for a brief moment, disorienting the opponent while the character moves into position for an attack. The character can move a number of hexes equal to their Focus times two, in the manner of Teleportive Motion (see below), except that the opponent must make a roll on 1d10 + Intelligence + Style Lore to realize that the image is not the character; failure means that the character is expecting an attack from in front when the other character is somewhere else, and thus they can be surprise attacked.
Prerequisites: Focus 8, Agility 8, Teleportive Motion
Character Points: 6
Accuracy: N/A
Action Points: 8
Chi Cost: 10
Damage: None
Move: Special

Meditative Levitation

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.

Teleportive Motion

This maneuver allows the character to more a short distance with such incredible speed that they seem to briefly become a blur and then reappear at their destination. This allows the character to move a number of hexes equal to their Focus times two at a time, and they appear to teleport, such that they can surprise attack opponents.
Prerequisites: Focus 7, Agility 7
Character Points: 5
Accuracy: N/A
Action Points: 6
Chi Cost: 7
Damage: None
Move: Special

Grappling

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

Group Throw

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

Prerequisites: Body Flip, Agility 7

Character Points: 5

Accuracy: +0

Action Points: 12

Chi Cost: None

Damage: 1d4

Move: None

Sacrifice Throw

A brutish but effective attack, the character grabs the opponent and falls down with them, leaving both the attacker and the opponent prone (effectively a Knockdown), though the attacker is +2 on any grappling attacks immediately following the Sacrifice Throw.

Prerequisites: None

Character Points: 2

Accuracy: +1

Action Points: 5

Chi Cost: None

Damage: 1d6

Move: None

Weapon Catch

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

Prerequisites:

Character Points: 3

Accuracy: -2

Action Points: 4

Chi Cost: None

Damage: None

Move: 1

Kick

Falling Flip Kick

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

Prerequisites: None

Character Points: 2

Accuracy: -1

Action Points: 7

Chi Cost: None

Damage: 1d6+1

Move: 1

Missile Weapons

Energy Shot

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

Prerequisites: Missile Weapons 4, Focus 6

Character Points: 5

Accuracy: +2

Action Points: +2

Chi Cost: 2

Damage: +3

Move: None

Target Shot

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

Prerequisites:

Character Points: 4

Accuracy: +4

Action Points: +5

Chi Cost: 3

Damage: Standard

Move: None

Punch

Phoenix Eye Fist

This attack is similar to a conventional punch, save in that the middle finger or thumb is stuck out, resulting in a smaller striking surface, which is then directed at the opponent's nerve clusters. Anyone struck with the Phoenix Eye Fist is at -2 to Agility for the remainder of the current round and the next round.

Prerequisites: None

Character Points: 2

Accuracy: +2

Action Points: 6

Chi Cost: None

Damage: 1d4+1

Move: 1

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

Vital Strike

This is in effect a basic pressure point attack, and the damage cannot be soaked (blocking works normally, however).
Prerequisites: Phoenix Eye Fist
Character Points: 3
Accuracy: -1
Action Points: 6
Chi Cost: None
Damage: 1d6+1
Move: None

Weapons
Cloak Strike

Used more to disorient the opponent than anything, this maneuver is simply smacking the opponent with one's cape/cloak or similar clothing. It does no real damage, but briefly blinds and disorients the opponent, making them lose 1d6 APs for that round.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: Special
Move: 1

Generate Weapon

As an act of sheer will, this maneuver allows the character to create a weapon of a given type out of thin air. The weapon must be of a type appropriate to the style or weapon art for which this maneuver is purchased, and if the character wishes to be able to create another type of weapon, they must purchase it again (though the cost is reduced to 3 points for the second time and thereafter). The weapon created appears real, though it vanishes after the conclusion of the battle in which it is created (or after 1 minute per point of the character's Focus if created outside of combat). The weapon has all the same stats of a perfectly ordinary real version.

Power Weapon (+1): The weapon when created is instead made of pure energy. This increases the damage by +2, and reduces the AP cost of using it for any given maneuver by 1.
Prerequisites: Weapon Style/Weapon Art 3
Character Points: 5
Accuracy: N/A
Action Points: 8
Chi Cost: 4
Damage: Special
Move: None

Piercing Strike

This attack allows the character to skillfully slip their sword in between the joints of the opponent's armor (if any). As such, most armor (unless it is totally enclosed; this maneuver won't be much help against most powered armor suits) simply doesn't apply against the damage of this attack.
Prerequisites: Style/Weapon Art (sword type) 5
Character Points: 4
Accuracy: +2
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: 1

Snare

By a skillful use of the whip, the character can trap a victim by "ensnaring" them. Should the victim attempt to free him/herself from the grab, a contested Strength roll must be made. This is a sustained hold and the Disengage maneuver is useless against this.
Prerequisites: Whip
Character Points: 3
Accuracy: -1
Action Points: 5/turn
Chi Cost: None
Damage: 1/turn
Move: 1

Weapon Extension

This power allows the character to cause their weapon to suddenly extend, increasing its length many times over to strike a single opponent (or, sometimes, to use as a pole-vault to overcome great heights) before retracting. A weapon can generally be made to reach a number of hexes equal to half the character's Focus when used in combat, and two times the character's Focus when used outside of combat. The weapon extension is, however, simply the act of extending the weapon, and one of the usual weapon strikes may be made *immediately* after that is done.
Prerequisites: Focus 7, Weapon Skill, Discipline, or Style at 4 or higher.
Character Points: 5
Accuracy: N/A
Action Points: 6
Chi Cost: 4
Damage: None; the damage of a weapon strike performed in this manner is increased by +3.
Move: None

Super
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.

Character Points: 8
Accuracy: Special
AP Cost: Special
Chi Cost: ALL
Damage: Special
Move: None

Aura Explosion

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

Prerequisites: Focus 8, Aura Strike
Character Points: 6
Accuracy: N/A
Action Points: 20
Chi Cost: 20
Damage: 2d10+Will
Move: None

Chi Supernova

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

To use this maneuver the character must expend ALL of their Chi (i.e., an amount equal to their normal capacity, not their current available). The character must then spend 3 consecutive turns immobile, focusing and gathering the energy together. Once this is done, the character can the character can gather additional energy using Dragon Chi (a roll on Positive Chi is required each turn).

The total damage of the maneuver will be 1d10 per 6 Chi gathered (the character's base Chi is considered a part of this total). The character gather additional Chi for a number of turns equal to their Focus, and the maneuver's Accuracy will be +1 per each turn spent gathering Chi. The resultant blast is effectively a Guided Blast, but costs no Chi to redirect it, but can only be maintained for 1 turn per 2 points of stamina.

Prerequisites: Focus 8, Chi Star, Positive Chi 2

Chapter 3: Weird Powers

"It's you*! You're the one creating all this! It's you!!!!"*
-- Kagato, Tenchi Muyo! Ryo-Ohki

This section covers various types of weird powers, with both expansions to the original ones and entirely new categories.

Anime Shticks

An Anime Schlock is an advantage or disadvantage which conveys either a highly illogical cinematic effect, or a psychological flaw.

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.

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.

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.").

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.

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.

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

Sense of Misdirection (2/-6): The character has a very poor sense of direction, and thus has little or no ability to navigate. For -2 points the character has a Minor Sense of Misdirection, and gets a -5 penalty to attempts to get from point A to point B. For -6 points, with a Major Sense of Misdirection, just forget it; the character won't be able to get anywhere without making at least a couple wrong turns. Basically, don't expect them to get anywhere unless led by the hand, or by sheer luck (or if it's convenient for the story for them to just pop up).

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.

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

Elementals

This section includes general information on Elemental characters, and in particular a number of new types, described below.

Darkness: A Darkness elemental is the antithesis of the Pure Light elemental, a being of negative energy and shadow. It requires a heart of darkness as well as

Negative Chi, and costs an additional 2 CPs above the cost of being an elemental.

Light: A light elemental has an elemental command over the power of light, granting them the power to produce laser-like blasts, generate or absorb light, and so forth.

Pure Light: This is a variation of the traditional light elemental; it manifests itself generally in persons with a good heart and a pure soul (and costs an extra 2 CPs). The power comes from the individual's soul making this talent weird even among "Weird Powers." Another thing that distinguishes this from other elementals is that people with this ability exercise their powers with considerable less effort than the other elementals. Characters with the Negative Chi disadvantage cannot be light elementals.

Shadow: The character has the ability to generate and manipulate the elemental forces of shadow and darkness.

Sound: A sound elemental has a natural rapport with sound and can generate and control sonic energy. For +1 points any maneuver can have a Sonic Strike applied to it, which is effectively the same as a Power Strike. The Flash Strike modifier costs +4.

Time: Perhaps the strangest of elementals, this group's tool is neither matter nor energy, but reality itself! The power from this individuals come from the manipulation of dimensional perturbations. There are very few beings who manifest this ability for its true powers are only achieved by very powerful psychics. In fact, many persons who posses this ability die without knowing their full power, but those who achieve it usually get to the point of megalomania. The requisite for being a time elemental is being a Psychic of level 8 or higher. It is a very powerful talent indeed, but very risky -- the consequences of messing with the time-space continuum range from adverse to catastrophic.

Maneuvers

Note: Although they are usually Focus-based, Elemental maneuvers and powers are not considered to fall under the category of Focus as far as Cost Modifiers are concerned.

Maneuver Notes

Darkness: All Chi Blasts are Shadow Blasts (see below) without additional cost, and General Elemental maneuvers see their cost reduced by 1 point. Shadow Blasts do double damage to beings of light (Pure Light elementals, Kirin, etc.).

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.

Pure Light: As per a Light Elemental, but Light Blasts do double damage to creatures which are damaged by light (i.e. vampires, Darkness elementals, etc.).

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.

Sound: All Chi Blasts are Sonic Blasts at no additional cost. Thunderclap costs 3 points.

Time: Teleport 2, Reflecting Barrier 3.

General
Elemental Empowerment

This maneuver allows the character to draw power from their patron element restoring Chi or gathering Rage points (choose one) at a rate of 3 Chi or 4 Rage per turn while in direct contact with a large quantity of their element; for a fire elemental a roaring flame, for a water elemental a lake or whatever, for a wood elemental a mighty tree, and so forth. Regardless of what it might do otherwise, when Elemental Empowerment is being used the character cannot be harmed in any way by the elemental source they are using; electricity would not shock an electricity elemental, fire would not burn a fire elemental, etc.

<u>Prerequisites</u>: Focus 5
<u>Character Points</u>: 3
<u>Accuracy</u>: N/A
<u>Action Points</u>: 8/turn
<u>Chi Cost</u>: 2 to initiate
<u>Damage</u>: N/A
<u>Move</u>: None

Elemental Aura

Darkness: The aura is one of a total darkness, through which the character is barely visible. The effects of the various powers of the Negative Chi discipline are doubled with this is in effect.

Light: The aura is composed of blazing light, adding +1 to the damage of hand to hand strikes, and increasing the character's Base APs by 2.

Pure Light: The aura is composed of pure light. The aura has no effect by itself, but when combined with the Positive Chi discipline the effects of the various powers are effectively *doubled*.

Shadow: The aura is composed of constantly moving shadows, adding +1 to the damage of hand to hand strikes, and increasing the character's Base APs by 2.

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

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

causing them to cease to exist, their particles scattered across the cosmos. The prerequisite for this maneuver is a Psychic level of 10.

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

Sound: Not available.

Time: Not available.

Elemental Rage
Pure Light: Same as the standard elemental rage but the aura will work as the Radiate Chi power and all attacks do double damage to negative Chi beings.

Time: The elemental is surrounded by a shimmering purple aura and becomes translucent. In this state the elemental can only be harmed by energy-based attacks, and then they only take half damage.

Elemental Vortex
Light/Pure Light: The character moves instantly, as a result of the fact that they travels at the speed of light.

Time: While the Elemental Vortex normally allows for one passenger at best, a Time Elemental can bring along everything and everyone in a radius equal to their Psychic level in hexes. Further, their traveling is not limited to this world; as a time elemental can manipulate time and reality they can travel to other dimensions! In fact, the greatest of time elementals prefer to carry on their battles to parallel planes to avoid wreaking havoc on the real world (as in X-1999).

Elemental Wall
Darkness/Shadow: The wall is made of inky blackness, and anything passing through will take damage based on the character's Focus, plus 1d6. Darkness elementals also do +4 to victims with positive Chi.

Light: The Wall is made of light similar to the light blast, anything passing trough it will take damage based on the character's Focus, plus 1d6

Pure Light: As per Light, but add +4 if the victim has Negative Chi.

Sound: The wall of sound can be heard as a powerful, low vibration. Anyone attempting to move through the wall will be unable to hear anything while inside it (and will be deafened for 1d6 turns thereafter), and must make a Stamina + Will + 1d10 roll to avoid being knocked unconscious.

Time: The wall is actually a dimensional door! Characters passing trough will be transported to God-knows-where for about 1d4 hours. If used to trap

opponents a contested roll of 1d10+Psychic level against 1d10+victim's agility+style must be made. If the victim fails, he/she must do a will roll against a difficulty of 18, spending 1 day on another dimension for each point of the difference resulting of 18-roll made if the victim loose.

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.

Light elementals will find light based attacks (chi light blasts, laser beams, etc.) simply pass through them.

Time, 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

Air
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

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

Object	Chi cost
Single Battery	1 per 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

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

Light/Pure Light
Bend Light
This maneuver enables the character to "fragment" light into its separate colors, as well as affect the path of light. This power doesn't seem like all that much, until you have lasers firing at you, or you fight another light elemental! Against Light Blasts and lasers, the character can perform a normal Parry (costs 2 chi) to divert the blast away from them, thereby taking NO damage.
Prerequisites: Focus 6
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

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

Light Explosion (Super)
This is the ultimate attack against another light elemental, which can be quite deadly, as it disrupts their basic elemental essence. To do this counts as a Super

attack (i.e., the character must reach their Rage Threshold). The attacker makes a contested roll on 1d10 + Focus against 1d10 + the opponent's Stamina. If the attacker succeeds, the opponent takes 2d10 damage (this damage is soakable, but special bonuses against light-based maneuvers do not apply). If the attacker's total is more than two times the defenders, they can do one of the following: double the damage (costs 2 additional Chi), permanently cripple the opponent's power (PERMANENTLY reduces their Focus by half, though maneuvers for which they no longer meet the requirements are kept; costs an additional 10 Chi), or simply kill them outright, causing the light elemental essence to divide into its component colors and explode outwards (death is effectively instant, but the attacker must spend ALL of their remaining Chi, which cannot be less than 20, and they will permanently lose 1 point from their Focus attribute).
Prerequisites: Focus 6
Character Points: 4
Accuracy: Special
Action Points: 12
Chi Cost: 6
Damage: Special
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

Metal
Magnetism
This power enables the elemental to attract or repulse iron-based objects. The character can manipulate 10 pounds per 1 Chi spent; this uses 6 APs and the object's movement is limited to attraction/repulsion (towards or away from the character). If used offensively, reinforcing the impulse of a thrown weapon, the character gets a bonus of +3 to Accuracy; this costs 2 Chi and uses 1 AP (in addition to that of throwing it in the first place. If used defensively by trying to deflect an incoming bullet or thrown weapon, the character must make a Will roll against a difficulty of 18; this use costs 6 Chi, but no APs.
Prerequisites: Focus 6
Character Points: 5
Accuracy: Special
Action Points: Special
Chi Cost: Special
Damage: N/A
Move: None

Soldering
As per the Electricity maneuver (see above).

Shadow
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 a physical part of the shadow, effectively two-dimensional and immune to damage, but also incapable of action until they leave it. This can be maintained for a number of hours equal to half the character's Focus.
Prerequisites: Focus 7, Stealth 2
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: 7
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

Sound
Mimic

This power lets the sound elemental perfectly mimic any noises or voices they have heard previously by making a roll on 1d10 + Intelligence + Focus.
Prerequisites: Focus 5
Character Points: 2
Accuracy: N/A
Action Points: N/A
Chi Cost: N/A
Damage: N/A
Move: N/A

Silence

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

Prerequisites: Focus 7
Character Points: 4
Accuracy: N/A
Action Points: 7
Chi Cost: 6
Damage: N/A
Move: None

Time

"Time controls humans and make the world move around....hmmm, I think that makes me....God!"
-- Richard Wong, Psychic Force

Summon

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

The objects summoned can be moved in straight line if done so at the very instant the object is summoned (i.e.. a character can summon a spear/rose/whatever heading straight to his/her opponents), such objects are +2 to accuracy. More than one object can be summoned on a single round if the objects doesn't weigh more than the limit and are not very separate one from the other.
Character Points: 8
Accuracy: Special
Action Points: 10
Chi Cost: 8
Damage: Special
Move: Special

Temporal Quicksand

The character grabs his/her opponent and makes a contested Focus (Psychic level) roll; if the opponent looses, they will "phase out" as per Ghost Form, but they then start sinking into the ground as if it was quicksand, (for a number of seconds equal to the number of points by which the attacker's roll exceeded theirs) then phase in again. As the victim is re-appearing on a solid object, this will cause him/her a damage of 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: Psychic 8, Elemental Aura
Character Points: 6
Accuracy: Special
Action Points: 8
Chi Cost: 10
Damage: Special
Move: 1

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 is 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

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

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 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
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

Generic Powers
"You power level is puny, Level 5. Too bad."
 -- Raditz, Dragonball Z

The heading of generic powers covers several abilities which either don't fit into any of the other types of Weird Powers, or fits into too many of them. Generic powers are

normally purchased by level, and may have an initial purchase cost as well.

Advanced Chi Blasting

"Kamahamehas make me hungry!"
-- Gokuu, Dragonball

Essentially, this power lets the character learn and use countless variations of the chi blast maneuver without buying different versions of the maneuver over and over again. This should usually only be used in VERY high powered campaigns.

Cost: 4 CPs for the base power (or 12 experience points) plus 3 CPs per level (increasing later costs current level times 4 in experience).

Prerequisites: Chi Blast, Focus 8

Powers: For each level, select a Chi Blast maneuver modifier. The character may use any combination of the modifiers he knows, though each after the second increases the AP cost of the attack by 2. For level 8, rather than the usual modifier, the character gains the ability to produce Mega-Attack versions of any chi blast he is capable of.

Energy Reserve

This power gives the character a special, secondary reserve of energy to power their chi-based maneuvers. This does not count as actual Chi, and thus cannot be drained or affected in other ways as the character's usual Chi total might.

Cost: 2 CPs per level (or 6 experience points for level one, and the current level times 3 per additional level).

Prerequisites: Focus 6, Will 6

Powers: Essentially, for every level of Energy Reserve, the character has a pool of three "energy points" which can be used in place of Chi if the character's chi points have run out, or if the character is using a move that will use more Chi than they currently have available.

Flight

This power allows the character to fly with no apparent means of support.

Cost: 4 points (12 experience if purchased after character creation) for the basic ability, plus 2 points per level (or current level times 3 in experience). The level purchased cannot exceed the average (round up) of the character's Agility and Focus.

Powers: The basic power gives the character the ability to hover in mid-air. They can stay where they are in the air, or can rise up to 10 feet per point of Focus in the air. For every level purchased, the character can propel themselves at up to 20 miles per hour (though in close combat this simply triples their Agility for movement purposes). The maximum altitude also increases by 100 feet per level.

Power of Cloth

The Power of Cloth is an odd power that lets characters use a piece of cloth/clothing -- most often a scarf, cape, streamer, or similar item of some sort -- both offensively and defensively.

Cost: 3 per level at character creation. Current level times 4 in experience points. The level of Power of Cloth cannot exceed the character's Focus.

Powers: The character's favored garment can be used to focus attacks as per a Conduit Weapon. Also, select one of the following special abilities each level after the first:

Cloth Block: The cloth can be used to block normal and even weapon attacks without sustaining any damage. This effectively works the same as the Parry maneuver, but the damage is negated.

Cloth Deflection: The cloth can be used to perform the Projectile Deflection maneuver.

Cloth Energy Absorption: The cloth can effectively function to perform the Absorbing Barrier maneuver. Prerequisite: Cloth Block

Cloth Energy Reflection: The cloth can effectively function to perform the Reflecting Barrier maneuver. Prerequisite: Cloth Block, Cloth Deflection

Cloth Entanglement: This power allows the cloth to be used to wrap around someone, incapacitating them completely, or just one limb. This uses 8 APs in either case, and either holds the person immobile (4 APs per turn after the first; no damage) or grips one limb (6 APs, 3 per turn after the first), or it can be used to execute any appropriate grappling maneuver the character knows.

Cloth Strike: This power allows the character to energize the cloth, using it to strike an opponent. In game terms, such a strike counts as a Light or Heavy Punch with a bonus of +1 to damage. Power Strike and other appropriate modifiers can be applied to this at the usual costs.

Dramatic Pose: This power works more or less the same as the Anime Schlock of the same name, except that summoning a Dramatic Wind costs no Chi, and adding cherry blossoms or whatever costs 1 Chi.

Slash Power

One of the more curious (and difficulty to define) powers in fighting games is what, for the purposes of Thrash, we will refer to as "Slash Power", a series of quasi-elemental abilities based around the generation of cutting lines of force. For examples of this, look at such characters as Eiji, Vice, Mature, Heidern, and Leona from King of Fighters, and maybe Charlotte and a few others from Samurai Shodown.

Slash power is not seen too often (outside of KoF, anyway), and the GM may decide who would and wouldn't possess such powers. The only "generic" sort of characters who might possess it are the ninja; it adds a certain amount of style to their maneuvers (as evidenced by Eiji Kisaragi). As is the case in KoF, it could easily be an aspect of a certain family line, or whatever.

To possess Slash Power counts as a 6 point advantage, and grants access to the modifiers and maneuvers listed below.

Modifiers

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

reduces the AP cost by -2, and increases the damage by +2.

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

Maneuvers
Formation Slash

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

Prerequisites: Focus 6
Character Points: 4
Accuracy: +0
Action Points: 4, plus 3 per line
Chi Cost: 3, plus 1 per line
Damage: 1d6, plus 2 per line
Move: None

Slash Channeling

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

Prerequisites: Focus 6, Style 4
Character Points: 6
Accuracy: +1
Action Points: -1 (to a minimum of 1)
Chi Cost: +2
Damage: +3
Move: +0

Slash Circle

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

Prerequisites: Focus 7
Character Points: 5
Accuracy: +3
Action Points: 12
Chi Cost: 7
Damage: 1d6+2
Move: None

Slash Sphere

This maneuver creates a sphere of glowing, cutting slash energy in front of the character. This normally stays stationary, but can be moved forward or backwards at a rate of 1 hex per turn. The Slash Sphere remains active for 1 turn per 3 points of the character's Focus. Anyone struck by the sphere is repeatedly cut by it, taking damage as noted below.

Prerequisites: Slash Circle or Formation Slash, Focus 8
Character Points: 7
Accuracy: +1
Action Points: 12

Chi Cost: 8
Damage: 1d6+1 per turn
Move: 1

Sorcery

"This place smells of evil... and gymsocks!"
  -- Haohmaru, Samurai Shodown IV

Abilities of Sorcerers

Learning Sorcery: The process of learning magic is, as you might expect, a laborious one. And, of course, it's a bit boring to most people. Sorcery is a combination of the spiritual, in the focusing of one's internal energies, and the intellectual, in that it requires memorization of chants, formulas, rituals, and so forth. As such, martial arts training has nothing to do with it. However, sorcerers need to study. As such, they can accumulate Study Points at the same rate that martial artists do Training Points, for spending time studying mystic texts and so forth, and these are spent in much the same way, but must be spent on sorcery paths, the sorcery style, or magic-based maneuvers and such.

Sense Magic: Anyone who knows magic becomes attuned to the unique chi flows it generates when used. The degree of attunement depends on how much mystical power the character possesses. Take the combined level of all the character's Paths, and add to that two times the level of their Sorcery Style (if possessed), and look at the following table:

1-5	The character will be aware if magic is being used within 10 feet per point of focus, but they cannot pinpoint its source.
6-10	The character will be aware if magic is being used within 50 feet per point of focus, but a roll on 1d10 + Focus + Sorcery style is required to pinpoint its source if it is within line of sight.
11-15	The character is aware of any magic used within 100 feet per point of Focus, and can always pinpoint the source if it is within line of sight.
16-20	As for 11-15, but the character can also tell the general type of magic being used (offensive, healing, mind control, etc.).
20+	As for 16-20, but the range for close detection is doubled, and the character sense when magic is being used within one mile per point of focus (no fine detection possible).

The Sorcery Style (Optional)

The following are some additional abilities granted by the Sorcery Style (see Thrash, Weird Powers Appendix for more details). As with a Path, these abilities are given when the character reaches a level equal to the number listed for each given ability.

1. Mystic Lore: The first thing to learn for the sorcerer is a general knowledge of the mystic arts. This Lore also confers knowledge in ancient rituals such as how to invoke demons and other extraplanar creatures, in addition to other rituals at the GM's discretion.

2. Dispel Magic: Now that the sorcerer has a general knowledge in all of the Mystic arts the next thing he will learn about magic is how to dispel it. In order to disrupt a spell, the two sorcerers make a contested roll on 1d10 + Focus + Sorcerery to determine whether the spell is negated, or it resists the attempt of negation. Costs 9 Chi.

3. Extend Duration: At this level, the sorcerer can extend the effects of spells that are time-based. Costs 1 Chi per additional minute.

4. Inversion: This is the point where novices are separated from full-fledged sorcerers, for now the wizard understands how magic works! The character knows how to fully interact with Chi, whether internal or external. This spell

enables the character to invert the nature of any Chi-related effect; a fire blast can be turned to an ice blast, a heal wounds can be reversed to cause wounds, etc. This ability costs half the Chi cost of the spell to be reversed.

5. Absorb Energy Attack: Now that the character knows how does Chi work he can use the Chi in the air to replenish his own -- even that from Chi-based Attacks! The sorcerer receives the attack, then makes his spell roll; if the sorcerer succeeds, the damage rolled from the attack will be instead added to the mage's Chi and they will be unharmed by the attack's usual effects. Another effect of this knowledge is that the sorcerer now will receive double the normal amount of Chi during meditation. In order to attain this level, the character to have level 3 in the Lines path. Costs half the Chi cost of the maneuver/spell being absorbed.

6. Magical Disruption: Now that the character has attained a so high level of power, that what he did before now can do it better. This stronger version of the Dispel Magic not only affects spells, but everything that operates with Chi: maneuvers and spells are effectively (and automatically) canceled, artifacts and enchanted weapons are rendered non-magical (if the owner looses a roll on 1d10 + Will + Artifact Level) for 2d6 turns and Chi-Based effects are completely negated (the GM may allow a roll if the situation is critical). Costs 10 Chi and the sorcerer must have a focus of 12 or higher in order to attain this level.

7. Permanency: This ritual enables the sorcerer to render any Chi-based effect permanent: An elemental wall, a knot of obstruction, or maybe a Chi-gong. Greedy players will find a lot of applications for this tool (just beware of muchkinism). The ritual is 3 hours long and costs 90 Chi, plus the Chi invested in extending the Chi-based effect to 3 hours. In order to attain this level, the sorcerer must have enchantment at level 2 at least.

8. Turning: This tricky form of Chi manipulation consist in turning a of Chi-based attack right towards the one who attacked you. The attacker thus receives the attack he sent out, with the attack roll being equal to the sorcerer's spell roll. Costs 6 Chi.

9. Negation Shell: A powerful abjuration that prevents the use of Chi or magic in a radius of 1 hex per point of Focus and has a range of 3 hexes per point of focus. Costs 20 Chi and lasts for 3 turns per level of the Sorcery style.

Sorcery Paths
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.

Necromancy

Necromancy's stuff is life and death itself, making it a truly powerful (not to say fearful) path to study. Things like restoring lost limbs, speaking with the dead and giving life back!. The other side of the coin lies on the evil necromancers who use this knowledge to do the inverse! This Makes necromancy also the most destructive path of them all.

1. Soothe: Soothing pain with but a touch. 1 Chi per minute.

2. Pain: Same as the psychic maneuver, can be maintained as long as the sorcerer keeps chanting and concentrating.

3. Heal light Wounds: can heal minor physical damage, wounds heal clean up to 1d6. Costs 4 Chi and heals for real, no need for hospitals!

4. Cure Diseases: The sorcerer can use his knowledge of life and death to cure some minor disease, from colds to flu; can also negate a Contagion spell. Costs 10 Chi.

5. Curse: At this level, the necromancer reaches the sympathy of the dead to do some things in their name. The character can bewitch another person with a curse! These curses are minor and harmless, but sometimes can be really fun if you want to spoil another player's day. With effects like always stepping on dog excrement wherever there is, being hit by someone else's basketballs, slipping on a banana peel, etc. Victims can save themselves from the effect if they win a roll of will+focus, but if they loose, they'll have to find another sorcerer for advisement on how can they remove the curse (as the curses are very minor only the player him/herself can remove the curse from his/her soul). The methods for removing curses can be as hard, easy, ridiculous or even hilarious as the GM sees fit (that's part of the GM's fun!). Costs 16 Chi.

6. 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.

7. 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.

8. 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+necromacy, 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.

9. 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.

10. 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.

11. Regeneration: The ultimate in healing! This is the point where the necromancer can do really astounding things: Cure chronic or even lethal diseases, brain surgery (without piercing the skin), regrow lost limbs (odd, but might happen in some campaigns), heal any wounds (including those that would surely kill a character) and negate all forms of insanity. This is the way sorcerers fight the truly powerful curses (yes, Dim Mak too!). This lengthy ritual (2 days minimum) costs no less than 200 Chi.

12. Resurrection: This 3 day long ritual must be performed in a space in no longer than a week after the person's death and has been known to have some unforeseen effects, yet it worth it! Costs 400 Chi.

13. 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. <u>Summon Greater Monster</u>: 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.

Transformations
"MOON... PRISM.... POWER!"
 -- Sailor Moon
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.

Transformation Conditions
"Don't make me angry. You wouldn't like me when I'm angry."
 -- Dr. David Banner, The Incredible Hulk
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.
<u>Chi Cost (Varies)</u>: 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.
<u>Incantation (-4/-6)</u>: 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.
<u>Item (-3/-8)</u>: 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.
<u>Nudity (-4)</u>: 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...
<u>Rage (-6)</u>: The character must reach their Rage threshold in order to transform. To change back the character must calm down.

<u>Random (-8)</u>: The transformation happens more or less as it pleases, starting at the most inopportune times. Changing back works likewise.
<u>Water (-4)</u>: A splash of (usually cold) water will transform the character. Changing back is usually a matter of having hot water applied.

Transformation Effects
<u>Additional Powers</u>: 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%.
<u>Altered Abilities (Varies)</u>: 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

<u>Alternate Personality (-6)</u>: 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.
<u>Protected Identity (3)</u>: 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).

Example of a Transformation
Okay, so I want to make a Magical Girl character. She'll do the typical Magical Girl thing and yell out silly-sounding words and so forth, meaning it takes an Incantation (-4). When transformed, she gains the ability to throw a guided fireball (Chi Blast with Guided Blast and Flaming Blast; 9 points total). She also adds +2 to Appearance (cuter in that outfit -- 4 points) and +3 to Agility (faster to boot -- 6 points). She also gets the ability to Jump, Air Jump, and Wall Spring (7 points total).
The maneuvers come to 16 points; reduced by 25% brings the cost to 12, plus the attribute bonuses is 22, minus the activation cost is 18 points, the final cost of the Transformation. It's as simple as that. Pretty Pyromaniac is all ready to go!

Chapter 4: High Tech

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

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

This section covers various nifty high-tech devices that might appear in futuristic campaigns. In all cases, high tech items are assigned a cost in Build Points (BPs). The BP cost is used to determine the actual cost of the item, be it in dollars/yen (or other monetary units), resources, or character points (effectively the same as the Artifact advantage). In the case of a currency equivalent, I'd suggest around $5,000 per BP at a 20th century level, and about $1,000 per BP in more futuristic settings.

Body Armor

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

Coverage: This determines the base cost of the armor, based on what parts of the body it covers. The torso gives a Coverage of 4, and each limb, plus the head, increases that by 1, to a maximum of 9. The base cost of the armor is equal to the Coverage in BPs.

Impact: 1 BP per +3 Impact resistance.

Thrust: Thrust is equal to Impact, plus 4.

Firearms: Equal to Impact times two, plus 2 per each additional BP spent.

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

Accessories: Any suitable gadget can be added onto a suit of armor, at the usual BP cost. Environmental containment, which lets the armor be used in hostile environments and provides and independent air supply, is 2 BP.

Weapons

Guns

This covers just about anything that shoots people.

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

 Derringer/Pen: A tiny, concealable weapon. 3 BPs.
 Pistol: 2 BPs
 Rifle: 3 BPs
 Portable Cannon: 5 BPs

Modifiers:

Auto-Fire: Automatic fire allows the weapon to fire shots very rapidly, albeit with less accuracy. Semi-Automatic fire costs 2 BPs, and allows the weapon to fire three-round bursts with each pull of the trigger (normal AP cost), which do double damage. 3 BPs will provide fully automatic fire, for which the weapon can continue firing as long as the trigger is pulled. In this case, it takes 2 APs, plus one per two rounds fired in that action. 1d6 out of every 6 shots will hit the intended target if the attack is successful.

Beam Weapon: Rather than bullets, the weapon fires laser beams, particle blasts, or whatever generic type of energy you want. This increases the Accuracy by +1, and Damage by +3, plus it looks really cool. Cost is increased by 3 BPs.

Laser Sight: This provides a laser targeting mechanism, thereby making the weapon far more accurate when it is used. In long-range combat (especially sniping), the Laser Sight adds +4 to Accuracy. 2 BPs.

Accuracy: The base Accuracy is -1. This can be increased, at a cost of 1 BP per +1, up to +4.

APs: The base AP cost of firing is 6. This can be reduced at a cost of 2 BP per 1 point reduction, or increased, thereby lowering the cost by 1 BP for each 1 point increase.

Damage: Base damage is 1d6 for a derringer, 2d6 for a pistol, 2d6+3 for a rifle, and 3d6 for a cannon. This can be increased at a cost of 3 BPs per +1d6, to a maximum of 5d6+3.

Payload: A derringer has a payload of 1. A pistol starts with 6, and can be increased to 20 for 1 BP. A rifle starts with 30, and can be increased to 60 for 1 BP, or made belt-fed (payload of 100) for 2 BPs. A cannon is always belt-fed. Energy weapons are assumed to use power cells of equivalent payloads.

Move: Normally None. A Move of 1 costs 1 BP, and Move of 2 costs 2 BPs. This cannot be purchased for cannons.

Range: All are assumed to have a base range of 500 feet. This can be increased by 500 feet for 1 BP, to a maximum of 500 feet.

Energy Melee Weapons

"I see you have constructed a new light saber."

 -- Darth Vader, Return of the Jedi

An energy melee weapon (or EMW for short) is basically a hilt/handle which, when activated, forms an energy-based weapon.

Base Type: First off, pick out a normal weapon that the EMW will take the form of. Keep in mind that only the striking part will be energy, so bladed weapons are usually best, and those will usually be swords, or occasionally knives, though axes, polearms, and the like are certainly possible. The base cost is 5 BPs for a sword or axe, 4 for a polearm, and 3 for a knife.

Accuracy: EMWs are light and relatively easy to use; all will have a modifier of +1 to Accuracy (applied to that of the basic weapon type). This can be increased by another +1 for 2 BPs or +2 for 3 BPs.

APs: The AP modifier is as per the basic weapon -1. It can be decreased by another -1 for 3 BPs.

Damage: Increase the damage of the weapon by +3; this can be increased at a cost of 1 BP per additional +1 to damage, to a maximum of an additional +6 (i.e., +9 total).

Move: Standard.

Robots

Robots are fairly uncommon in fighting games, though they certainly exist (the various Jacks of Tekken, Huitzil of DarkStalkers, Vector of Star Gladiator, etc.). They can make very interesting characters in a number of ways,

though they can also be unbalancing in terms of power. Whether or not to allow robotic PCs is, like anything else, up to the GM's discretion. Regardless, most PC robots should have a neural, human, or non-human intelligence (see below), and, for fighting game/anime purposes, at least, will typically be humanoids (and for anime purposes, frequently created to appear cute and female).

Because the term "robot" covers such a wide range of possibilities, the system for creating them has to be fairly generic. Further, the processes involved are different enough that the game mechanics are different to reflect that. Rather than the usual stuff with attribute and character points, a robot has a certain allotment of BPs.

Part 1: Intelligence

Creating a robot is essentially a two step process; make the brain, and put it in a body. The Intelligence is the computer unit or whatever that controls the robot, just as a biological brain can be said to run a human body.

Step 1: Intelligence Type

Human Intelligence: The robot is controlled by either a human brain with a life support system, or a human mind transferred into a computer. In either case, the whole question of programming becomes moot; the character has had a typical human education or whatever. Roll 2d10+12 and distribute among the four mental attributes (Intelligence, Will, Focus, and Charisma). The character has Character Points equal to their Intelligence + 46. Using a human intelligence costs 8 BPs.

Neural Intelligence: A neural intelligence, also known as a positronic brain, is an artificial construct designed to mimic the human brain. This gives an artificial being a much greater range of mental capabilities, and in some cases such constructs may possess humanlike intuitions and even emotions. The base cost of a Neural Intelligence is 12 BPs. Intelligence starts at 4, and can be increased up to 10 at a cost of 2 BPs per point of increase.

Non-Human Intelligence: This is essentially having the robot be controlled by a living brain, but of something other than a human, usually some sort of animal. The animal brain is, however, more simple than that of a human, and as such must be augmented by a number of subprocessors to facilitate speech, color vision, and so forth. As such, the base cost of a Non-Human Intelligence is 9 BPs. Roll 2d10+10 for the character's mental attributes (Intelligence, Will, Focus, and Charisma), though Intelligence cannot initially exceed 6. The character has Character Points equal to their Intelligence + 45. A Non-Human Intelligence can also be supplemented with programmed skills and abilities, but unlike a Neural Intelligence, these programs cannot be increased in level through learning; such a character wishing to better themselves in such an area must purchase the skill normally, starting at level 1.

Step 2: Programming
Attributes

For all of the following, Human and Non-Human Intelligences will have them purchased normally.

Charisma: Needless to say, a machine isn't going to be terribly amiable. For a nonintelligent computer, the best one can do in most cases is to create a software program that produces artificial emotional reactions; this type of program costs an additional 2 BPs and provides an effective Charisma of 4. Neural Intelligence robots may get such a program, but their "natural" Charisma starts at 2, and can be increased normally.

Focus: Focus is not normally applicable to robots. The only exception would be if the robot includes some kind of techno-mystical mechanism that allows it to use chi-based powers. This requires a Neural Intelligence, as well as special processors. The cost is 9 BPs, plus 1 per point of the robot's effective Focus attribute (to a maximum of Focus 9). Base Chi is equal to the Focus times 2, but can be increased at a cost of 1 BP per additional 3 Chi, to a maximum of +36.

Will: Likewise, willpower is not normally an issue; as a machine, a robot is unlikely to succumb to emotional or other influences, yet is completely incapable of resisting programmed directives. A neural intelligence, whose thoughts can be surprisingly humanlike, may have a need for willpower, but they will begin with very little of it; the base Will of a robot with Neural Intelligence is 4, though this can be increased normally.

Skills: A robot can be programmed with any number of skills. For a Computer or Neural Intelligence these cost 1 BP per skill level, though social skills (excepting things such as etiquette) cannot be purchased in this manner.

Styles & Maneuvers: Likewise, training in combat is simply a matter of programming it. Most robots will be programmed with Special Forces, but any style is *conceivably* possible (a programmer would have to be able to study it enough to produce a skill program). Styles cost 2 BPs per level. Physical maneuvers cost a number of BPs equal to half (rounded up) the total CP cost (i.e., add up ALL of the physical maneuvers purchased, and then calculate). Chi-based maneuvers (if the robot has a Focus capability) cost BPs equal to the CP cost.

Disciplines: Most disciplines are not available to robots, though ones that are specifically some sort of skill (e.g., Weapon Art, Weapon Improvisation, Steel Cloth, etc.) will cost 1 BP per level. Chi-based disciplines are available if the robot has a Focus capability, and cost 2 BPs per level.

Part 2: Body
Step 1: Basic Body

For simplicity -- and because that's simply how the genre is -- this system only provides for humanoid robots of roughly human size.

Strength begins at 5, and can be increased up to 16 at a cost of 2 BPs per point.

Agility starts at 4, and can be increased up to 12, at a cost of 3 BPs per point.

Stamina is not applicable to robots; the only limitations on how long they can maintain a given physical activity are their power source and when their components start to overheat (and we usually ignore these in anime

anyway). For soaking damage, however, a robot is assumed to have a Stamina of 11.

Appearance is normally assumed to be N/A as well; a bot is just a piece of metal. Of course, a designer can put more into making the robot look cool, in which case the robot can be given an Appearance of up to 10 at a cost of 1 BP per 2 points of Appearance. This can take the form of an impressive but still metallic form, or (an anime favorite), a cute and/or sexy human-like exterior.

Step 2: Armor

A robot begins with 40 Health; this can be increased at a rate of 5 Health per BP. Note that unless the nanotech repair device is selected, any damage sustained must be repaired, rather than healed. However, they can also be physically reinforced to be more resistant to being damaged in the first place; this takes the form of them having normal armor values.

Coverage: Coverage is assumed to be 10 (i.e., always protects) for built-in armor.

Impact: +6 per BP spent, to a maximum of +48.

Thrust: Equal to Impact, plus 10.

Firearms: Equal to Impact, plus 8.

Encumbrance: Not applicable.

Step 3: Weapons

Any reasonable number of weapons may be integrated into a robot. Such weapons are simply purchased at their normal BP cost.

Part 3: Final Touches

Base APs: 10, plus 1 per point in any styles known.

Dizzying Threshold: Not Applicable.

Rage Threshold: Rage only applies to robots with a Human or Non-Human Intelligence, and even then, being part machine makes them less likely to go nuts. As such, the Rage Threshold is calculated as the sum of the character's Will and Focus, times two.

Extra Stuff: Besides the usual stuff with fleshing out your character, a robot may also select stuff from the Robot Special Abilities, listed below, at the BP cost listen in parenthesis under each ability.

Robot Special Abilities

360 Degree Rotating Body Segment (1): The robot can rotate any part of his body completely around. Perfect for performing some truly unique maneuvers.

Combat Computer (6): A special device that collects and processes information about the opponent's techniques during combat in order to improve the robot's reactions with respect to that opponent. The robot receives a bonus to it's combat rolls of +1 per every three turns spent fighting with that opponent to a maximum of the robot's focus when it can't perform any better. Even if the battle is over, the next time they fight again the robot will keep a bonus of +1 to it's rolls against that particular opponent permanently and that bonus will be cumulative each time the robot fights again with that particular person.

Micro Video-Camera (2): One of the robot's eyes is a video camera. The video is recorded on mini-discs of 60 minutes capacity each.

Nanotechnology Repair Device (3): This system, consisting of thousands of microscopic robots, affords the robot an ability to gradually repair itself over time, thus effectively healing damage as per a normal human character.

Radar (4): Can detect and track up to six targets simultaneously. Same as the Danger Sense maneuver, but this one is not fooled by Mushin.

Remote Probe (1 each): A remote-controled mobile device equiped with a camera and a microphone to perform "spy" job(remember Transfromers Laser Beak?). The robot can see and listen through the probe's sensors. The device is no bigger than 8 inches and is considered to have 5 health points that, if depleted, the probe is reduced to scrap metal.

Secret Compartments (1): The robot can hide inside of any part of it's body (except his head) any small items that could be of any importance.

Self-destruct System (2): Though a not considered alternative, should an "inescapable death"; situation occurs, the robot can, at least, say goodbye in a way few will forget. The robot can blow himself up in a big bang with a radius of five hexes.

Sensors (1-5): Same as the cybernetic system.

Sound Analysis Computer (2): This computer can identify any sound, voice, etc. and has a capacity storage for 2,000 different sounds.

Targeting sight (1): The robot in considered to have a firearms skill of 4 and the robot recieves a bonus of +3 on his weapon attack roll per each turn spent aiming.

Robot Maneuvers
Modifiers

Spinning Maneuver (+3): The robot can perform any reanosable maneuver while spinning its waist completely around, and thus, inflicting damage to everyone surrounding the robot. Great for taking on complete mobs at once. It also adds +2 to damage due to the centrifugal force of the spin. Prerequisites: 360 degree rotating body segment (waist).

Spinning Blast

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

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

Character Points: 5

Accuracy: +3

Action Points: 5

Chi Cost: 6

Damage: 2d6+3

Move: None

Chapter 5: Kung Fu Fighting

"I do not wish to be a kung fu thug forever. I too have ambitions."

 -- Brainsmasher... A Love Story

Kung Fu is probably one of the most widespread of all the martial arts. With over 1,500 various sub-styles, to simply say a character knows kung fu says surprisingly little; the only thing that can be said for certain is that the origin of the fighting techniques is (mostly) Chinese.

The Kung Fu style in the Thrash rulebook assumes a general knowledge of some of the styles of Kung Fu. This section, in contrast, deals very specifically with a number of styles of kung fu, chosen because they are either very common or very interesting. Learning one of these styles means that the character has invested a considerable amount of time and energy in perfecting their skill in that particular style of kung fu. A character with a general knowledge of kung fu might know a few moves from any of these styles; in game terms this can be represented by the character purchasing one or two maneuvers associated with that style (e.g., if the character knows a tiny bit of the Crane Style, they would likely get the Crane Fist maneuver).

Note: Information on Tai Chi Chuan and Wu Shu can be found in the Thrash rulebook.

Kung Fu Styles

Black Tiger (Shan Tung)

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

Availability: Shan Tung is rare outside China, Hong Kong, and Taiwan.
Prerequisites: Agility 5, Focus 5, Strength 6
Bonuses: +1 to Focus, +1 to Strength
Basic Maneuvers: Claw Hand, Multiple Dodge
Maneuver Modifiers: Reduce the cost of Punch and Focus maneuvers by 1 point.
Quote: "How high you can jump! Too bad you've neglected to learn cunning, instead opting to know how to escape!"

Black Tiger Claw Strike (Punch)
This maneuver is a more powerful, brutal version of the Claw Hand.
Prerequisites: Claw Hand
Character Points: 2
Accuracy: +1
Action Points: 7
Chi Cost: None
Damage: 2d4
Move: One

Crane Style (Bok Pai)

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

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

Availability: Bok Pai Kung Fu is taught in Taiwan, Hong Kong, and Singapore.
Prerequisites: None
Bonuses: +1 to Agility, +1 to Focus
Basic Maneuvers: Crane Fist, Crescent Kick, Crane Stance
Maneuver Modifiers: Reduce the cost of Kick and Punch maneuver by 1 point (to a minimum of 1).
Quote: "Remember the way of the crane; evade, intercept, penetrate, destroy!"

Crane Fist (Punch)
The crane fist is a beaklike formation of the thumb and fingertips, which inflicts impressive damage.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: 2d4
Move: One

Crane Stance (Focus)
This is a special stance, with one leg straight, on the ground, the other bent so the the ankle touches the knee, and the arms outstretched, with the elbows up and the hands down in a Crane Fist position. When in this stance, the character cannot advance, retreat, or dodge, and the only attacks possible are the Crane Fist and Crescent Kick. However, the character receives a bonus of +4 to their style while in this stance.
Prerequisites: Crane Fist, Crescent Kick
Character Points: 3
Accuracy: N/A
Action Points: N/A
Chi Cost: N/A
Damage: N/A
Move: N/A

Chao Ta

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

Availability: Only in Hong Kong...
Prerequisites: Charisma 7
Bonuses: +1 to Charisma and +1 to Agility
Basic Maneuvers: Impact Sponge, One punch or kick maneuver of choice (3 CP cost maximum).
Maneuver Modifiers: Reduce the cost of Athletics maneuvers by 2 points (to a minimum of 1).
Quote: "What, didn't you see me in Legend of the Deadly Gunman IV? I played the buddy part -- my first big break!"

Fake Attack (Focus)
This enables the character to deliver a normal punch or kick attack, making it look exceedingly powerful, even though they're actually faking it. An opponent who responds with an Impact Sponge (see below) takes NO damage, while anyone else takes half the usual damage.
Prerequisites: None
Character Points: 1
Accuracy: -1
Action Points: +1

Chi Cost: None
Damage: Special
Move: +0

Greased Lightning (Athletics)
This kata lets the character unleash a torrent of attacks, even though they aren't as effective. The character's Base APs are increased by +9 for the round in which it is used, but all attacks are at -3 Accuracy and do half damage.
Prerequisites: Agility 7, Fake Attack
Character Points: 2
Accuracy: -3 to all attacks used
Action Points: Special
Chi Cost: None
Damage: Special
Move: Standard

Impact Sponge (Block)
This maneuver is used defensively, and allows the character to fold up upon receiving a blow and fall down, making it look as though they've taken the maximum possible dammage. If it is used successfully, the character actually takes no damage, and if the roll fails, they still only take half damage.
Prerequisites: Roll With Impact
Character Points: 3
Accuracy: +1
Action Points: 4
Chi Cost: None
Damage: N/A
Move: One

Kung Sao (Athletics)
Literally, "forcing the crowd to cheer," in this maneuver, the character must build up their energy over the course of the round, concentrating through a total of 10 APs, then unleashes a particularly spectacular looking attack (this is usually done with flashing kicks and whatnot, but can be used with any punch or kick maneuver). When this is done properly, the attack is at +4 to Accuracy and the character's leaping distance is doubled, though the damage is normal.
Prerequisites: None
Character Points: 3
Accuracy: +4 (see above)
Action Points: 10
Chi Cost: None
Damage: Standard
Move: Standard

Ni Huei (Focus)
Ni Huei, or "hiding the lament," is a two part maneuver used for intimidation. The character must take a blow, and use Impact Sponge, except that they push the envelope of acting, and make it look like the blow they took should've killed them outright. Then, the character gets up, his posture and expression telling the world (and especially the camera) that he will not be defeated, NO MATTER WHAT. This effectively adds +8 to attempts to intimidate the opponent.
Prerequisites: Impact Sponge
Character Points: 2
Accuracy: N/A
Action Points: 5
Chi Cost: N/A
Damage: N/A
Move: None

Choy-Li-Fut
Choy-Li-Fut is a more aggressive variant of the Shaolin style, which concentrates on long hand techniques. A practitioner will dive into the fray, often facing several opponents at once.
Availability: Choy-Li-Fut can be learned in various monestaries and martial arts schools in China, Hong Komg, Taiwan, and parts of the U.S.
Prerequisites: None
Bonuses: +5 to Chi, +1 to Stamina
Basic Maneuvers: Circular Parry, Knife Hand
Maneuver Modifiers: Reduce the cost of all Punch maneuvers by 2 points (to a minimum of 1).
Quote: "Never hold back! Don't hesitate for an instant when a foe comes at you!"

Bear Stance (Focus)
This is a solid, two-legged stance. Both legs are bent and the feet are pointed slightly outwards. The arms are held in a wrestler-style position, with the hands cupped forward in knife hand position. In this stance, the character cannot retreat, and attacks are limited to the Overhead Fore-Knuckle Fist, Backhand, and Basic Kicks. Further, Circular Parry is not possible. This effectively adds a bonus of +3 to the character's Style.
Prerequisites: None
Character Points: 3
Accuracy: N/A
Action Points: N/A
Chi Cost: N/A
Damage: N/A

Move: N/A

Overhead Fore-Knuckle Fist (Punch)
An exceedingly powerful and difficult hoverhand strike.
Prerequisites: None
Character Points: 2
Accuracy: -3
Action Points: 7
Chi Cost: None
Damage: 1d10
Move: None

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

A master of Cotton Fist enters combat cautiously, carefully evaluating the opponent's technique, usually avoiding their attacks and lashing out with hand strikes when it is safe to do so.
Availability: A student does not choose to study Mein Ch'uan. Rather, a master chooses him; they usually prefer arrogant youths who can be easily enticed by power and profit.
Prerequisites: None
Bonuses: +5 to Chi, +1 to Stamina
Basic Maneuvers: Circular Parry, Palm Strike
Maneuver Modifiers: Reduce the cost of Focus maneuvers by 1 point (to a minimum of 1).
Quote: "Think, young man! Imagine this power you could attain! And think of the prize money from those tournaments!"

Demon Wrestling (Liang Hsiung)
Liang Hsiung ("Shining Evil" or "Brilliant Barbarism") is a fighting style based on how demons do battle. Practitioners are not necessarily bad people, but it is a brutal fighting style. Combatants wear horns, spurs, and other blades on their bodies while fighting, and much of the combat is in ramming and goring the opponent. The only difference during practice sessions is that they wear a more padded version of the same, on which the blades aren't quite as sharp.

Demon Armor: This menacing suit of armor provides Coverage 8, Impact +10, Thrust +20, Firearms +4, and Encumbrance -2. Further, it is covered with spikes and spurs and such, which effectively add +2 to the damage of any punch or kick, and also allow the goring attacks (effectively a head butt with spikes, increasing the damage by +1d6). Street clothes can be modified to allow the same range of attacks (except for the goring, for which the helmet is necessary), but the damage bonus is only +1.
Availability: Liang Hsiung is virtually unknown outside of mainland China.
Prerequisites: Strength 6
Bonuses: +5 to Health, +1 to Stamina
Basic Maneuvers: Head Butt (+1d6 damage from horns), Shoulder Smash (+1d6 damage from spurs)

Maneuver Modifiers: Reduce the cost of Punch and Grappling maneuvers by 1 point (to a minimum of 1). Increase the cost of Focus maneuvers by 1 point.
Quote: "Just because we fight like demons doesn't mean we act like them!"

Dog Boxing (Kuo Ch'uan)

Kuo Ch'uan is a highly secretive school of kung fu, whose basic tenet seems to be to appear silly so that others won't take the fighter seriously -- and thus underestimate them. The style uses paw attacks and such that look simply ridiculous, and fighters will frequently make barking noises, walk around on all fours, and so forth. This policy is especially important for dealing with the public; practitioners are to make the style seem stupid, pointless, and weak to outside observers, losing any unimportant fights and giving dumb-looking demonstrations. Again, the purpose of all this is to make the opponent underestimate them, and thus catch them off guard.
Availability: Kuo Chuan is rare outside of China.
Prerequisites: None
Bonuses: +1 to Strength, +1 to Stamina
Basic Maneuvers: Backflip, Drop Kick, Palm Strike
Maneuver Modifiers: Reduce the cost of Punch, Kick, and Athletics maneuvers by 1 point (to a minimum of 1). Weapons maneuvers are not available.
Quote: "You are truly powerful! I can't possibly <whack> What's wrong? Why're you lying on the ground like that?"

Dragon Spirit (Gui Long)

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

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

Students learn a range of hand-to-hand techniques, but the core of Gui Long is swordsmanship, a discipline known as Chien Shu. This transcends the mere manipulation of metal, since it is believed that all great swords are living things, and if the sword was not imbued with living chi by its creator, then the wielder is the one who must give it life.
Availability: Gui Long is very rare, usually only found in mainland China.
Prerequisites: Agility 6
Bonuses: +5 to Chi, +1 to Agility
Basic Maneuvers: Crescent Kick, Knife Hand. The character also begins with level one of the Sword Chi discipline (see below).
Maneuver Modifiers: Reduce the cost of Focus and Weapons maneuvers by 1 point (to a minimum of 1).
Quote: "It is a fine blade, but it is not truly alive. Not yet."

Sword Chi (Discipline)

Sword Chi is an ancient technique whereby the practitioner can empower a sword with their own chi power. These abilities can't be used with any sword; it must be a blade that is known and named by the character -- any character with this discipline should have a favored sword, which can be drawn upon instantly. If the character has more than one sword that is so prepared, it will take 12 APs of concentration to re-attune oneself to a different one. Preparing a blade for use with Sword Chi requires at least a week of practice with it, and for it to be given a unique name. The sword must also be charged with Chi points -- thereby determining the overall power of its abilities. The character can expend any amount of Chi up to half of their total, and these points remain until depleted.
1. Awareness: The character can sense the flow of Chi around them by concentrating through the sword. Effectively the same as the Sense Chi ability from the Negative Chi discipline.
2. Defense: This ability allows the sword to intercept Chi attacks. The sword does this automatically in the case of non-corporeal attacks such as Empty Negative Chi, Kongjin, etc., but requires a roll to parry against chi blasts and such.
3. Attack: When charged with positive chi, the sword inflicts double damage to beings of negative chi. Likewise, one charged with negative chi will do double damage to beings of positive chi.
4. Resonance: The practitioner can automatically sense the presence of other swords that have been attuned with Sword Chi, within 1000 feet per level of Sword Chi, getting a feeling for the general direction (*not* the exact location), and the polarity (positive or negative) general strength of the chi inside the blade.
5. Storage: This power allows the character to store extra chi inside the blade; 2 points per level of Sword Chi. These chi points can be drawn by the owner of the sword any time they are holding it.
6. Healing: In order to use this ability, the character must hold the sword by the blade, using a piece of clean white paper as a sheath to grip it. Further, the person being healed must be sitting, kneeling, or lying down, and relatively still for the duration of the ritual. If the character is wounded, this will heal 1 health point per two chi points within the sword. If they are afflicted with some kind of negative chi disease/curse (anything short of Dim Mak), the character will have a 3 in 10 chance of it being negated.

Drunken Style

The Pu style, also known as Ts'ui Pa Hsien (Eight Drunken Fairies Form) is one of the most deceptive of the martial arts. A mater of the style appears to be little more than an ordinary drunk. If engaged in combat, he stumbled about, seemingly ready to drop to the floor at any time, yet apparently on "accident," he delivers devastating attacks and daring dodges, singing or yelling incoherently all the while. As silly as it seems, the Drunken Style is very difficult to learn; the movements are in reality complex and calculated.
Availability: Schools are only found in Hong Kong and Singapore. Admission is usually by invitation only, and becoming a student may mean swearing allegiance to a Triad Society.
Prerequisites: None
Bonuses: +1 to Charisma, +1 to Stamina
Basic Maneuvers: Drunken Stagger, Multiple Dodge, Palm Strike
Maneuver Modifiers: Reduce the cost of all Kick and Block maneuvers by 1 point (to a minimum of 1).
Quote: "Me? I'm just an old drunk. I ain't gonna hurt you at all. I-- Hey, whydja' fall down there?"

Drunken Stagger (Athletics)

This is a sort of broken walking/falling movement, which can be used to enter combat range or as a dodge.
Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: +2
Chi Cost: None
Damage: None
Move: 3

Eagle Claw (Xing Chiao)

Also known as Fann Tzu, the Eagle Claw style is very aggressive and acrobatic, using many high kicks and claw attacks. Practitioners are taught to quickly move in, unleasha flurry of attacks, and then retreat to a safe distance, only to move back in once more.
Availability: Finding training is the hard part; Xing Chiao is usually only taught by hermits who live out in the wilderness of China -- and they expect their students to adopt a similar lifestyle, only seeing the master a few

times per week, and practicing on their own the rest of the time.

Prerequisites: None
Bonuses: +5 to Chi, +1 to Strength
Basic Maneuvers: Crescent Kick, Eagle Claw Hand
Maneuver Modifiers: Reduce the cost of Athletics and Kick maneuvers by 1 point.
Quote: "Not bad. Now, like this! Good, good. Keep practicing. I'll see you next week."

Eagle Claw Hand (Punch)
A very powerful hand attack, in which the hand is held in a formation much like it was gripping something, with the fingers together and the thumb opposite them. This attack can only be used once per round.
Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: 1d6+1
Move: 1

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

Availability: Schools that teach Pakua are exceedingly rare outside of China, and for proper training, it is necessary to go to China anyway. Training can take years, and will occupy virtually ALL of the student's waking hours for that time.
Prerequisites: Intelligence 5, Focus 6
Bonuses: +5 to Chi, +1 to Focus
Basic Maneuvers: Foot Sweep, Palm Strike
Maneuver Modifiers: Reduce the cost of Evasion and Focus maneuvers by 1 point.
Quote: "Listen to me. No motion must be wasted. Every movement has significance."

Pakua Circle Kata (Focus)
A highly defensive technique, in which the character continually circles to cover all eight directions. When used, this provides a bonus of +4 to the Accuracy of all attempts to parry, and the character can parry attacks from any direction.
Prerequisites: Focus 6
Character Points: 3
Accuracy: N/A
Action Points: N/A
Chi Cost: N/A
Damage: N/A
Move: N/A

Pun Gung Bi Weapon Kata (Weapons)
This is a special weapons technique whereby the character is trained in the use of Pun Gung Bi, a pair of spikes, easily concealable and put on in the manner of a ring, on each middle finger. These add +3 to the damage of Knife Hand and Backhand attacks, and can be used to Block sharp objects in combat.
Prerequisites: Backhand, Knife Hand
Character Points: 3
Accuracy: +0
Action Points: +0
Chi Cost: None
Damage: Special
Move: N/A

Rotary Palm Strike (Punch)
This is, in essence, a more powerful version of the Palm Strike maneuver, which causes a Knockdown if successful.
Prerequisites: Palm Strike

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

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

The level of Eighteen Weapons Kung Fu can effectively be used as Weapon Mastery as well.
Availability: Eighteen Weapons is one of the more esoteric styles of kung fu, and usually only available in China and Hong Kong.
Prerequisites: Agility 6, Stamina 5
Bonuses: +1 to Agility, +1 to Stamina
Basic Maneuvers: Knife Hand, Snap Kick
Maneuver Modifiers: Reduce the cost of all Melee and Missile Weapons maneuvers by 2 points (to a minimum of 1) and increase the cost of all Focus maneuvers by 1. Grappling maneuvers are not available.
Quote: "Yeah, but I can use a polearm too! Okay, fine! A staff! How about an axe? A whip? A sword? Manriki-gusari? Kris? Dagger?"

Weapon Tap (Weapons)
This attack does no damage, but instead makes an impressive, loud noise to intimidate the opponent. If the attack is used successfully, it adds +3 to Intimidation rolls.
Prerequisites: Intimidation 3
Character Points: 2
Accuracy: +0
Action Points: 4
Chi Cost: None
Damage: None
Move: 1

Hsing-Yi
Hsing-Yi, or "Mind Shaping," is one of the greatest "hidden" martial arts, for though there are schools of the style all over the place, students are told that there are no longer any teachers of the Shan Si, the internal aspects of the style, and only the Ho Pei, the physical portion remains. Promising students are watched, and the secrets of Shan Si are revealed to those who truly wish to learn such secrets.
Availability: Hsing-Yi schools are virtually unknown outside of China.
Prerequisites: None
Bonuses: +6 to Chi, +1 to Will
Basic Maneuvers: Circular Parry, plus either Knuckle Fist or Palm Strike (choose one)
Maneuver Modifiers: Reduce the cost of Punch maneuvers by 1 point (to a minimum of 1), and reduce the cost of Focus maneuvers by 2 (to a minimum of 1). Increase the cost of Kick maneuvers by 1. Grappling maneuvers are not available.
Quote: "You must strive to unite mind, body, and breath. Only then can you truly fight."

Hua Chin (Focus)

Hua Chin is a powerful combination chi and physical attack. It must be delivered with a a Knuckle Fist or Palm Strike, which is modified as listed below. Further, it will temporarily destroy 1d6 points of the opponent's available chi.

Prerequisites: Focus 6, Knuckle Fist or Palm Strike
Character Points: 3
Accuracy: +1
Action Points: +1
Chi Cost: 3
Damage: +3
Move: +0

Leopard Style (Pao Pat Mei)

The leopard style is similar to the Tiger Claw style in that it is based on the prowess of one of the great hunting cats; the difference between the two is that between tigers and leopards. Where Tiger Claw relies on raw power, Leopard style relies on speed and accuracy. A master of Leopard style will take the time to appraise their opponent before attacking, but that's about the extent of the style's subtlety; once they move in, every attack is fast and deadly.

Availability: Training in Leopard Style is only available in remote monestaries in China, Vietnam, and Laos.
Prerequisites: None
Bonuses: +1 to Strength, +1 to Agility
Basic Maneuvers: Claw Hand, Foot Sweep, Jump
Maneuver Modifiers: Reduce the cost of Athletics, Punch, and Kick maneuvers by 1 point (to a minimum of 1). Grappling maneuvers are not available.
Quote: "You must act quickly, and without hesitation!"

Monkey Style (Tai Seng Pek Kwar)

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

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

Availability: China, Hong Kong, Singapore, and on the west coast of the U.S.
Prerequisites: None
Bonuses: +2 to Charisma
Basic Maneuvers: Drunken Monkey Roll, Foot Sweep. Also select one Monkey Kata (see below).
Maneuver Modifiers: Reduce the cost of Punch and Kick maneuvers by 1 point (to a minimum of 1).
Quote: "Ook! Eeek! -- What do you mean, 'silly'?"

Monkey Katas

The following are a number of special forms/stances used in the Monkey Style. A student will be taught one of these, usually the one that the teacher feels best suits their personality, though students can learn others. These can only be used with Monkey Style, and only one can be used at a time. Each Monkey Kata costs 3 CPs.

Drunken Monkey: The character adopts a broken, staggering manner, much like the Drunken Style, with everything looking accidental. Add +2 to the Accuracy of dodges and hand strikes.

Lost Monkey: In a manner similar to Dog Boxing, the character stays on all fours and feigns being crippled. Parrying is not possible, but the Accuracy of kick attacks is increased by +3.

Tall Monkey: Standing at almost full height (though the knees are still slightly bent), the character uses sweeping arm movements, similar to the Crane Style. Defense is limited to parries, but the character is at +2 to Accuracy and +2 to Damage.

Stone Monkey: This is a blindly aggressive form, in which the character cannot defend themselves, and frequently performs acrobatic maneuvers. Increase Accuracy by +3 and Damage by +2.

Wood Monkey: Not a form so much as a ruse; the character lies prone, pretending to be dead, alseep, unconscious, or badly wounded. When the opponent comes within range, the character leaps into an attack. They may perform up to two attacks, which will be at +5 to Accuracy and +3 to Damage.

Phoenix Eye (Fong Ngan)

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

Availability: Fong Ngan can be learned all over the world.
Prerequisites: None
Bonuses: +1 to Will, +1 to Strength
Basic Maneuvers: Jump, Knuckle Fist, Phoenix Eye Fist, Two-Hit Combo (Grab, Light Kick)
Maneuver Modifiers: Reduce the cost of Punch and Athletics maneuvers by 1 point (to a minimum of 1). Increase the cost of Kick maneuvers by 1 point. Weapons maneuvers are not available.
Quote: "NEVER lower your eyes to an opponent!"

One Hand Choke (Grappling)

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

Prerequisites: None
Character Points: 4
Accuracy: +0
Action Points: 6 to initiate, 3 per turn it is maintained
Chi Cost: None
Damage: 1d4
Move: None

Praying Mantis (Tong Lun)

This unusual style is based on the fighting techniques of the praying mantis, both in catching its prey and fighting other mantises. The heart of the style is the Mantis Claw, or Gou, which is practiced relentlessly, becoming a powerful piercing attack. Tong Lun, being a very creative art, now has several competing sub-styles.

Availability:
Prerequisites: Agility 6
Bonuses: +1 to Will, +1 to Agility
Basic Maneuvers: Gou Strike, Lau, Negative Gou
Maneuver Modifiers: Reduce the cost of Punch and Grappling maneuvers by 1 point (to a minimum of 1).
Quote: "The gou is the heart of this style, and you must practice it until you perfect it. And then keep on practicing until it is better than that."

Gou Combination

This is a combo commonly used by Tong Lun stylists, which consists of a Gou Grip and five Gou Strikes. The base cost of this is 5 CPs, but Tong Lun practitioners pay only 4. This uses a total of 36 APs.

Gou Grip (Grappling)

In this maneuver, the character uses the middle and ring and little fingers to latch onto the opponent.

Prerequisites: Gou Strike
Character Points: 2
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d4
Move: None

Gou Strike (Punch)

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

Prerequisites: None
Character Points: 3

Accuracy: -3
Action Points: 7
Chi Cost: None
Damage: 1d10
Move: None

Lau (Punch)

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

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

Negative Gou (Punch)

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

Prerequisites: Gou Strike
Character Points: 2
Accuracy: -3
Action Points: 7
Chi Cost: None
Damage: 1d10
Move: None

Shaolin

Shaolin is the oldest style of kung fu, the very first from which all of the others ultimately owe their origins. It is named for the Shaolin Temple in the Chiu Lien Mountains, where kung fu evolved from a series of exercises attributed to a wandering Indian monk. For over a thousand years, the temple trained the monks, and the Chinese emperors were variously against and allied with them, until in the 17th century, Emperor K'ang Hsi found their power to be so alarming in magnitude, that he had the temple destroyed; it is said that only five monks survived.

Availability: Training in Shaolin Kung Fu is available only in Hong Kong and Taiwan.
Prerequisites: None
Bonuses: +1 to Strength, +1 to Will
Basic Maneuvers: Crescent Kick, Knife Hand
Maneuver Modifiers: Reduce the cost of all Punch and Kick maneuvers by 1 point (to a minimum of 1).
Quote: "Unfortunately, just because you are at peace with yourself, does not mean you are at peace with others."

Short Hand (Li-Chia)

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

Availability: Schools can be found all over China, as well as in Singapore, Hong Kong, Taiwan, and the U.S.
Prerequisites: None
Bonuses: +1 to Stamina, +1 to Agility
Basic Maneuvers: Knuckle Fist, Palm Strike
Maneuver Modifiers: Reduce the cost of punch maneuvers by 2 points (to a minimum of 1).
Quote: "Move with deliberation, and do not back down."

Snake Style (She Shen)

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

There are less than fifty practitioners of this style worldwide, and any who learn it must swear a blood oath of loyalty -- and those who betray it pay with their lives.
Availability: She Shen is exceedinly rare, and usually only known in mainland China.
Prerequisites: Agility 6, Intelligence 5, Will 6. Those who've practiced it very long will usually have Negative Chi.
Bonuses: +8 to Chi, +1 to Will
Basic Maneuvers: Fingertip Attack, Palm Strike
Maneuver Modifiers: Reduce the cost of Focus maneuvers by 2 points (to a minimum of 1).
Quote: "Fool. I could kill you with but a touch."

Tiger Claw (Fu Chiao Pai)

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

Availability: For the most part, Fu Chiao Pai can *only* be learned at monestaries in Tibet and China.
Prerequisites: Charisma 5, Strength 6
Bonuses: +1 to Strength, +1 to Agility
Basic Maneuvers: Claw Hand, Crescent Kick, Foot Sweep
Maneuver Modifiers: Reduce the cost of all Punch and Kick maneuvers by 1 point (to a minimum of 1).
Quote: "Oh, look! It's one of the *kao-hu* of the Black Tiger school!"

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

Sources

<u>All the usual fighting games</u>: Israel's elemental maneuvers draw upon Psychic Force a lot. As usual, I got some ideas from Street Fighter, SNK's various games, and so forth.

<u>The Complete Ninja's Handbook</u>: Someone described Thrash as a rumble between Cyberpunk, Palladium,and Street Fighter: The Storytelling Game (I was actually thinking Mekton rather than CP2020, but that's beside the point). Well, now you can count AD&D in too! Seriously, this book presents a fairly good overview of the ninja (and other types of spies) for AD&D purposes, including cool ninja magic, rules for martial arts, and a collection of oriental weapons and equipment to go with it all. Though I still have trouble imagining a Dwarf or Halfling becoming a ninja, though.

<u>Comprehensive Asian Fighting Arts</u>: This book is a reference detailing the numerous martial arts of Asia, written by a pair of rather scholarly martial artists, leading experts in the field. This book contains a lot of info that would be difficult if not impossible to find anywhere else.

<u>Dragonball *Z*</u> THE martial arts anime. There is nothing like it, and certainly no series with characters quite so overpowered... ^_^

<u>Feng Shui</u>: What can I say? This has to be one of the coolest new RPGs to come out recently. It combines every sub-genre of Hong Kong cinema into a single time-travelling, action-packed game.