

FU SHTICKS FOR THE HERO SYSTEM

Wild Martial Arts Powers Derived From The Pages Of *Feng Shui*

Way back when *Magic: The Gathering* was first released, a number of other companies were quick to capitalize the financial opportunities evident in the realm of collectible card games (*i.e.* CCGs). One such company was Dædalus Entertainment and their CCG offering of *Shadowfist*, a riotous attempt to simulate the high-energy action evident in the world of Hong Kong cinema. It blended together ancient martial arts masters, modern Hong Kong Triad gangsters and police officers, spell-tossing sorcerers, supernatural monsters, and bizarre near-future cyborgs in a secret war for world domination. *Shadowfist* also had some of the best cards around, with such names as: "Back for Seconds," "Mooks" (text: *Stupid brutal punks are something the world never seems to run out of.*), "Dragonfighter" (text: *The last honest guy in the wrong part of town.*), "Student of the Bear (the character pictured is swinging around a parking meter), "Now You've Made Us Mad," "Really Big Gun," "Grenade Launcher" (text: *Grenades are much more effective in the movies than in real life. This ain't real life.*), "Bag Full of Guns," "Too Much Monkey Business" (with about a zillion monkeys and chimps pointing guns at the viewer), and "Masked Avenger" (text: *Criminals are grass and she's the lawn mower.*).

Soon after *Shadowfist* appeared, Dædalus Entertainment released *Feng Shui*, a role playing game based on the world described in the *Shadowfist* CCG. As with *Shadowfist*, *Feng Shui* was a game that didn't take itself too seriously. *Feng Shui* was also one of the few RPGs that managed to live up to its billing. The game simulated high-speed Hong Kong action and did it beautifully. It was a bare bones system, concerned more with fast and breathtaking action as opposed to overly detailed rules concerning character generation, combat or skill use.

With regards to the *HERO System*, *Feng Shui* has a lot to offer. The setting is interesting and offers a wide range of adventure ideas, while the cross-time Secret War is perfect for *HERO's* ability to simulate just about any type of power and/or character. Several of the supplements, especially *Back for Seconds* and *Blowing Up Hong Kong*, are stuffed with NPCs, monsters, enemies, gadgets, and locations just begging to be adapted and used in virtually any type of campaign. Unfortunately, Dædalus Entertainment has gone out of business and the future of *Feng Shui* is very much in question.

[Writer's note: Feng Shui is now published by Atlas Games and its future is fairly secure. In addition, Shadowfist is once again back in production.]

[Writer's additional note: Feng Shui is still published by Atlas Games but they are no longer developing new material for it.]

Anyway, back to my article.

Among the many things presented in the *Feng Shui* rulebook, is a section on "Fu Schticks". One possible characteristic for *Feng Shui* characters is "Kung Fu," or just "Fu." Fu is derived from "Chi" (Chi being another game characteristic). Chi represents how in tune a character is with the mystical life energies of the Earth. Fu measures an individual's inner

power and is used to fuel amazing Kung Fu powers and stunts. Naturally, someone with a great deal of inner Fu is said to have "powerful kung fu," a quote used countless times in countless Asian martial arts films.

Characters with Fu can use Fu Schticks, by selecting desired powers (or "schticks") from any one of a number of paths. These paths allow a character to simulate the wilder powers seen in many Hong Kong films. This includes leaping great distances, throwing a blinding series of blows, shattering walls with a touch, running up walls and so on (as a side note, these movies are known in Hong Kong as *wuxia* films -- see *Hero System Martial Arts* or *Ninja Hero* 5th Edition for more). Many of the powers in these assorted Fu Paths have great names just begging to be used as powers in a wild martial arts game, so....

Taking the name of the power, as well as the description for what the power does in *Feng Shui*, I've translated the the assorted schticks into *HERO System* terms. Let me point out that not all of the schticks have been adapted, as several just don't translate. Many of the schticks given below duplicate each other, an unavoidable side effect of trying to define the basic effect of many of the *Feng Shui* schticks. In general I tried to stick to a base 60 Active Points for the schticks, although some go over, and many are far less. The Active Point value of different powers are given as guidelines only, GMs should feel free to alter them to fit campaign guidelines. Additional comments will be included with each Path and individual schtick.

To fully reflect the nature of *Feng Shui* fu schticks, GMs might want to consider applying the Limitation *Requires A Roll*. The Required Roll would be Power Skill : Ch'i-Centering (or something like that) and is figured as follows: 9+ (EGO/5).

There were two Paths I left out entirely. The first was the *Path of the Immutable Clay*, with such schticks as Clearing the Ground, Creative Thunder, No Medicine, Unexpected Harvest, and The Wandering Cow. These schticks involved dealing with "arcanowave powers" and are too game specific to be generalized for inclusion here. The second was the *Path of the Tightening Coils*, with such schticks as Coil of the Snake, Eyes of the Snake, Lunge of the Snake, Slither of the Snake, and Strike of the Snake. This Path concerned itself with allowing the character to (in effect) manipulate the *Feng Shui* "Speed Chart," something I felt was quite impossible to translate to *HERO System* terms.

Fu Schtick Presentation

All Fu Schticks are presented using the same standard template seen in numerous *HERO System* products. The notation should be self-explanatory, see Martial Arts Power section of *Hero System Martial Arts* for more information. All Schticks include a Skill Roll Penalty, even if the power doesn't need a Skill Roll so characters can preform them as a one-shot "martial arts trick" if they ever need to.

A Note On Requires A Roll: Many Schticks have the Limitation of *Requires A Roll* and the note of +1 (value) for every 2 points Rolls is made by. When a character uses a Schtick with a Required Roll, he simply rolls the dice and compares the result to the specified Skill (or Characteristics). No Skill Roll Penalty is applied, the character simply gains bonuses based on how well he made the roll by. Game Masters may rule that buying the *Requires A Roll* at -1 per 5 Active Points means the character only gains +1 (value) for very 4 points the Roll is made by, while -1 per 20 Active Points means the character gains +1 per point the roll is made by (see *King on the Water* for an example of this).

fighting games.

PATH OF THE BRILLIANT FLAME

As the name suggests, this Path allows the character to manipulate heat and flame. It's perfect for those who wish to emulate the sort of attacks seen in many video

EYES OF FIRE

Effect: Blast 10d6
Target: One character
Duration: Instant

Range: 500m

END Cost: 5

Skill Roll Penalty: -5

Description: The character can project a ball of chi fire from his eyes. Game Masters should allow PCs to fling the fire bolt from their hands, or breathe out a cloud of flame. Possible additional Limitations include *Gestures* (shaping and throwing the attack with your hands) and *Incantations* (the name of the attack). Both of these options are very suitable for those wishing to simulate characters from video fighting games and many martial arts anime and manga.

Game Information: *Blast 10d6 (50 Active Points); No Knockback (-1/4). Total cost: 40 points.*

Options:

- 1) *Stronger Eyes:* Increase to Blast 12d6. 60 Active Points; total cost 48 points.
- 2) *Weaker Eyes:* Decrease to Blast 8d6. 40 Active Points; total cost 32 points.

FIRE FIST

Effect: Blast 10d6

Target: One character

Duration: Instant

Range: No Range

END Cost: 5

Skill Roll Penalty: -5

Description: The character can strike his opponents with a flaming fist of chi energy. Game Masters may want to allow the PC to purchase this as dice of Hand Attack using the optional rule that allows Hand Attack to go against ED instead of PD.

Game Information: *Blast 10d6 (50 Active Points); No Range (-1/2), No Knockback (-1/4). Total cost: 28 points.*

Options:

- 1) *Stronger Fist:* Increase to Blast 12d6. 60 Active Points; total cost 34 points.
- 2) *Weaker Fist:* Decrease to Blast 8d6. 40 Active Points; total cost 23 points.

FIRE STANCE

Effect: Blast 8d6, Damage Shield

Target: Self

Duration: Constant

Range: No Range

END Cost: 7

Skill Roll Penalty: -7

Description: The character surrounds himself with a fiery nimbus of chi energy, burning any who try to strike him.

Game Information: *Blast 8d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2) (70 Active Points); No Range (-1/2), No Knockback (-1/4). Total cost: 40 points.*

Options:

- 1) *Stronger Stance:* Increase to Blast 10d6. 87 Active Points; total cost 50 points.
- 2) *Weaker Stance:* Decrease to Blast 6d6. 52 Active Points; total cost 30 points.

FIRE STRIKE

Effect: Blast 6d6, Constant, Uncontrolled

Target: One character

Duration: Uncontrolled

Range: No Range

END Cost: 6

Skill Roll Penalty: -6

Description: The character strikes his target and causes him to burst into flame. Shutting off the Uncontrolled advantage requires the burning character be doused in water or the flames to be smothered in some fashion (with blankets, dirt, foam, and so on.)

Game Information: *Blast 6d6, Constant (+1/2), Uncontrolled (+1/2) (60 Active Points); No Range (-1/2), No Knockback (-1/4). Total cost: 34 points.*

Options:

- 1) *Stronger Strike:* Increase to Blast 8d6. 80 Active Points; total cost 46 points.
- 2) *Weak Power:* Decrease to Blast 4d6. 40 Active Points; total cost 23 points.

GATHERING THE FLAME

Effect: Absorption 24 BODY

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Skill Roll Penalty: -5

Description: The Character can stand in the midst of a mass of flames and not be harmed. Game Master may want to have the character purchase Life Support (Safe Environment: Intense Heat) and Life Support (Expanded Breathing: smoke) and Link it to his Absorption.

Game Information: *Absorption 24 BODY (Energy, to END), Absorption As A Defense (Resistant; +1) (48 Active Points); Limited Phenomena (fire; -1/2). Total Cost: 32 points.*

Options:

- 1) *Gathering More Flames:* Increase to Absorption 30 BODY. 60 Active Points; total cost 40 points.
- 2) *Gathering Less Flames:* Decrease to Absorption 20 BODY. 40 Active Points; total cost 27 points.

PATH OF THE BROKEN ISLAND

This rare Path is only known to a small group of monks who dwell on a volcanic island located east of Hong Kong. It concentrates on disrupting the flow of chi in man-made objects, turning them into offensive weapons. True masters of the art can also learn the *Vengeance Of The Turtle* schtick (see below).

ANGRY MOUNTAIN

Effect: Blast 12d6, Area Of Effect (24m Radius Explosion), Hole In The Middle

Target: 24m Radius Explosion

Duration: Instant

Range: No Range

END Cost: 10

Skill Roll Penalty: -10

Description: The character strikes the ground, creating a violent seismic tremor that knocks people down, injuring them in the process.

Game Information: *Blast 12d6, Area Of Effect (24m Radius Explosion; +1/2), Hole In The Middle (fixed size; 1 meter radius around the character when he uses*

this power; +1/4) (105 Active Points); Extra Time (Full Phase, -1/2), No Range (-1/2), Only Affects Targets Standing On The Ground (-1/4), Only Does Knockdown, No Knockback (-0), Side Effects (may cause considerable damage to the environment; -0). Total cost: 47 points.

Options:

- 1) *Stronger Mountain:* Increase to Blast 14d6. 122 Active Points; total cost 54 points.
- 2) *Weaker Mountain:* Decrease to Blast 10d6. 87 Active Points; total cost 39 points.

FIST OF DISHARMONY

Effect: Blast 8d6, Indirect

Target: One character

Duration: Instant

Range: See text

END Cost: 6

Skill Roll Penalty: -6

Description: By striking a wall, support, or other contiguous structure (like a pipeline), the character can cause something else to break apart and strike his desired target. Game Masters may want to apply a Limitation of *Damage Depends On Materials Used* (-1/2), in which the exact number of damage dice depend on the DEF and BODY of the object the character initially struck.

Game Information: *Blast 8d6, Indirect (Source Point can vary from use to use, but always comes out of a structure near the target; +1/2) (60 Active Points); OIF (appropriate materials of opportunity; -1/2), Limited Range (limited to size of material/structure; -1/4), Only Versus Properly Positioned Targets (-1/2), Side Effects (may cause considerable damage to the environment; -0). Total cost: 27 points.*

Options:

- 1) *Stronger Fist:* Increase to Blast 10d6. 75 Active Points; total cost 33 points.
- 2) *Weaker Fist:* Decrease to Blast 6d6. 45 Active Points; total cost 20 points.

TYPHOON SEASON STRIKE

Effect: Blast 10d6, Indirect plus Dispel Resistant Defenses 14d6

Target: One character

Duration: Instant

Range: No Range

END Cost: 12

Skill Roll Penalty: -12

Description: The character is capable of punching *through* body armor and walls to hit a target. Although the target gets the benefit of the covering DEF for the first strike, the blow destroys the armor/wall, leaving the target exposed for any follow-up blows.

Game Information: *Blast 10d6, Indirect (by passes rigid body armor and/or walls; +1/4) (62 Active Points); Attack Must Be Made Through Barrier/Worn Body Armor (-1/2), Target Gets DEF From Barrier/Worn Rigid Body Armor (-1/2), No Range (-1/2) (total cost: 25 points) plus Dispel Resistant Defenses 14d6, rigid body armor, walls, and the like (Barrier or Resistant Protection; +1/2) (63 Active Points); No Range (-1/2), Linked (Blast; -1/4) (total cost: 36 points). Total cost: 61 points.*

Options:

- 1) *Stronger Typhoon:* Increase to Blast 12d6 + Dispel Resistant Defenses 20d6. 75 + 90 Active Points; total cost 30 + 51 = 81 points.
- 2) *Weaker Typhoon:* Decrease to Blast 8d6 + Dispel Resistant Defenses 10d6. 50 + 45 Active Points; total cost 20 + 22 = 42 points.

PATH OF THE CLEVER EYE

This Path involves a lot of trickery and deception. There are no direct offensive powers, instead the schticks are more concerned with keeping the character from being hit. This Path is a good one for those trickster heroes and rogues.

CONTRACT OF THE FOX

Effect: Lightning Reflexes +6 DEX for all actions

Target: Self

Duration: Persistent

Range: Self

END Cost: 1

Skill Roll Penalty: N/A

Description: While not especially agile, the character's reactions are second to none.

Game Information: Lightning Reflexes (+6 DEX to act first with All Actions) (6 Active Points); Costs Endurance (-1/2). Total cost: 4 points.

Options:

- 1) *Stronger Contract:* Increase to +8 DEX. 8 Active Points; total cost 5 points.
- 2) *Weaker Contract:* Decrease to +4 DEX. 4 Active Points; total cost 3 points.

EYES OF THE FOX

Effect: Analyze Style 16- plus Combat Skill Levels

Target: Self

Duration: Persistent/Constant

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The Analyze Skill was bought presuming a base INT of 10. Characters with a higher INT can benefit accordingly. The Skill Levels gained though use of this schtick stack with the any benefits by using Analyze to begin with.

Game Information: *Analyze Style 16- (total cost: 13 points) plus +4 with HTH Combat (32 Active Points); Requires A Roll (Analyze Style; +1 for every 2 points the roll is made by; -1/2) (total cost: 21 points). Total cost: 34 points.*

Options:

- 1) *Stronger Eyes:* Increase to Analyze Style 18- + +6 with HTH Combat. 17 + 48 Active Points; total cost 17 + 32 = 49 points.
- 2) *Weak Power:* Decrease to Analyze Style 14- + +2 with HTH Combat. 9 + 16 Active Points; total cost 9 + 11 = 20 points.

LAUGHTER OF THE FOX

Effect: Takeaway plus +4 OCV with Takeaway plus +10 STR with Takeaway

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The character purchases the Takeaway maneuver and adds it to his other martial arts maneuvers. He should be allowed to purchase Takeaway even if his current martial arts style doesn't have the maneuver.

By placing all the modifiers together, *Laughter of the Fox* results in a Takeaway that gives the character +4 OCV, +0 DCV, and +20 STR to take a weapon away.

Game Information: *Martial Arts Maneuver: Takeaway (+0 OCV, +0 DCV, Grab Weapon, +10 STR to take weapon away) (total cost: 5 points) plus*

+4 OCV with Takeaway (total cost: 8 points) plus +10 STR, Reduced Endurance (0 END; +1/2) (15 Active Points); Only For Use With Takeaway Maneuver (-2) (total cost: 5 points). Total Cost: 18 points.

Options:

- 1) *Stronger Laugh:* Increase to +6 OCV + +15 STR. 12 + 22 Active Points; total cost 7 + 12 (+5) = 24 points.
- 2) *Weak Power:* Decrease to +2 OCV + +5 STR. 4 + 7 Active Points; total cost 2 + 6 (+5) = 11 points

LUCK OF THE FOX

Effect: Aid Luck 4d6

Target: Self

Duration: Instant

Range: Self

END Cost: 5

Skill Roll Penalty: -5

Description: The character is able to use his chi to influence the laws of probability in his favor, vastly increasing his already lucky nature. This schtick requires the character have at least 1d6 of Luck (which should almost be mandatory for anyone using this Path anyway.) To make

this schtick work properly, GMs may want to use some of the variant Luck rules found in *The HERO System Advanced Player's Guide*. As with normal Luck, having four or more dice will allow the character to change die rolls affecting other players.

Game Information: *Aid Luck 4d6, Invisible Power Effects (Fully Invisible; +1) (48 Active Points); Gestures (-1/4), Only to Aid Self (-1). Total Cost: 21 points.*

Options:

- 1) *Stronger Luck:* Increase to Aid 6d6. 72 Active Points; total cost 21 points.
- 2) *Weaker Luck:* Decrease to Aid 2d6; total cost 11 points.

THE FOX'S RETREAT

Effect: +5 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: The character is able to dodge almost any attack directed at him, although this can get exhausting after a while.

Game Information: *Combat Skill Levels: +5 DCV (25 Active Points); Costs Endurance (-1/2). Total Cost: 17 points.*

Options:

- 1) *Stronger Retreat:* Increase to +7 DCV. 35 Active Points; total cost 23 points.
- 2) *Weak Retreat:* Decrease to +3 DCV. 15 Active Points; total cost 10 points.

VENGEANCE OF THE FOX

Effect: HA +4d6, Damage Shield, Double Knockback

Target: One character

Duration: Constant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: If attacked, the character can respond immediately, launching a strike of his own in return.

Game Information: HA +4d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2), Double Knockback (+1/2) (45 Active Points); Requires A Successful To-Hit Roll (-1/2), Hand-To-Hand Attack (-1/4). Total Cost: 26 points.

Options:

- 1) *Stronger Vengeance:* Increase to HA +6d6. 67 Active Points; total cost 38 points.
- 2) *Weaker Vengeance:* Decrease to HA +2d6. 22 Active Points; total cost 12 points.

PATH OF THE EMPTY BOTTLE

This Path is almost certainly derived from the antics of Jackie Chan in his films *Drunken Master* and *Drunken Master II*. Players using this Path are required to buy Life Support (Immunity: Alcohol) for 3 points. The character can drink down all the beer, wine, and other liquor he wants, but won't suffer any ill effects (he'll still get physically drunk, though). In fact, masters of The Empty Bottle tend to drink while fighting! Thus, purchasing Drunken Style Kung Fu is almost a must. All maneuvers have the Limitation *Character Must Have Recently Imbided Alcohol* (-1/2). This means the character needs to drink a sufficient quantity of wine, liquor, or beer before trying to use these shticks. The exact amount is up to the GM, but certainly needs to be more than a single glass of wine or just one bottle of beer.

ABERRANT SPASM

Effect: HA +4d6, Damage Shield
Target: One character
Duration: Constant
Range: Touch
END Cost: 3
Skill Roll Penalty: -3
Description: If struck, the character drunkenly punches back, and far more accurately than one would expect!

Game Information: HA +4d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2) (35 Active Points); Character Must Have Recently Imbided Alcohol (-1/2), Hand-To-Hand Attack (-1/4). Total Cost: 20 points.

Options:

- 1) *Stronger Spasm:* Increase to HA +6d6. 52 Active Points; total cost 30 points.
- 2) *Weaker Spasm:* Decrease to HA +2d6. 17 Active Points; total cost 10 points.

DRUNKEN FIST

Effect: +4 OCV with HTH strikes
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Skill Roll Penalty: -2
Description: Being drunk means the character bobs and weaves unpredictably, and this is hard to defend against.
Game Information: +4 OCV with HTH strikes (20 Active Points); Costs Endurance (-1/2), Character Must Have Recently Imbided Alcohol (-1/2). Total Cost: 10 points.

Options:

- 1) *Stronger Fist:* Increase to +6 with HTH. 30 Active Points; total cost 15 points.
- 2) *Weaker Fist:* Decrease to +2 with HTH. 10 Active Points; total cost 5 points.

DRUNKEN STANCE

Effect: +5 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Skill Roll Penalty: -2
Description: Being drunk means the character bobs and weaves unpredictably, and is hard to hit.
Game Information: +5 DCV (25 Active Points); Costs Endurance (-1/2), Character Must Have Recently Imbided Alcohol (-1/2), Extra Time (Full Phase,

Only to Activate, -1/4). Total Cost: 11 points.

Options:

- 1) *Stronger Stance:* Increase to +7 DCV. 35 Active Points; total cost 15 points.
- 2) *Weaker Stance:* Decrease to +3 DCV. 15 Active Points; total cost 7 points.

SPASMODIC LEAP

Effect: +5 DCV, Only Versus Ranged Attacks

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: In effect, the character bobs and weaves to such an extent people just can't get a bead on him. You can combine this with *Drunken Stance* and become virtually unhittable by ranged attacks.

Game Information: *Combat Skill Levels: +5 DCV (25 Active Points); Costs Endurance (-1/2), Character Must Have Recently Imbided Alcohol (-1/2), Only Versus Ranged Attacks (-1/2). Total Cost: 10 points.*

Options:

- 1) *Stronger Leap:* Increase to +7 DCV. 35 Active Points; total cost 12 points.
- 2) *Weaker Leap:* Decrease to +3 DCV. 15 Active Points; total cost 7 points.

WILY STUPOR

Effect: Physical Damage Reduction, 50%

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: Fortified with alcohol, the character is apparently immune to physical abuse, or at least very hard to hurt.

Game Information: *Physical Damage Reduction, 50% (20 Active Points); Costs Endurance (-1/2), Character Must Have Recently Imbided Alcohol (-1/2). Total Cost: 10 points.*

Options:

- 1) *Stronger Stupor:* Increase to Damage Reduction 75%. 40 Active Points; total cost 20 points.
- 2) *Weaker Stupor:* Decrease to Damage Reduction 25%. 10 Active Points; total cost 5 points.

PATH OF FLYING STEEL

This Path is common among ninja and similar characters as it specializes in thrown weapons.

BITE OF STEEL

Effect: Armor Piercing for up to 1d6+1 RKA

Target: One character

Duration: Instant

Range: Varies, usually based on STR

END Cost: 0

Skill Roll Penalty: -1

Description: The character is skilled at finding weak points in a foe's armor and other defenses. He can use this schtick with any thrown weapon (knives, shuriken, and the like) of up to 1d6+1 RKA. Game Masters should also allow this schtick to apply to HKA weapons with the *Ranged* or *Range Based On STR* Advantages.

Game Information: *Armor Piercing (+1/4) for up to 1d6+1 RKA, Reduced Endurance (0 END; +1/2) (7 Active Points); OIF (weapons of opportunity; -1/2). Total cost: 5 points.*

Options:

- 1) *Stronger Bite:* Increase to RKA 2d6. 10 Active Points; total cost 5 points.
- 2) *Weaker Bite:* Decrease to RKA 1/2d6. 3 Active Points; total cost 2 points.

HAIL OF STEEL

Effect: Autofire (2 shots) for up to 1d6+1 RKA

Target: One character

Duration: Instant

Range: Varies, usually based on STR

END Cost: 0

Skill Roll Penalty: -1

Description: The character has perfected the art of hurling two weapons at once, instead of just one. He can use this schtick with any thrown weapon (knives, shuriken, and the like) of up to 1d6+1 RKA. Game Masters should also allow this schtick to apply to HKA weapons with the *Ranged* or *Range Based On STR* Advantages.

Game Information: *Autofire (2 shots; +1/4) for up to 1d6+1 RKA, Reduced Endurance (0 END; +1) (10 Active Points); OIF (weapons of opportunity; -1/2). Total cost: 7 points.*

Options:

- 1) *Stronger Hail:* Increase to RKA 2d6. 14 Active Points; total cost 9 points.
- 2) *Weaker Hail:* Decrease to RKA 1/2d6. 4 Active Points; total cost 3 points.

PRISON OF STEEL

Effect: Entangle 4d6, 4 PD/4 ED, Backlash, Takes No Damage From Attacks

Target: One character

Duration: Instant

Range: Based On STR

END Cost: 8

Skill Roll Penalty: -8

Description: By hurling a knife, sword, or any other weapon with a fairly long blade, the character can pin a foe's arm or leg to a nearby wall or other, similar, surface. Pinned characters can withdraw the blade by making a STR versus STR check (using the thrower's STR). If they try to just pull their limb free, and fail, they'll do their STR in Killing Damage to themselves. Lenient GMs can allow players to pin characters by throwing the blade their the target's clothing (such as a shirt sleeve, cloak, or sash). Any weapon used to pin a character can't be used again until the character is freed.

Game Masters may wish to Link this power to the thrown weapon's RKA or state it to be a Multiple attack. Game Masters may also require the initial weapon attack to due BODY to the target in order for this Entangle to work.

Game Information: *Entangle 4d6, 4 PD/4 ED, Backlash (see text; +1/2), Takes No*

Damage From Attacks (+1/2) (80 Active Points); Set Effect (Limbs Only) (-1), Does Not Prevent The Use Of Accessible Foci (-1), Susceptible (Entangle can be removed simply by pulling weapon out of character/wall [see text]; -1), OIF (edged weapon of opportunity; -1/2), Lockout (weapon used to "create" Entangle must remain with Entangled character; -1/2), Range Based On STR (-1/4), Must Have Suitable Surface To Pin Target Too (-1/4). Total cost: 14 points.

Options:

- 1) *Stronger Prison:* Increase to Entangle 5d6. 100 Active Points; total cost 18 points.
- 2) *Weaker Prison:* Decrease to Entangle 3d6. 60 Active Points; total cost 11 points.

TEETH OF STEEL

Effect: RKA 1/2d6, Autofire (5 shots)

Target: One character

Duration: Instant

Range: No Range

END Cost: 5 Recoverable Charges

Skill Roll Penalty: -1

Description: The character spits a cloud of steel needles into his target's face. This attack is best used against surprised, Stunned, or otherwise disadvantaged foes, although it can make for a nasty surprise in the middle of combat.

Game Information: *RKA 1/2d6, Autofire (5 shots; +1/2) (15 Active Points); OAF (mouthful of steel needles; -1), No Range (-1/2), -1 Decreased STUN Multiplier (-1/4), 5 Recoverable Charges (-1/4). Total cost: 5 points.*

Options:

- 1) *Stronger Teeth:* Increase to Autofire (10 shots) and 10 Recoverable Charges. 22 Active Points; total cost 8 points.
- 2) *Weaker Teeth:* Decrease to Autofire (3 shots) and 3 Recoverable Charges. 12 Active Points; total cost 3 points.

PATH OF THE HANDS OF LIGHT

This Path -- as well as the *Path of the Sharpened Scales* -- is directly concerned with hitting and putting down an opponent. It is a good Path for bruisers, enforcers, and tough guys -- both good and bad.

DIM MAK

Effect: HA +6d6, Indirect

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: This is not the legendary "death touch" as described in *HERO System Martial Arts*. Instead the character manipulates his chi to transmit blows through objects -- in this case, rigid body armor, hard carapaces, and thick shells. This use of Indirect requires the GM's okay.

Game Information: HA +6d6, Indirect (by passes rigid body armor and similar body-covering platings; see text; +1/4) (37 Active Points); Attack Must Be Made Through Worn Rigid Body Armor (-1/2), Hand-To-Hand Attack (-1/4), No Knockback (-1/4). Total Cost: 18 points.

Options:

- 1) *Stronger Dim Mak:* Increase to HA +8d6. 50 Active Points; total cost 25 points.
- 2) *Weaker Dim Mak:* Decrease to HA +4d6. 25 Active Points; total cost 12 points.

HANDS WITHOUT SHADOW

Effect: HA +6d6, Area Of Effect Accurate

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: The blow is so fast and accurate it can't be dodged. Only a Dive

For Dover can save the target of *Hands Without Shadows*.

Game Information: HA +6d6, Area Of Effect Accurate (1m Radius; +1/2) (45 Active Points); Hand-To-Hand Attack (-1/4). Total Cost: 36 points.

Options:

- 1) *Stronger Hands:* Increase to HA +8d6. 60 Active Points; total cost 48 points.
- 2) *Weaker Hands:* Decrease to HA +4d6. 30 Active Points; total cost 24 points.

LIGHTNING FIST

Effect: HA +6d6, Armor Piercing

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: This schtick allows the user to damage even the toughest of targets.

Game Information: HA +6d6, Armor Piercing (+1/4) (37 Active Points); Hand-To-Hand Attack (-1/4). Total Cost: 30 points.

Options:

- 1) *Stronger Fist:* Increase to HA +8d6. 50 Active Points; total cost 40 points.
- 2) *Weaker Fist:* Decrease to HA +4d6. 25 Active Points; total cost 20 points.

PATH OF THE HEALTHY TIGER

This Path is devoted mainly to the manipulation of the pressure points (or nerve clusters) of the human body. Many of the schticks in this Path have the limitation of *Gestures*, defined as a series of quick jabs at specific pressure points. In addition, it can't be just one spot on the body, it has to be several, and onlookers may be able to discern what power is being used by which points are struck (the on-looking character must have a Knowledge Skill such as KS: *Path of the Healthy Tiger*, KS: Chinese Healing, or something similar). Character who purchase powers from this Path may

want to look at Shaolin Tiger Kung Fu was well.

CLAW OF THE TIGER

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 3
Skill Roll Penalty: -3
Description: This is a strong powerful blow.
Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-1/4). Total Cost: 24 points.

Options:

- 1) *Stronger Claw:* Increase to HA +8d6. 40 Active Points; total cost 32 points.
- 2) *Weaker Claw:* Decrease to HA +4d6. 20 Active Points; total cost 16 points.
- 3) *Killing Claw:* Change to HKA 1d6. Total cost 15 points.

CORNERS OF THE MOUTH

Effect: Aid END 6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Skill Roll Penalty: -4
Description: By striking the target's pressure points, the character can release a flood of invigorating chi.
Game Information: Aid END 6d6 (36 Active Points); Extra Time (Full Phase, -1/2), Target Must Have Reachable Pressure Points (-1/2), Only to Aid Others (-1/2), Gestures (must strike target's pressure points; -1/4). Total Cost: 13 points.

Options:

- 1) *Stronger Corners:* Increase to Aid 8d6. 48 Active Points; total cost 17 points.
- 2) *Weaker Corners:* Decrease to Aid 4d6. 24 Active Points; total cost 9 points.

FLOW RESTORATION

Effect: Dispel Point Blockage Schtick 20d6

Target: One character
Duration: Instant
Range: Touch
END Cost: 6
Skill Roll Penalty: -6
Description: This schtick has one purpose, to counteract *Point Blockage*. This power uses the *Standard Effect Rule*, which means the Dispel rolls a "60" every time, which is exactly how many Active Points *Point Blockage* has.
Game Information: Dispel Entangle 20d6 (standard effect: 60 points) (60 Active Points); Only Affects Point Blockage (-2), Extra Time (Full Phase, -1/2), No Range (-1/2), Gestures (must strike pressure points; -1/4). Total Cost: 14 points.

Options:

- 1) *Stronger Restoration:* Increase to Dispel 30d6. 90 Active Points; total cost 21 points.
- 2) *Weaker Restoration:* Decrease to Dispel 10d6. 30 Active Points; total cost 7 points.

HEALING CHI

Effect: Simplified Healing 6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 6
Skill Roll Penalty: -6
Description: Similar to *Corners Of The Mouth*, this schtick allows the character to heal himself and others through the release of positive chi.
Game Information: Simplified Healing 6d6 (60 Active Points); Extra Time (Full Phase, -1/2), Target Must Have Reachable Pressure Points (-1/2), Gestures (must strike pressure points; -1/4). Total Cost: 27 points.

Options:

- 1) *Stronger Healing:* Increase to Simplified Healing 8d6. 80 Active Points; total cost 35 points.
- 2) *Weaker Healing:* Decrease to Simplified Healing 4d6. 40 Active Points; total cost 18 points.

POINT BLOCKAGE

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks

Target: One character

Duration: Instant

Range: No Range

END Cost: 6

Skill Roll Penalty: -6

Description: This schtick blocks the flow of *chi* through the target and renders him unable to move. The Entangle can be removed through the use of Chinese healing techniques (usually involving acupuncture) or with the Flow Restoration schtick.

Game Information: *Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1/2) (60 Active Points); No Range (-1/2), Target Must Have Reachable Pressure Points (-1/2), Gestures (must strike pressure points; -1/4), Susceptible (can be removed with a successful Chinese Healing Roll; -1/4). Total Cost: 24 points.*

Options:

- 1) *Stronger Blockage:* Increase to Entangle 6d6. 90 Active Points; total cost 36 points.
- 2) *Weaker Healing:* Decrease to Entangle 2d6. 30 Active Points; total cost 12 points.

SHADOWFIST

Effect: Drain DEX 4d6

Target: One character

Duration: Instant

Range: No Range

END Cost: 4

Skill Roll Penalty: -4

Description: By striking a specific point on the body, the character disrupts the flow of *chi* through his target.

Game Information: *Drain DEX 4d6 (40 Active Points); No Range (-1/2), Target Must Have Reachable Pressure Points (-1/2). Total Cost: 20 points.*

Options:

- 1) *Stronger Shadowfist:* Increase to Drain 6d6. 60 Active Points; total cost 30 points.

- 2) *Weaker Shadowfist:* Decrease to Drain 2d6. 20 Active Points; total cost 10 points.

STORM OF THE TIGER

Effect: Hand Attack 8d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 8

Skill Roll Penalty: -4

Description: This schtick allows the character to unleash powerful and devastating, albeit tiring, blows.

Game Information: *HA +8d6 (40 Active Points); Increased Endurance Cost (x2 END; -1/2), Hand-To-Hand Attack (-1/4). Total Cost: 23 points.*

Options:

- 1) *Stronger Storm:* Increase to HA +10d6. 50 Active Points; total cost 28 points.
- 2) *Weaker Storm:* Decrease to HA +6d6. 30 Active Points; total cost 17 points.

TIGER STANCE

Effect: HA +4d6, Damage Shield

Target: One character

Duration: Constant

Range: Touch

END Cost: 3

Skill Roll Penalty: -3

Description: This schtick requires that the character take damage from a blow before being able to respond with attacks of his own.

Game Information: *HA +4d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2) (35 Active Points); Character Must Take Damage From Initial Attack Before Using Tiger Stance (-1/2), Requires A Successful To-Hit Roll (-1/2), Hand-To-Hand Attack (-1/4). Total Cost: 15 points.*

Options:

- 1) *Stronger Tiger Stance:* Increase to HA +6d6. 52 Active Points; total cost 23 points.

- 2) *Weaker Tiger Stance*: Decrease to HA +2d6. 17 Active Points; total cost 7 points.

UNYIELDING TIGER STANCE

Effect: HA +4d6, Damage Shield

Target: One character

Duration: Constant

Range: Touch

END Cost: 3

Skill Roll Penalty: -3

Description: This improved version of the *Tiger Stance* dispenses with the need to take damage from an attack before being used.

Game Information: HA +4d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2) (35 Active Points); Requires A Successful To-Hit Roll (-1/2), Hand-To-Hand Attack (-1/4). Total Cost: 20 points.

Options:

- 1) *Stronger Unyielding Tiger Stance*: Increase to HA +6d6. 52 Active Points; total cost 30 points.
- 2) *Weaker Unyielding Tiger Stance*: Decrease to HA +2d6. 17 Active Points; total cost 10 points.

VENGEANCE OF THE TIGER

Effect: HA +4d6, Damage Shield plus +5 OCV

Target: One character

Duration: Constant

Range: Touch

END Cost: 3

Skill Roll Penalty: -4

Description: Similar to the *Tiger Stance* schtick in that the character needs to take damage first before beginning use, *Vengeance Of The Tiger* uses the character's pain at being struck to fuel the accuracy of his return blow.

Game Information: HA +4d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2) (35 Active Points); Character Must Take Damage From Initial Attack Before Using Tiger Stance (-1/2), Requires A Successful To-Hit Roll (-1/2), Hand-To-Hand Attack

(-1/4) (total cost: 15 points) **plus** +5 OCV with *Vengeance Of The Tiger* (10 Active Points); +1 OCV Per 5 STUN Taken After Defenses (-1/2) (total cost: 7 points). Total Cost: 22 points.

Options:

- 1) *Stronger Vengeance Of The Tiger Stance*: Increase to HA +6d6. 52 + 10 Active Points; total cost 23 + 7 = 30 points.
- 2) *Weaker Vengeance Of The Tiger Stance*: Decrease to HA +2d6. 17 + 10 Active Points; total cost 7 + 7 = 14 points.

PATH OF THE LEAPING MONKEY

This Path is based around the antics of monkeys. Naturally, Acrobatics is a must for practitioners of this Path. It is also recommended that anyone who follows this Path also know Monkey Style (*Tai Sing*) Kung Fu.

DANCE OF THE MONKEY

Effect: +10 OCV with Move-By

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: This schtick allows the character to leap into the air and rebound off of several opponents.

Game Information: +10 OCV with Move-By (20 Active Points); Costs Endurance (-1/2). Total Cost: 13 points.

Options:

- 1) *Stronger Dance*: Increase to 12 OCV. 24 Active Points; total cost 16 points.
- 2) *Weaker Dance*: Decrease to +8 OCV. 16 Active Points; total cost 11 points.

LAUGHTER OF THE MONKEY

Effect: Reflection plus +5 OCV

Target: Self

Duration: Constant

Range: Based on STR

END Cost: 2

Skill Roll Penalty: -2

Description: With this schtick the character can snatch objects hurled at him out of the air and quickly fling them back at his attacker.

Game Information: *Reflection (30 Active Points' worth) (20 Active Points); Only Versus Thrown Objects (-3/4) (total cost: 11 points) plus +5 OCV (total cost: 10 points). Total Cost: 21 points.*

Options:

- 1) *Stronger Laughter:* Increase to Reflection (45 Active Points' worth). 30 +10 Active Points; total cost 17 + 10 = 27 points.
- 2) *Weaker Laughter:* Decrease to Reflection (20 Active Points' worth). 14 +10 Active Points; total cost 8 + 10 = 18 points.

TAUNT OF THE MONKEY

Effect: Acting 13- plus +3 DCV

Target: Self

Duration: Persistent; Constant

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: With this schtick the character capers about, making himself look like an easy target. Of course, looks can be deceiving. As with *Eyes Of The Fox*, the Acting Skill presumes a base PRE of 10, those with a higher PRE will benefit accordingly.

Game Information: *Acting 13- (total cost: 7 points) plus +3 DCV (15 Active Points); Character Must Make Either A 1/2 Of Full Move (-1), Requires An Acting Roll (+1 DCV for every 2 points the Roll is made by; -1/2) (Real Cost: 6 points). Total Cost: 13 points.*

Options:

- 1) *Stronger Taunt:* Increase to Acting 15- + +5 DCV. 11 +25 Active Points; total cost 11 + 10 = 21 points.
- 2) *Weaker Taunt:* Decrease to Acting + 2 DCV.. 3 + 10 Active Points; total cost 3 + 4 = 7 points.

PATH OF THE LEAPING STORM

This Path emphasizes movement and sword use, making it *the* Path of *wuxia* martial artists. It is all but required for characters wishing to use this Path to be swordsmen and have a basic martial arts package representing their sword skills. In addition, this Path can be used to simulate certain Japanese sword styles seen in some of the more wilder *chanbara* (Japanese samurai action) films.

ABUNDANT LEAP

Effect: Leaping +48 meters, Accurate

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Skill Roll Penalty: -3

Description: This power is a more powerful version of *Prodigious Leap* (see below), allowing the character to leap further and with no fear of missing his destination.

Game Information: *Leaping 48m (Accurate). Total Cost: 29 points.*

Options:

- 1) *Stronger Abundant Leap:* Increase Leaping 72m. Total cost 41 points.
- 2) *Weaker Abundant Leap:* Decrease to Leaping 24m. Total cost 17 points.

AWESOME DOWNPOUR

Effect: HA +4d6, Autofire (2 shots) plus Accurate Sprayfire

Target: Two characters

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: This is a rapid series of blows, delivered with high accuracy at two adjacent opponents.

Game Information: *HA +6d6, Autofire (2 shots; +1/4) (37 Active Points); Hand-To-Hand Attack (-1/4), Cannot Be Used With Suppression Fire (-1/4), Shots Must*

Be Directed Against Two Separate Targets (-1/4) (total cost: 21 points) plus Accurate Sprayfire (total cost: 5 points). Total Cost: 26 points.

Options:

- 1) *Stronger Downpour:* Increase to HA +8d6. 50 + 5 Active Points; total cost 28 + 5 = 33 points.
- 2) *Weaker Downpour:* Decrease to HA +4d6. 25 + 5 Active Points; total cost 14 + 5 = 19 points.
- 3) *Bladed Awesome Downpour:* Autofire (2 shots; +1/4) for up to 4d6 HKA (15 Active Points); Shots Must Be Directed Against Two Separate Targets (-1/4), Cannot Be Used With Suppression Fire (-1/4) (total cost: 10 points) **plus** Accurate Sprayfire (total cost: 5 points). Total cost: 15 points.

FLYING SWORD

Effect: Flight 48 meter plus +4 OCV with Move-By Or Move Through

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Skill Roll Penalty: -4

Description: Leaping into the air, the swordsman flies for a great distance, sword outstretched at his foe.

Game Information: *Flight 48m, Combat Acceleration/Deceleration (+1/4) (60 Active Points); Straight Line Movement Only (-1), Cannot Hover (must make at least a Half Move per Phase; -1/2), OIF (sword of opportunity; -1/2), No Noncombat movement (-1/4) (total cost: 18 points) plus +4 with Move-By Or Move Through (12 Active Points); Linked (Flight; -1/2) (total cost: 8 points). Total Cost: 26 points.*

Options:

- 1) *Stronger Flying Sword:* Increase to Flight 72m + +6 OCV with Move-By Or Move Through. 90 + 18 Active Points; total cost 28 + 12 = 40 points.
- 2) *Weaker Flying Sword:* Decrease to Flight 24m + +2 OCV with Move-By Or Move Through. 30 + 6 Active Points; total

cost 9 + 4 = 13 points.

FLYING WINDMILL KICK

Effect: HA +4d6, Autofire (10 shots) plus +5 OCV

Target: One character

Duration: Instant

Range: Touch

END Cost: 2

Skill Roll Penalty: -5

Description: This is a rapid series of kicks, delivered in a blur of circular motion.

Game Information: *HA +4d6, Reduced Endurance (1/2 END; +1/2), Autofire (10 shots; +1) (50 Active Points); Extra Time (Full Phase, -1/2), Hand-To-Hand Attack (-1/4) (total cost: 28 points) plus +5 OCV with Flying Windmill Kick (total cost: 10 points). Total Cost: 38 points.*

Options:

- 1) *Stronger Flying Windmill Kick:* Increase to HA +6d6 + +7 OCV with Flying Windmill Kick. 75 + 14 Active Points; total cost 43 + 14 = 57 points.
- 2) *Weaker Flying Windmill Kick:* Decrease to HA +2d6 + +3 OCV with Flying Windmill Kick. 25 + 6 Active Points; total cost 14 + 6 = 20 points.

GATHERING OF THE CLOUDS

Effect: Constant Advantage for any Fu Schtick up to 60 Active Points

Target: Varies

Duration: Constant

Range: Varies

END Cost: 6

Skill Roll Penalty: -6

Description: This powerful schtick allows the character to make any other schtick in this Path (or any other Path) a Constant one.

Game Information: *Constant (+1/2) for up to 60 Active Points of of any Fu Schtick. Total Cost: 30 points.*

INTEGRATION OF THE CLOUDS

Effect: Multiple Attack

Target: Self

Duration: Varies

Range: Varies

END Cost: Varies

Skill Roll Penalty: Varies

Description: With this schtick the character can combine any two schticks in to a single Multiple Attack. The only requirement is the schticks share a common name element (in other words, you can combine *Flying Sword* with the *Flying Windmill Kick* and really go to town on some poor sob).

Game Information: See text above.

LOYAL STEEL

Effect: HKA 2d6

Target: One character

Duration: Instant

Range: Based on STR

END: 4

Skill Roll Penalty: -4

Description: When the character hurls his sword (or other hand-to-hand) weapon at a target, it strikes and then immediately returns to his hand.

Game Information: HKA 2d6, Range Based On STR (+1/4) (37 Active Points); OIF (sword of opportunity; -1/2). Total Cost: 25 points.

Options:

- 1) *Stronger Loyal Steel:* Increase HKA 3d6. 56 Active Points; total cost 37 points.
- 2) *Weaker Abundant Leap:* Decrease HKA 1d6. 19 Active Points; total cost 13 points.

PRODIGIOUS LEAP

Effect: Leaping +24 meters

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Skill Roll Penalty: -1

Description: This schtick allows the character to vault great distances, a must

for any *wuxia* swordsman.

Game Information: Leaping 24m. Total Cost: 24 points.

Options:

- 1) *Stronger Prodigious Leap:* Increase Leaping 48m. Total cost 24 points.
- 2) *Weaker Prodigious Leap:* Decrease to Leaping 12m. Total cost 6 points.

RAIN OF FURY

Effect: HA +6d6, Autofire (2 Shots)

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: The character is capable of launching a blinding one-two strike against any foe.

Game Information: HA +6d6, Autofire (2 shots; +1/4) (37 Active Points); Hand-To-Hand Attack (-1/4), Cannot Be Used With Suppression Fire (-1/4), Shots Must Be Directed Against The Same Target (-0). Total Cost: 25 points.

Options:

- 1) *Stronger Rain Of Fury:* Increase HA +8d6. 50 Active Points; total cost 33 points.
- 2) *Weaker Rain Of Fury:* Decrease to HA +4d6. 25 Active Points; total cost 17 points.
- 3) *Bladed Rain Of Fury:* Autofire (2 shots; +1/4) for up to 4d6 HKA, Shots Must Be Directed Against The Same Target (-0) (15 Active Points); Cannot Be Used With Suppression Fire (-1/4). Total cost: 12 points.

TORRENT OF FURY

Effect: HA +4d6, Area Of Effect (2m Radius)

Target: 2" Radius

Duration: Instant

Range: Touch

END Cost: 3

Skill Roll Penalty: -3

Description: This schtick allows the character to hit anyone adjacent to him. An excellent schtick to have when fighting gangs and mobs.

Game Information: HA +4d6, Personal Immunity (+1/4), Area Of Effect (2m Radius; +1/4), Selective (+1/4) (35 Active Points); Extra Time (Full Phase, -1/2), Hand-To-Hand Attack (-1/4). Total Cost: 20 points.

Options:

- 1) *Stronger Torrent Of Fury:* Increase HA +6d6. 52 Active Points; total cost 30 points.
- 2) *Weaker Torrent Of Fury:* Decrease to HA +2d6. 17 Active Points; total cost 10 points.

VERTICAL CHARGE

Effect: Clinging

Target: Self

Duration: Constant

Range: Self

END Cost: N/A

Skill Roll Penalty: -1

Description: This schtick allows characters to run up walls and the like. Game Masters may want to Link this power to a character's Running, meaning the character must keep moving while using this power and cannot simply cling to a wall and wait.

Game Information: *Clinging (normal STR) (10 Active Points); Cannot Resist KB Or Throws (-1/4), No Ceiling Movement Or Angles Of Less Than 80° (-1/4). Total Cost: 7 points.*

WATER SWORD

Effect: Aid OCV and DCV 4d6

Target: Self

Duration: Instant

Range: Self

END Cost: 4

Skill Roll Penalty: -4

Description: The character makes a dramatic and flashy series of movements with his sword, distracting and confusing opponents.

Game Information: Aid OCV and DCV 4d6, Expanded Effect (OCV and DCV; +1/2) (36 Active Points); *Only to Aid Self (-1), OIF (sword of opportunity; -1/2), Gestures (must make dramatic and flashy sword moves; -1/4). Total Cost: 13 points.*

Options:

- 1) *Stronger Water Sword:* Increase Aid 6d6. 54 Active Points; total cost 20 points.
- 2) *Weaker Water Sword:* Decrease to Aid 2d6. 18 Active Points; total cost 6 points.

PATH OF THE PASSIVE WINGS

As the name implies, this Path is not concerned with damaging opponents. Instead, it concentrates more on evasion and restraint. It is a good Path for Shaolin monk-type characters and pacifists. Characters who select this Path are advised to look into purchasing Shaolin Crane Kung Fu.

BEAK OF THE CRANE

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks

Target: One character

Duration: Constant

Range: Touch

END Cost: 9

Skill Roll Penalty: -9

Description: Using his knowledge of nerve clusters and joint movements, the character can virtually immobilize his target. The character must hold onto the target (*i.e.* keep the Grab active) in order to maintain the Entangle.

Game Information: *Entangle 4d6, 4 PD/4 ED (Dismissable), Takes No Damage From Attacks, STR only to break out (+1) (90 Active Points); No Range (-1/2), Must Follow Grab/Martial Grab (-1/2), Lockout (character must maintain initial Grab or Entangle is automatically broken; -1/2), Target Must Have Reachable Pressure Points (-1/2), Costs END To Maintain*

(Half END Cost; -1/4) . Total Cost: 28 points.

Options:

- 1) *Stronger Beak:* Increase Entangle 5d6. 110 Active Points; total cost 34 points.
- 2) *Weaker Beak:* Decrease to Entangle 3d6. 70 Active Points; total cost 21 points.

CRANE STANCE

Effect: +5 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: By performing an graceful series of movements while dodging, the character renders himself almost impossible to target.

Game Information: +5 DCV (25 Active Points); Costs Endurance (-1/2), Requires A DEX or Acrobatics Roll (+1 DCV for every 2 points Rolls is made by; -1/2), May Only Be Used When Dodging (-1/2). Total Cost: 10 points.

Options:

- 1) *Stronger Crane Stance:* Increase +7 DCV. 35 Active Points; total cost 14 points.
- 2) *Weaker Crane Stance:* Decrease to +7 DCV. 15 Active Points; total cost 6 points.

TALON OF THE CRANE

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks, Backlash

Target: One character

Duration: Constant

Range: Touch

END Cost: 11

Skill Roll Penalty: -11

Description: Using the same techniques as *Beak of the Crane* the character restrains his foe. However any attempt to escape can have painful for consequences for the victim.

Game Information: Entangle 4d6, 4 PD/4 ED (Dismissable), Backlash (+1/2), Takes No Damage From Attacks, STR only to

break out (+1) (112 Active Points); No Range (-1/2), Must Follow Grab/Martial Grab (-1/2), Lockout (character must maintain initial Grab or Entangle is automatically broken; -1/2), Target Must Have Reachable Pressure Points (-1/2), Costs END To Maintain (Half END Cost; -1/4). Total Cost: 34 points.

Options:

- 1) *Stronger Talon:* Increase Entangle 5d6. 137 Active Points; total cost 42 points.
- 2) *Weaker Talon:* Decrease to Entangle 3d6. 87 Active Points; total cost 27 points.

WING OF THE CRANE

Effect: Aid STR 4d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 5

Skill Roll Penalty: -5

Description: The character summons his chi to make himself stronger.

Game Information: Aid STR 4d6, Invisible Power Effects (Fully Invisible; +1) (48 Active Points); Only to Aid Self (-1), Requires An EGO Roll (-1/2). Total Cost: 19 points.

Options:

- 1) *Stronger Wings:* Increase Aid 6d6. 72 Active Points; total cost 29 points.
- 2) *Weaker Wings:* Decrease to Aid 2d6. 24 Active Points; total cost 10 points.

PATH OF THE PREYING MANTIS

The shticks in this Path are derived from Preying Mantis Kung Fu, which is the recommended martial arts style for anyone planning on using this Path.

BLINDING MANTIS STRIKE

Effect: Eye Gouge plus +2 OCV

Target: One character

Duration: Instant

Range: Touch

END Cost: 0

Skill Roll Penalty: N/A

Description: A simple strike to an opponent's eyes. By adding the Combat Skill Levels, it becomes a +1 OCV, -1 DCV maneuver.

Game Information: *Martial Arts Maneuver: Eye Gouge (-1 OCV, -1 DCV, 2d6 Sight Group Flash) (total cost: 4 points) plus +2 OCV with Blinding Mantis Strike (total cost: 4 point). Total Cost: 8 points.*

Options:

- 1) *Stronger Strike:* Increase +3 OCV. Total cost 4 +6 = 10 points.
- 2) *Weaker Strike:* Decrease to +1 OCV. Total cost 4 +2 = 8 points.

MANTIS HOOK

Effect: HA +6d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 1

Skill Roll Penalty: -4

Description: With this schtick the Mantis practitioner hook his hand around an attacker's arm. As the attacker withdraws his arm, he pulls the Mantis practitioner's hand in, allowing for a powerful strike.

Game Information: *HA +6d6, Reduced Endurance (1/2 END; +1/4) (37 Active Points); Can Only Be Used Following A HTH Attack Against The Character (-1/2), HA Dice Limited To 1/2 Of The Attacker's HTH Damage (-1/2), Hand-To-Hand Attack (-1/4). Total Cost: 16 points.*

Options:

- 1) *Stronger Hook:* Increase to HA +8d6. 50 Active Points; total cost 22 points.
- 2) *Weaker Hook:* Decrease to HA +4d6 . 25 Active Points; total cost 11 points.

MANTIS STANCE

Effect: +3 OCV with Martial Block

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: This is the required starting schtick for this Path and can be used with either Martial Block or Defensive Block (character's choice).

Game Information: *+3 OCV with Martial Block. Total Cost: 6 points.*

Options:

- 1) *Stronger Stance:* Increase to +4 OCV. Total cost 8 points.
- 2) *Weaker Stance:* Decrease to +2 OCV. Total cost 4 points.

STRIKE OF THE MANTIS

Effect: HA +6d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 6

Skill Roll Penalty: -3

Description: A simple, but powerful, albeit tiring, blow.

Game Information: *HA +6d6 (30 Active Points); Increased Endurance Cost (x2 END; -1/2), Hand-To-Hand Attack (-1/4). Total Cost: 17 points.*

Options:

- 1) *Stronger Strike:* Increase to HA +8d6. 40 Active Points; total cost 23 points.
- 2) *Weaker Strike:* Decrease to HA +4d6 . 20 Active Points; total cost 11 points.

PATH OF THE RAGING BEAR

Suitable for use with Bear-style Kung Fu this Path combines aggressiveness and power into a destructive and effective combination.

FURY OF THE BEAR

Effect: HA +6d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 0

Skill Roll Penalty: -4

Description: This schtick allows a character to pick up any object and hit

someone with it -- *hard*. However, the object will fragment on impact.

Game Information: HA +6d6, Reduced Endurance (0 END; +1/2) (45 Active Points); OIF (objects of opportunity; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (object/weapon is destroyed; -1/2), Hand-To-Hand Attack (-1/4). Total Cost: 20 points.

Options:

- 1) *Stronger Fury:* Increase to HA +8d6. 60 Active Points; total cost 27 points.
- 2) *Weaker Fury:* Decrease to HA +4d6 . 30 Active Points; total cost 13 points.

SLUMBER OF THE BEAR

Effect: Aid PD 4d6

Target: Self

Duration: Instant

Range: Self

END Cost: 9

Skill Roll Penalty: -9

Description: This shtick allows the character to absorb a great deal of punishment and keep on fighting.

Game Information: Aid PD 4d6, Invisible Power Effects (Fully Invisible; +1) (48 Active Points); Only to Aid Self (-1). Total Cost: 24 points.

Options:

- 1) *Deep Sleep Of The Bear:* Increase Aid 6d6. 72 Active Points; total cost 36 points.
- 2) *Only Napping:* Decrease to Aid 2d6. 24 Active Points; total cost 12 points.

STRENGTH OF THE BEAR

Effect: Dispel Hand-To-Hand Weapons 10d6

Target: One character

Duration: Instant

Range: No Range

END Cost: 6

Skill Roll Penalty: -6

Description: This shtick allows the character to immediately attempt to destroy any weapon used to hit him. The Trigger can be reset by spending a 1/2

Phase and the proper amount of END.

Game Information: Dispel Hand-To-Hand Weapons 10d6, any HTH weapon power one at a time (+1/2), Trigger (being hit with a HTH weapon; Activating the Trigger is an Action that takes no time, Trigger requires a Half Phase Action to reset; +1/2) (60 Active Points); No Range (-1/2). Total Cost: 40 points.

Options:

- 1) *Greater Strength Of The Bear:* Increase Dispel 15d6. 90 Active Points; total cost 60 points.
- 2) *Lesser Strength Of The Bear:* Decrease to Dispel 10d6. 42 Active Points; total cost 28 points.

THE BEAR AWAKENED

Effect: +2 with HTH Combat

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: This shtick only affects those characters who are faster (DEX-wise) than the character using *The Bear Awakened*. Lightning Reflexes should not be affected by this shtick unless the opponent in question bought Lightning Reflexes with all of his maneuvers.

Game Information: +2 with HTH Combat (16 Active Points); Costs Endurance (-1/2), Only When Fighting Opponents With A Higher DEX (-1/2). Total Cost: 8 points.

Options:

- 1) *More Awake Bear:* Increase to +3 with HTH. 24 Active Points; total cost 12 points.
- 2) *Less Awake Bear:* Decrease to +1 with HTH. 8 Active Points; total cost 4 points.

THE BEAR UNDYING

Effect: Simplified Healing 4d6

Target: Self

Duration: Instant

Range: Self

END: 8

Skill Roll Penalty: -8

Description: The character focuses his chi and heals himself (and only himself) of any injury.

Game Information: *Simplified Healing 4d6, Invisible Power Effects (Fully Invisible; +1) (80 Active Points); Self Only (-1), Extra Time (Full Phase, -1/2). Total Cost: 32 points.*

Options:

- 1) *Stronger Undying Bear:* Increase to Simplified Healing 6d6. 120 Active Points; total cost 48 points.
- 2) *Weaker Undying Bear:* Decrease to Simplified Healing 2d6. 40 Active Points; total cost 16 points.

PATH OF THE SELECTIVE MASTER

This Path has but a single shtick in it, but then, it doesn't really need any others.

SIGNATURE WEAPON

Effect: Weaponmaster

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The character has a specific weapon, be it a knife, sword, gun, bow, or so on, that has special significance to him. The character *must* have paid Character Points for this weapon. Conversely, while the weapon is an OAF and is capable of being taken away for a time, the GM should avoid permanently destroying the character's Signature Weapon. Game Masters should allow a character to buy this shtick for more than one weapon -- provided the weapons are a matched set (twin pistols, paired swords, or a *daisho* for example).

Game Information: *Weapon Master: +1d6 (specific weapon of character's choice). Total Cost: 12 points.*

Options:

- 1) *Better Signature Weapon:* Increase to Weapon Master: +2d6. Total cost 24 points.
- 2) *Even Better Signature Weapon:* Increase to Weapon Master: +3d6. Total cost 36 points.

PATH OF THE SHADOW'S COMPANION

This Path involves the manipulation of darkness and shadows. It is perfect for ninja and other characters who are at home in the dark. It also has some of the more unusual shticks of any of the Paths.

BLADE OF DARKNESS

Effect: HKA 2d6

Target: One character

Duration: Constant

Range: Touch

END Cost: 3

Skill Roll Penalty: -3

Description: This shtick forms a black blade of darkness near the user's hand. The blade can be blocked, but it cannot be disarmed.

Game Information: *HKA 2d6 . Total Cost: 30 points.*

Options:

- 1) *Sword Of Darkness:* Increase to HKA 3d6. Total cost 45 points.
- 2) *Dagger Of Darkness:* Decrease to HKA 1d6. Total cost 15 points.

DARK'S SOFT WHISPER

Effect: Darkness to Hearing Group or Invisibility to Hearing Group

Target: 6m Radius or Self

Duration: Constant

Range: No Range or Self

END Cost: 2 or 2

Skill Roll Penalty: -2 or -2

Description: This shtick renders your movements (or your local area) devoid of sound.

Game Information: *Darkness to Hearing Group 6m radius, Personal Immunity*

(+1/4) (22 Active Points); No Range (-1/2). Total cost: 15 points.

Options:

- 1) *Greater Whisper:* Increase to 8m radius. 30 Active Points; total cost 20 points.
- 2) *Lesser Whisper:* Decrease to 4m radius. 15 Active Points; total cost 10 points.
- 3) *Personal Whisper:* Invisibility to Hearing Group , No Fringe. Total cost: 20 points.

FRIEND OF DARKNESS

Effect: Spatial Awareness

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Skill Roll Penalty: -4

Description: This schtick allows one to operate in even total darkness without any difficulties.

Game Information: *Spatial Awareness (Unusual Group), Increased Arc Of Perception (360 Degrees) (37 Active Points); Costs Endurance (-1/2) . Total Cost: 25 points.*

GATHERING THE DARKNESS

Effect: Change Environment (-4 to Sight Group PER Rolls)

Target: Self

Duration: Constant

Range: No Range

END Cost: 1

Skill Roll Penalty: -1

Description: This schtick allows the character to draw shadows around himself, effectively cloaking the character and making him hard to see.

Game Information: *Change Environment (-4 to Sight Group PER Rolls) (12 Active Points); No Range (-1/2), Self Only (-1/2), Only In Shadowy Areas (-1/2). Total Cost: 5 points.*

Options:

- 1) *Stronger Gather:* Increase to Change Environment (-6 to Sight Group PER Rolls). 18 Active Points; total cost 7

points.

- 2) *Weaker Gather:* Decrease to Change Environment (-2 to Sight Group PER Rolls). 6 Active Points; total cost 2 points.

SHELTER OF DARKNESS

Effect: Sight Group Flash 6d6 or Darkness to Sight Group, Usable As Attack

Target: One character

Duration: Constant

Range: No Range

END Cost: 3 or 2

Skill Roll Penalty: -3 or -2

Description: By physically striking his foe, the character plunges him into total darkness.

Game Information: *Sight Group Flash 6d6 (30 Active Points); Attack Versus Alternate Defense (Power Defense; All Or Nothing; -1/2), No Range (-1/2), Does Not Work Against Desolidified Characters (-1/4). Total cost: 13 points.*

Options:

- 1) *Stronger Shelter Of Darkness:* Increase to Sight Group Flash 8d6. 40 Active Points; total cost 18 points.
- 2) *Weaker Shelter Of Darkness:* Decrease to Sight Group Flash 4d6. 20 Active Points; total cost 9 points.
- 3) *Alternative Shelter Of Darkness:* Darkness to Sight Group 2m radius, Usable As Attack (+1 1/4) (22 Active Points); No Range (-1/2). Total cost: 15 points.

STRIKE FROM DARKNESS

Effect: HA +6d6, Armor Piercing

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: This is a devastating blow capable hurting even the toughest of targets.

Game Information: *HA +6d6, Armor Piercing (+1/4) (37 Active Points); Hand-To-Hand Attack (-1/4). Total Cost: 30 points.*

Options:

- 1) *Stronger Strike*: Increase to HA +8d6. 50 Active Points; total cost 40 points.
- 2) *Weaker Strike*: Decrease to HA +4d6. 25 Active Points; total cost 20 points.

PATH OF THE SHARPENED SCALES

This Path -- as well as the *Path of the Hands of Light* -- is directly concerned with hitting and putting down an opponent. It is a good Path for bruisers, enforcers and tough guys -- both good and bad. As a side note, Bruce Lee was known as "The Little Dragon" making this a good Path for those players (and characters) who are fans of Bruce and Jeet Kune Do.

BITE OF THE DRAGON

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Skill Roll Penalty: -4
Description: A basic strike. The character's skill is such he makes it look effortless.
Game Information: HA +6d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Hand-To-Hand Attack (-1/4). Total Cost: 36 points.

Options:

- 1) *Stronger Bite*: Increase to HA +8d6. 60 Active Points; total cost 48 points.
- 2) *Weaker Bite*: Decrease to HA +4d6. 30 Active Points; total cost 24 points.
- 3) *Killing Bite*: HKA 1d6. Total cost 15 points.

BREATH OF THE DRAGON

Effect: +2 with HTH Combat
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Skill Roll Penalty: -2

Description: The character flows like water, emulating the coils of a dragon

Game Information: +2 with HTH Combat (16 Active Points); Costs Endurance (-1/2). Total Cost: 11 points.

or

Options:

- 1) *Stronger Breath*: Increase to +3 with HTH Combat. 24 Active Points; total cost 16 points.
- 2) *Weaker Breath*: Decrease to +1 with HTH Combat. 8 Active Points; total cost 5 points.

CLAW OF THE DRAGON

Effect: HA +6d6, Armor Piercing
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Skill Roll Penalty: -4
Description: The character can use his fingers like a dragon's calls, allowing him to rend even the toughest of targets.
Game Information: HA +6d6, Armor Piercing (+1/4) (37 Active Points); Hand-To-Hand Attack (-1/4). Total Cost: 30 points.

Options:

- 1) *Stronger Claw*: Increase to HA +8d6. 50 Active Points; total cost 40 points.
- 2) *Weaker Claw*: Decrease to HA +4d6. 25 Active Points; total cost 20 points.

PATH OF THE STORM TURTLE

This Path is well suited for aged martial arts masters as it has a broad mixture of powers, most of which are defensive in nature. This Path allows characters to defend against guns, spells, and other fu powers and schticks.

ARMORED IN LIFE

Effect: Aid PD 4d6
Target: Self
Duration: Instant

Range: Self

END Cost: 5

Skill Roll Penalty: -5

Description: This schtick allows the character to become physically more durable.

Game Information: *Aid PD 4d6, Invisible Power Effects (Fully Invisible; +1) (48 Active Points); Only to Aid Self (-1). Total Cost: 24 points.*

Options:

- 1) *Stronger Armor:* Increase to Aid 6d6. 72 Active Points; total cost 36 points.
- 2) *Weaker Armor:* Decrease to Aid 2d6. 24 Active Points; total cost 12 points.

BACKLASH OF THE TURTLE

Effect: Dispel RKA 10d6, Trigger

Target: One character

Duration: Instant

Range: 300 meters

END Cost: 7

Skill Roll Penalty: -7

Description: This schtick allows the character to use his chi to instantly attempt to destroy any gun used against the character. You can only destroy guns with this power; it will not work against arrows, thrown knives, shuriken, energy weapons, spells, or other fu powers. The Trigger can be reset by spending a 1/2 Phase and the proper amount of END.

Game Information: *Dispel RKA 10d6, Trigger (being hit with gunfire; Activating the Trigger is an Action that takes no time, Trigger requires a Half Phase Action to reset;; +1/2), Area Of Effect Accurate (1m Radius; +1/2), No Range Modifier (+1/2), (75 Active Points); Only Affects Firearms (-1). Total Cost: 37 points.*

Options:

- 1) *Stronger Backlash:* Increase to Dispel RKA 12d6. 90 Active Points; total cost 45 points.
- 2) *Weaker Armor:* Decrease to Dispel RKA 8d6. 60 Active Points; total cost 30 points.

CLOTHED IN LIFE

Effect: Physical Damage Reduction, 50%

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: By concentrating his chi, the character can resist physical assault.

Game Information: *Physical Damage Reduction, 50% (20 Active Points); Costs Endurance (-1/2). Total Cost: 13 points.*

Options:

- 1) *Stronger Clothes:* Increase to Physical Damage Reduction, 75%. 40 Active Points; total cost 27 points.
- 2) *Weaker Clothes:* Decrease to Physical Damage Reduction, 25%. 10 Active Points; total cost 7 points.

EYE OF THE STORM

Effect: Dispel Magic 12d6

Target: Self

Duration: Constant

Range: No Range

END Cost: 5

Skill Roll Penalty: -5

Description: The character uses his chi to disrupt the energies inherent in magical spells and rituals. The *No Range* Limitation means the Dispel can only be used on powers affecting the character and cannot be used to defend others.

Game Information: *Dispel Magic 12d6, Any Magic power one at a time (+1/2) (54 Active Points); No Range (-1/2). Total Cost: 36 points.*

Options:

- 1) *Stronger Eye:* Increase to Dispel 16d6. 72 Active Points; total cost 48 points.
- 2) *Weaker Eye:* Decrease to Dispel 8d6. 36 Active Points; total cost 24 points.

FORTRESS OF RIGHTEOUSNESS

Effect: Dispel Fu Schticks 12d6

Target: Self

Duration: Constant

Range: No Range

END Cost: 5

Skill Roll Penalty: -5

Description: The character uses his chi to disrupt the energies inherent in Fu Schticks. The *No Range* Limitation means the Dispel can only be used on powers affecting the character and cannot be used to defend others.

Game Information: *Dispel Fu Schticks 12d6, Any Fu Schtick one at a time (+1/2) (54 Active Points); No Range (-1/2). Total Cost: 36 points.*

Options:

- 1) *Stronger Fortress:* Increase to Dispel 16d6. 72 Active Points; total cost 48 points.
- 2) *Weaker Fortress:* Decrease to Dispel 8d6. 36 Active Points; total cost 24 points.

GIFT OF THE STORM

Effect: Aid Characteristic 4d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Skill Roll Penalty: -4

Description: By manipulating the target's pressure points, the character can open up the flow of chi and grant them increased physical abilities for a short time.

Game Information: *Aid Characteristics 4d6, Any single Characteristic one at a time (+1/2) (36 Active Points); Only to Aid Others (-1/2), Target Must Have Reachable Pressure Points (-1/2), Extra Time (Full Phase, -1/2), Gestures (must strike target's pressure points; -1/4). Total Cost: 13 points.*

Options:

- 1) *Stronger Gift:* Increase to Aid 6d6. 54 Active Points; total cost 20 points.
- 2) *Weaker Gift:* Decrease to Aid 2d6. 18 Active Points; total cost 6 points.

INNER STRENGTH

Effect: Mental Defense

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Skill Roll Penalty: NA

Description: The character has become at one with himself and can shrug off many forms of mental intrusion. Because this schtick is Nonpersistent, it cannot be maintained while sleeping and turns off if the character is Stunned or unconscious.

Game Information: *Mental Defense (15 points total) (15 Active Points); Nonpersistent (-1/4). Total Cost: 12 points.*

Options:

- 1) *Greater Inner Strength:* Increase to Mental Defense (20 points total). 20 Active Points; total cost 16 points.
- 2) *Lesser Inner Strength:* Decrease to Mental Defense (10 points total). 10 Active Points; total cost 8 points.

KING ON THE WATER

Effect: +8 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Skill Roll Penalty: -4

Description: With this schtick the character uses sheer force of will to make himself harder to hit. The character must select either an EGO or PRE Roll at time of creation and can't change it later. Game Masters may want the player to make the Skill Roll each Phase (an additional -1/2 Limitation).

Game Information: *+8 DCV (40 Active Points); Costs Endurance (-1/2), Extra Time (Full Phase, Only to Activate, -1/4), Requires A Roll (EGO or PRE -1 per 20 Active Points modifier; character gains +1 DCV for every 1 point Roll is made by; see text; -1/4). Total Cost: 20 points.*

Options:

- 1) *Stronger King On The Water:* Increase to +10 DCV. 50 Active Points; total cost 25 points.

- 2) *Weaker King On The Water:* Decrease to +6 DCV. 30 Active Points; total cost 15 points.

LAUGHTER OF THE TURTLE

Effect: Damage Negation (-10 DCs Physical)

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Skill Roll Penalty: -5

Description: The character can simply ignore gunfire.

Game Information: *Damage Negation (-10 DCs Physical) (50 Active Points); Costs Endurance (-1/2), Only Works Against Firearms (-1/2). Total Cost: 25 points.*

Options:

- 1) *Stronger Laugh:* Increase to Damage Negation (-12 DCs Physical). 60 Active Points; total cost 30 points.
- 2) *Weaker Laugh:* Decrease to Damage Negation (-8 DCs Physical). 40 Active Points; total cost 20 points.

MIRROR OF THE TURTLE

Effect: Blast 10d6, Damage Shield

Target: One character

Duration: Constant

Range: No Range

END Cost: 9

Skill Roll Penalty: -9

Description: Using his command over his chi, the character reflects back any damage done to him by an attacker. This is reflected in the use of the Standard Effect rule. Thus, if the character is struck with a 6d6 punching doing 6 BODY and 19 STUN (before defenses) then the character hits his target for 6 BODY and 19 STUN. If a character is struck by more dice than he has in Blast, subtract dice (largest first) until the remainder equals his dice in Blast.

Game Information: *Blast 10d6, Area Of Effect (1m Surface; Damage Shield; +1/4), Constant (+1/2) (87 Active Points); Character Must Take Damage*

From An Attack In Order To Use Mirror Of The Turtle (-1/2), Requires A Successful To-Hit Roll (-1/2), No Range (-1/2), Standard Effect (damage done to target equals damage taken [before defenses]; -0). Total Cost: 35 points.

Options:

- 1) *Stronger Mirror:* Increase to Blast 12d6. 105 Active Points; total cost 42 points.
- 2) *Weaker Mirror:* Decrease to Blast 8d6. 70 Active Points; total cost 28 points.

NATURAL ORDER

Effect: Damage Negation (-10 DCs Physical)

Target: Self

Duration: Instant

Range: Self

END Cost: 5

Skill Roll Penalty: -5

Description: The character can simply ignore gunfire, but only for a Phase.

Game Information: *Damage Negation (-10 DCs Physical) (50 Active Points); Costs Endurance (-1/2), Only Works Against Firearms (-1/2), Instant (-1/2), Nonpersistent (-1/4). Total Cost: 18 points.*

Options:

- 1) *Stronger Order:* Increase to Damage Negation (-12 DCs Physical). 60 Active Points; total cost 22 points.
- 2) *Weaker Order:* Decrease to Damage Negation (-8 DCs Physical). 40 Active Points; total cost 14 points.

THE STORM REVERSES

Effect: Reflection (50 Active Points' worth)

Target: Self

Duration: Instant

Range: Self

END Cost: 3

Skill Roll Penalty: -2

Description: The character uses his chi to reflect Fu Schticks or magical powers back at his attacker.

Game Information: *Reflection (50 Active Points' worth) (34 Active Points); Fu*

*Schticks Or Magical Powers Only (-1/2).
Total Cost: 23 points.*

Options:

- 1) *Stronger Storm:* Increase to Reflection (60 Active Points' worth). 40 Active Points; total cost 27 points.
- 2) *Weaker Storm:* Decrease to Reflection (40 Active Points' worth). 28 Active Points; total cost 14 points.

TORNADO OF SHELTER

Effect: Physical and Energy Damage Reduction, Resistant 50%

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The character's control of his chi is such that foes find him nearly impossible to hurt with either Fu Schticks or magic spells.

Game Information: *Physical Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Fu Schticks And Magic (-1/2) (total cost: 20) plus Energy Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Fu Schticks And Magic (-1/2) (total cost: 20). Total Cost: 40 points.*

Options:

- 1) *Stronger Tornado:* Increase to Damage Reduction, Resistant 75%. 60 + 60 Active Points; total cost 40 +40 = 80 points.
- 2) *Weaker Tornado:* Decrease to Damage Reduction, Resistant 25%. 15 + 15 Active Points; total cost 10 +10 = 20 points.

VENGEANCE OF THE TURTLE

Effect: HKA 5d6

Target: One vehicle

Duration: Instant

Range: Touch

END Cost: 7

Skill Roll Penalty: -7

Description: The character can destroy vehicles with just a casual slap of his hand.

Game Information: *HKA 5d6 (75 Active Points); Only Versus Vehicles (-1), No STR Bonus (-1/2), No Knockback (-1/4). Total Cost: 27 points.*

Options:

- 1) *Stronger Vengeance:* Increase to HKA 6d6. 90 Active Points; total cost 33 points.
- 2) *Weaker Vengeance:* Decrease to HKA 4d6. 60 Active Points; total cost 22 points.

WALK OF 1000 STEPS

Effect: +5 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Skill Roll Penalty: -2

Description: By moving quickly while dodging, the character makes himself almost impossible to hit.

Game Information: *+5 DCV (25 Active Points); Character Must Half-Move And Dodge (-1), Costs Endurance (-1/2). Total Cost: 10 points.*

Options:

- 1) *Stronger Walk:* Increase +7 DCV. 35 Active Points; total cost 14 points.
- 2) *Weaker Walk:* Decrease to +7 DCV. 15 Active Points; total cost 6 points.

WILLOW STEP

Effect: +2 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Skill Roll Penalty: -1

Description: The Willow Step is a form of active defense, and can be used at any time and in conjunction with any other maneuver or fu schtick.

Game Information: *+2 DCV (10 Active Points); Costs Endurance (-1/2). Total Cost: 7 points.*

Options:

- 1) *Stronger Walk:* Increase +3 DCV. 15 Active Points; total cost 10 points.
- 2) *Weaker Walk:* Decrease to +1 DCV. 5 Active Points; total cost 3 points.

PATH OF VISIBLE RESONANCE

This Path uses chi to manipulate sound. Thus, it is impossible to use the Schticks in this Path in a quiet manner, as a Schtick in use produces deep bass tones and thumping vibrations in the ground and air. Characters who practice this Path should either have Flash Defense for the Hearing Group or *Personal Immunity* on their Schticks.

DOWNBEAT

Effect: Hearing Group Flash 8d6, Area Of Effect (3m Radius)

Target: 3m Radius

Duration: Instant

Range: 10 meters

END Cost: 3

Skill Roll Penalty: -3

Description: The character releases a sonic pulse capable of deafening several targets close together.

Game Information: *Hearing Group Flash 8d6, Area Of Effect (3m Radius; +1/4) (30 Active Points); Limited Range (10 meters; -1/4), Perceivable (powers are easily audible over long distances; -1/4). Total Cost: 20 points.*

Options:

- 1) *Stronger DownBeat:* Increase to Hearing Group Flash 10d6. 37 Active Points; total cost 25 points.
- 2) *Weaker Walk:* Decrease to Hearing Group Flash 6d6. 22 Active Points; total cost 15 points.

SOUNDQUAKE

Effect: HKA 2d6, Area Of Effect (6m Radius), Penetrating

Target: 6m Radius

Duration: Instant

Range: Touch

END Cost: 6

Skill Roll Penalty: -6

Description: Forming a resonance within his body, the character slaps his hand against his target and releases a sub-sonic pulse, usually reducing his target to rubble. The Area Of Effect should be centered on the character's striking hand, not his body, allowing the character to collapse whole sections of wall, destroy large vehicles, and bring down buildings. The character can't hurt living things with this Schtick, and can only use it on buildings, wall, vehicles, and the like. It's up to the GM whether this Schtick will work on androids, robots, and Mechanon.

Game Information: *HKA 2d6, Area Of Effect (6m Radius; +1/2), Penetrating (+1/2) (60 Active Points); Only Versus Non-Living/Rigid Objects (buildings, wall, vehicles, and so on; -1), Extra Time (Full Phase, -1/2), No STR Bonus (-1/2), No Knockback (-1/4), Perceivable (powers are easily audible over long distances; -1/4). Total Cost: 17 points.*

Options:

- 1) *Stronger SoundQuake:* Increase to HKA 3d6. 90 Active Points; total cost 26 points.
- 2) *Weaker SoundQuake:* Decrease to HKA 1d6. 30 Active Points; total cost 8 points.

EARDRUM

Effect: Major Transform 8d6 (transform hearing person into deaf person)

Target: One character

Duration: Instant

Range: No Range

END Cost: 12

Skill Roll Penalty: -12

Description: Using techniques similar to SoundQuake, the character releases a pulse of sound into this target, permanently deafening them.

Game Information: *Major Transform 8d6 (transform hearing person into deaf person, healed by certain medical procedures), Partial Transform (+1/2) (120 Active Points); Limited Target (humans; -1/2), No Range (-1/2), Extra*

Time (Full Phase, -1/2), Perceivable (powers are easily audible over long distances; -1/4). Total Cost: 44 points.

Options:

- 1) *Stronger EarDrum:* Increase to Major Transform 10d6. 150 Active Points; total cost 54 points.
- 2) *Weaker EarDrum:* Decrease to Major Transform 6d6. 90 Active Points; total cost 33 points.

FLOWJAM

Effect: Change Environment (-4 to Hearing Group PER Rolls, -4 INT Rolls and all INT-Based Skill Rolls)

Target: 18m Radius

Duration: Constant

Range: No Range

END Cost: 3

Skill Roll Penalty: -7

Description: By generating a constant sub-sonic tone, the character can make it nearly impossible for others to hear, concentrate, or even think.

Game Information: *Change Environment (-4 to Hearing Group PER Rolls, -4 INT Rolls and all INT-Based Skill Rolls), Reduced Endurance (1/2 END; +1/4), Personal Immunity (+1/4), Area Of Effect (18m Radius; +1) (70 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), No Range (-1/2), Perceivable (powers are easily audible over long distances; -1/4). Total Cost: 23 points.*

Options:

- 1) *Stronger FlowJam:* Increase to Change Environment (-6 to Hearing Group PER Rolls, -6 INT Rolls and all INT-Based Skill Rolls). 105 Active Points; total cost 35 points.
- 2) *Weaker FlowJam:* Decrease to Change Environment (-2 to Hearing Group PER Rolls, -2 INT Rolls and all INT-Based Skill Rolls). 35 Active Points; total cost 12 points.

