

*STREET FIGHTER: THE  
STORYTELLING GAME*

**CH.A.M.P.S.**

*CHARACTER ADDITIONAL  
MANEUVER PLANNING  
SYSTEM*

# CHARACTER ADDITIONAL MANEUVER PLANNING SYSTEM

**For Street Fighter: The Storytelling Game**

**Version 1.5**

CHAMPS is the new, additional sourcebook for Street Fighter: The Storytelling Game that allows players and storytellers to design new, balanced Maneuvers, Styles and Backgrounds. The goal of this page is to make a single set of rules that players and storytellers from different areas (including those on the net, of course) can use to create new Special maneuvers that are consistent in Power Point cost and will not unbalance the game. In addition, the system allows the creation of Styles and Special Backgrounds.

It is hoped that in the future there will be hundreds of Styles, Special Maneuvers, and Special Backgrounds for everyone to enjoy, using the same system.

I apologize for spelling and type errors, but this is a hobby - not a term paper! I do work on correcting mistakes from time to time. If you find an error that really bothers you, by all means e-mail me with it. I'll be happy to change it!

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CH.A.M.P.S. (Character Additional Maneuver Planning System).

A New Maneuver Creation System Created by J. Scott Pittman.

Write to [JScottPittman@gmail.com](mailto:JScottPittman@gmail.com) to send suggestions and comments.

Special thanks to Chris Hoffman for getting me on the second version of this project, and Ronny Anderssen for finding small errors in the Dim Mak listing under the example maneuvers, as well as other things that slipped my notice. These guys are real CHAMPS!

Ported on Google Drive and revised by Marco Viggi - 2023.

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Material presented here including Maneuvers, Special Backgrounds, Weapon Techniques and other game mechanics were originally designed by White Wolf Studios, modified by J. Scott Pittman.

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# CREATING NEW MANEUVERS

## INTRODUCTION

Sooner or later, a player will want to create a new maneuver for his character not found in the books. This is fine, and actually should be encouraged. However, it can be difficult for the Storyteller to create a new maneuver every now and again and be fair to everyone, not to mention keeping the Maneuver in balance with the game's other Maneuvers.

I started CHAMPS with only one goal in mind - to create balanced Maneuvers for Street Fighter: The Storytelling Game. I wanted a system that everyone could use to create balanced Maneuvers, and one that would let them create Maneuvers that everyone agreed were "legal".

As I went about its development, I started to realize that anyone could create a balanced Maneuver, but could apply it at a reduced cost to various Styles. To have a complete system, I'd need to create a system for creating balanced Styles as well, and then special Backgrounds as well. The weapons presented in the Street Fighter game seemed fairly varied, so this work does not attempt to modify the rules for them.

Finally, I wanted to make sure that no one version of any Maneuver was the only possible one. There are many different versions of the same Maneuver in real-life martial arts, and I wanted to reflect that as well. Different people can come up with the same type of Maneuver in CHAMPS, even with the same name, and both versions are legal. There is a clear way of telling them apart, by naming the version of each.

## TERMS

### Basic Modifiers

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The basic modifiers of a Maneuver are its Speed, Damage and Move modifiers.

## **Bonuses**

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Also called Advantages, Bonuses are abilities a maneuver possesses such as Knockdown and Aerial. There are many Bonuses to choose from when creating a Maneuver, each one with different abilities. Although positive Basic Modifiers can be called Bonuses or Advantages, they are not considered to be true Bonuses.

## **Weaknesses**

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Weaknesses are aspects of a Maneuver that limit it in some fashion. Not being able to strike a certain type of Maneuver (Aerial, Crouching, etc.), or taking away an Honor point whenever the Maneuver is used are good examples of Weaknesses, but there are many to choose from when creating a Maneuver.

Although low or negative Basic Modifiers or a cost in Willpower and/or Chi are definite drawbacks, they are not considered true Weaknesses.

## **Construction Points**

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New Maneuvers are built with "Construction Points." As a Maneuver's Basic Modifiers, Chi and Willpower costs, Bonuses, Weaknesses, and requirements are chosen, the amount of Construction Points the designer is "spending" will increase and decrease. The total amount of Construction Points will determine how many Power Points the Maneuver will cost for the various Styles. If a designer gains too many Construction Points, his Maneuver will be too powerful (and therefore an Illegal Maneuver), and if he doesn't gain enough he will not have enough Power Points to allow the Maneuver to be legal.

## **Legal / Illegal Maneuvers**

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A Legal maneuver is any Maneuver that falls within 1-7 Power Points and meets its requirements for its basic Damage Modifier (see below). However, the normal limit is 5. Only in special circumstances can a character purchase a Maneuver that has a Power Point score of 6 or 7 (see Styles for more detail). An Illegal maneuver is a Maneuver that ends

up with 0 or less Power Points, or 8 or more. Such maneuvers will have to be changed, or have a Path created for them that contains another Maneuver that will bring down the new Maneuver's Power Point cost to a legal amount (see Maneuver requirements, below).

## **Path**

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Described in greater detail later, a Maneuver's Path (also referred to as a Maneuver's "To Learn") is everything the character needs to have before he can purchase the Maneuver, including other Maneuvers and their Prerequisites. A Path without another Maneuver to be learned beforehand is called a Short Path. A Path with one or Maneuvers that must be learned to obtain the Maneuver being designed is called a Long Path. For example: To learn: First the fighter learns Jump {athletics 1}. Then he moves on to learn Flying Punch {athletics 4, punch 2, focus 3, jump} In this case, Jump is a Short Path, only needing Technique Prerequisites. Flying Punch is a Long Path, needing another Maneuver before it can be learned (Jump).

The entire Path for Jump is athletics 1. The entire Path for Flying Punch is as listed above.

## **Technique/Maneuver Prerequisites**

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While easily confused with a Maneuver's Path, the Technique/Maneuver Prerequisites (also called "Prerequisites" for short) are the final parts of a Path, not everything a character needs to purchase the Maneuver from the beginning. This is the same as the Prerequisites score of Maneuvers from the Street Fighter game. In the example above, Flying Punch would have a Technique/Maneuver Requirement of athletics 4, punch 2, focus 3, jump. More on designing a maneuver's Requirements is discussed later.

## **Tag**

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A Maneuver's Tag is a list of all the types of Techniques (and sometimes Attributes or Backgrounds) that are required to use the Maneuver. Spinning Clothesline, for example, has a Tag made up of Punch + Athletics.

## BASIC MANEUVER NOTES

Each character has a set of 9 Basic Maneuvers. These Maneuvers are free, so designing Maneuvers that are exactly like them is pointless. Any maneuver that copies a Basic Maneuver exactly is automatically an Illegal maneuver. This applies to Weapon Basic Maneuvers and Basic Bite, Tail, Claw and Horn Maneuvers as well.

## PRELUDE

Dusty could feel the gritty dust of the ring beneath his feet. The old wooden floor had not been cleaned for some time. That was good; his feet and body would have good traction. Not that the fight would last long.

For the last five years, Dusty had trained every day, learning new maneuvers and techniques. His manager had discovered that his opponent had trained for about a year, and was rushing into the ring like he thought he could conquer the world. That was good, too. The young fighter, Halabal, entered the ring, obviously "green. Halabal paced nervously around, but seemed together. But not together enough.

The referee shouted something that Dusty could not hear over the crowd, and realized that the fight had begun. Slowly, patiently, he stepped toward the center of the ring.

In a blaze of motion, Halabal zipped at Dusty with blinding speed, moving in a cartwheel motion, like a living wheel. Dusty felt a sharp pain to his head, then his chest, then his back as he fell. The thud of his own body could barely be felt as the dirty wooden planks came to greet him.

The fight was over quickly after all, Dusty thought. As darkness started to overcome him, he looked to his opponent and one word came to mind.

How?

## CHAPTER ONE: DESIGNING NEW MANEUVERS

"We're on an express elevator to Hell, goin' down!"

*Pvt. W. Hudson, Aliens*

By following the following steps, a player or a Storyteller can create a new balanced Maneuver for Street Fighter: The Storytelling Game. While we go over each aspect of creating Maneuvers, we will design a new Maneuver along the way, called The Leaping Sky Kick.

## STEP ONE: CONCEPT

"Deterrence is the art of producing, in the mind of the enemy, the fear to attack!"

*Dr. Strangelove, Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb*

Before you begin, have a concept in mind for your Maneuver, a basic idea of what you want it to be. Write down the description of the Maneuver so you have a clear image in your mind of what the Maneuver is like. The Maneuver can be very realistic or as inhuman as you like.

The player and Storyteller should work together to make the new maneuver, but the Storyteller has the final say on what attributes the maneuver finally has (an Upper Elbow Strike might be able to dizzy an opponent with a damage bonus, but will probably not have a +7 damage bonus!). The player and Storyteller should use common sense when choosing the attributes for a new Special Maneuver, depending on what the maneuver is and what it is supposed to do.

### LEAPING SKY KICK: THE CONCEPT

For our example, we determine our concept for Leaping Sky Kick:

#### Leaping Sky Kick

The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

## STEP TWO: DETERMINING THE MANEUVER TYPE

"[Y]ou do plan to have dinosaurs on your dinosaur tour, right?"

*Ian Malcolm, Jurassic Park*

Once you have your basic concept in mind, you can decide what type of Maneuver you are designing. Although the Maneuver may be able to simulate more than one of the Techniques listed here, only one will be the

"central" Technique. You must choose one of the following (Physical techniques or Weapon Techniques) as your Maneuver's Type.

## **PHYSICAL TECHNIQUES**

### **Punch**

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This category of special moves includes all the ways fighters have found of using their hands, arms and even their head to inflict damage on an opponent.

### **Kick**

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These Maneuvers use the legs, feet and knees to inflict damage upon an opponent.

### **Athletics**

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Athletic Maneuvers rely more on acrobatics than brute strength. Athletic maneuvers use Strength + Athletics + Maneuver Basic Damage Modifier to determine damage, unless the designer of a new Maneuver purchases a Bonus or Weakness that changes that fact.

### **Grab**

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These Maneuvers involve grabbing an opponent and then doing something to him. Whether it's throwing him, crushing him, or even biting the victim, the maneuver will fall in this category.

### **Block**

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Many fighters prefer offensive attacks over defensive ones, but a few special moves exist that help a fighter resist damage. Those that do fall into this category. Unless you pick a Bonus or Weakness that states otherwise, the fighter gains +2 to Speed the turn after executing any Block, even a Block Special Maneuver.

### **Focus**

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Some fighters have developed ways to harness their inner Chi and release it to perform amazing feats. Unless changed by a Bonus or

Weakness, a Focus Maneuver uses Wits for Dexterity when determining Speed and Intelligence replaces Strength for Damage. Any inhuman power that could be described as "magic" is a Focus maneuver, such as the ability to throw fireballs, stretching arms, or being able to become a shadow.

## **WEAPON TECHNIQUES**

Weapon use often precludes other types of attack. A Duelist using weapons will find his unarmed attacks restricted.

Punches: If holding a one-handed weapon, the fighter may use other Punch Maneuvers normally, but if he is using a two-handed weapon he may not use Punch maneuvers at all.

Kicks: A fighter may use any Maneuver with a Kick Tag while using a weapon, but not a Maneuver with a Kick + (Other Maneuver) Tag. For example, A fighter cannot use a Maneuver with a Kick + Athletics Tag while using a weapon.

Athletics: Fighters holding a weapon perform any Maneuver with an Athletics Tag (by itself or as part of a larger Tag) at +1 difficulty. This does not apply to Maneuvers that have that weapon as a Tag. For example, a Duelist using a sword would roll at difficulty +1 to perform a Punch + Athletics Maneuver, but not a Sword + Athletics maneuver.

Blocks: Blocks are not restricted by weapon use.

Grabs: A fighter may not use a Grab Technique while holding any weapon.

## **Axes**

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This includes any Maneuvers that make use of an ax, from a camp axe to a medieval battle-axe, or even the short axe-like weapons used by some martial art forms. Depending on the size of the weapon, it might be used one or two-handed.

## **Bows**

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Bows are archery weapons and two-handed. They are not allowed in tournaments.

## **Blunt Weapons**

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These are heavy instruments used to batter an opponent. These weapons can vary from maces to rocks.

## **Chains/Whips**

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These are long, flexible weapons which are usually quite heavy. Their use involves a snapping motion at the weapon's terminus to produce a rapid and painful impact or a clubbing action which flexes around the target, thus hitting more of the target's surface. They can also be used to wrap around an opponent's weapons to disarm them, wrap around legs to trip them, or as a makeshift swing-line. The use of such weapons is a complex skill, and a character must have at least one dot in the technique to use such a weapon without risk of self-injury

## **Flails**

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Any of those weapons that have two or more sections connected together by short lengths of rope or chain fall into this category. Usually they are two-foot long rods, although they can have more or longer sections of chain or rope. If the weapon has a chain or rope longer than a foot, the weapon is considered a Chain/Whip type weapon.

## **Firearms**

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Firearms are guns of any type. They are not allowed in tournaments.

## **Knives**

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These are short, bladed weapons, usually no longer than 1 foot. Knives and daggers are one-handed weapons, but do not have any of the negative modifiers listed above. Some of these weapons have the ability to be thrown at an opponent.

## Spears

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These are any weapons that have a long shaft with a blade at one or both ends. Unless specified otherwise, they can be thrown or used from short range. These are two-handed weapons.

## Staves

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These are long (four feet or more) rods, usually made of wood. They are two-handed weapons.

## Swords

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These long-bladed instruments come in an unbelievable assortment of sizes and shapes, and can be one-handed or two-handed weapons. Any Maneuver that allows a character to throw his sword must have at least one Willpower as part of the Maneuver's Willpower/Chi cost.

## Thrown Weapons

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These are any weapons designed specifically for throwing, such as shrunken or darts. Thrown weapons are usually disdained by honorable fighters. Their range is usually Strength + technique in hexes.

### LEAPING SKY KICK: MANEUVER TYPE

For our example, we determine our Maneuver Type for Leaping Sky Kick. It's more of a Kick Maneuver than an Athletics Maneuver, so we decide that it is a Kick:

#### Leaping Sky Kick

Kick Maneuver

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

## STEP THREE: DETERMINING MANEUVER, TECHNIQUE AND OTHER PREREQUISITES

"I have got to get me one of these!"

*Capt. Steven Hiller, Independence Day*

### BASIC PREREQUISITE RULES

Now that you have a basic idea in mind, you can start designing your Maneuver by deciding what the Prerequisites are for it. Prerequisites are Techniques, Maneuvers and Backgrounds that the character must have before he can pay the required Power Points and gain the Maneuver. A Maneuver can only have one Background as a Prerequisite.

Attributes can also be Prerequisites, but this is rare. Street Fighter is a game of learning Techniques to gain skills; only one out of a hundred Maneuvers should ever require an Attribute. The only Maneuver in the original 5 Street Fighter books that required an Attribute was Face Slam.

So what Prerequisites do you need for your Maneuver? First you must have a Prerequisite of 1 dot in the Technique chosen from Step 2. If your maneuver is a Punch Maneuver, you must have at least Punch 1 as a Prerequisite, for example.

The only exception to this rule is a Maneuver that is part of a Long Path. If a Maneuver that came before the one being designed in the Path has met the Prerequisite of the Maneuver being designed, the new maneuver in the Path does not need to have the Prerequisite, as it has already been earned by the former Maneuver. In simpler terms, a Prerequisites that is exactly the same as another in a Path will not repeat itself. You can create far more powerful Maneuvers with a Long Path, as the required Maneuvers will subtract from the final Power Point cost (discussed later).

#### LEAPING SKY KICK: PREREQUISITES

For example, we decide that Leaping Sky Kick should require Kick 2, Athletics 1 and Jump. That gives Leaping Sky Kick a Long Path, and we have to make sure none of the Prerequisites are repeated.

Sure enough, Jump requires Athletics 1 also. Because Jump comes first in our Path, we keep Athletics 1 as a Prerequisite for Jump, and delete it from leaping Sky Kick. Our Maneuver looks like this:

### **Leaping Sky Kick**

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Jump).

Prerequisites: Kick 2, Jump.

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim,

Important Note: Making sure the Path of your Maneuver is correct (and written with the Maneuver as shown) is very important! A Style's Maneuvers are lowered in cost based on the maneuver's Path. Don't be too worried about this right now however, you can always change your path later (as long as it still follows all the normal Path rules).

## **INCREASING PREREQUISITES THAT APPEARED EARLIER IN THE PATH**

A Prerequisite of the same level will not repeat itself, as shown above. However, a Prerequisite that is higher than a former one will be listed under the new Maneuver. A Prerequisite cannot be lower than a former Maneuver Prerequisite in the Path.

### **LEAPING SKY KICK: INCREASING AN EARLIER PREREQUISITE**

For example, we decide to raise Leaping Sky Kick's Athletics Prerequisite to Athletics 2. This new Prerequisite, higher than the one for Jump, now appears in the Path.

### **Leaping Sky Kick**

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump.

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

## PREREQUISITES: CONSTRUCTION POINT TOTAL

For each Technique or background required, take off the following amount of points as shown on the chart below.

The number in parentheses indicate the reduction in cost for Maneuvers that require a level in an Attribute (Strength, Stamina, etc.) instead of a Technique or Background.

For each Maneuver Prerequisite (not each Maneuver in the Path), subtract 2 Construction Points. For example, we have a Path of:

First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, heatwave}

The final step to learn Spontaneous Combustion requires Heatwave, so we subtract 2 points from the Construction Point cost. Always count the last Maneuver and ignore Backgrounds and Techniques.

If a Maneuver requires the basic Bite, Tail, Claw and/or Horn Maneuvers from a Special Background (which will be covered in a later chapter), subtract 20 points for each type needed.

At this point, if you come up with a negative number (and you will), don't worry about it. You will gain points later in the design process.

| Technique/Background | Construction Points |
|----------------------|---------------------|
| Level 1              | -10 points (-1)     |
| At 2:                | -20 points (-2)     |
| At 3:                | -30 points (-4)     |
| At 4:                | -60 points (-8)     |
| At 5:                | -120 points (-16)   |
| At 6:                | -200 points (-32)   |

Requires Strange Basic maneuver Type (Bite, Claws, etc.): -20 points.

## LEAPING SKY KICK: CONSTRUCTION POINTS FROM PREREQUISITES

We add up our Construction Points for Leaping Sky Kick: Leaping Sky Kick.

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump.

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42.

### Common Mistakes:

1. Make sure that a Maneuver does not repeat itself in the Path needed to learn it. Take a look over the Paths in the example Maneuvers - you'll get the hang of it.
2. Make sure an Attribute does not repeat itself in the Path, unless it appears with a greater number of "dots".

## STEP FOUR: BASIC MODIFIERS (SPEED, DAMAGE, AND MOVE)

"What are you waiting for? You're faster than this. Don't think you are . . . know you are."

*Morpheus, The Matrix*

### THE BIG THREE

Each Maneuver has a set of Basic Modifiers that any player Street Fighter: The Storytelling Game should be familiar with. Sometimes referred to as "The Big Three", these are the Maneuver's Speed, Damage, and Move modifiers. A Maneuver designer chooses a score for each of these from the following charts. Normally (except in the cases of Move, see below), a positive Basic Modifier will increase your Construction Points cost, and a

negative Basic Modifier will decrease it. Some Bonuses and Weaknesses change this, but it's the general rule.

## THE DOUBLING EFFECT

If a character has too many Basic Modifiers that are positive, it can cause a sudden, large jump in Construction Point cost. This happens whenever two or three of the Maneuver's Basic Modifiers are +1 or above.

If so, the Basic Modifier's point cost is doubled (for that cost only). For example, If a Maneuver has a Speed +1, a Damage +2, and a Move -1, the point cost for Speed and Damage are doubled (Speed would cost 100, Damage 150). Move has a maximum Doubling Effect of 200 Construction Points.

Exceptions to the Doubling Effect There are three exceptions to the Doubling Effect:

1. If the Maneuvers positive scores do not add together to become greater than 4, and the Maneuver has no Bonuses or Weaknesses (see below), the Maneuver's Construction Point costs do not double.
2. Maneuvers that cause no damage to an opponent do not double the Construction Points for any modifier.
3. If two positive modifiers (+1 or above) are part of a Maneuver that has a Move of **None**, One or Two (not +1 or +2!), then they use their normal costs.

## THE "PERFECT MANEUVER" MODIFIER

If ALL of a Maneuver's Basic Modifiers (speed, damage and move) are +1 or more, add another 150 construction points to the final cost of the Maneuver.

## SPEED

Each Maneuver has a Speed modifier, indicating how fast that Maneuver is. With a high enough Speed, your character stands a good chance to go first in a turn or interrupt an opponent. Generally speaking, Grabs are slow and Blocks are fast, but there are exceptions. See Street Fighter: The Storytelling Game for more information.

Some Bonuses or Weaknesses might stop the designer from picking a Speed at all, as that bonus or weakness might force the Maneuver to accept a modifier at a predetermined level.

# SPEED CHART

|    |               |
|----|---------------|
| -3 | (-100 points) |
| -2 | (-75 points)  |
| -1 | (-50 points)  |
| +0 | (No Modifier) |
| +1 | (50 points)   |
| +2 | (75 points)   |
| +3 | (150 points)  |
| +4 | (200 points)  |

# DAMAGE

## Damage and Power Point Requirement

Depending on the damage bonus a particular Maneuver has (if it has one), the Maneuver is required to equal, after all modifiers, a certain Power Point cost. The following chart shows the possible damage ratings and the minimum final Power Point cost of the Maneuver. This becomes important later. Write down how many Power Points your Maneuver requires. See Street Fighter: The Storytelling Game for more information about the Damage modifier.

|                                          |                                             |
|------------------------------------------|---------------------------------------------|
| Power Point Requirements based on Damage |                                             |
| +1 or below                              | :1 Power Point                              |
| +1 - +5:                                 | 2 - 4 Power Points (before Style Modifiers) |
| +6 - +7:                                 | 5 - 6 Power Points (before Style Modifiers) |

# DAMAGE CHART

|      |          |
|------|----------|
| None | -100 (B) |
| -4   | -150 (A) |

|    |                |
|----|----------------|
| -3 | -100 (A)       |
| -2 | -50 (B)        |
| -1 | -25 (B)        |
| +0 | No Modifier    |
| +1 | 50 Points (B)  |
| +2 | 75 Points (B)  |
| +3 | 100 Points (B) |
| +4 | 150 Points (A) |
| +5 | 200 Points (A) |
| +6 | 325 points (A) |
| +7 | 550 Points (A) |

### **New Maneuver Creation Rules (update 2008):**

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**Damage of +3** must have one or more of the following limitations:

a negative Speed or Move modifier

A Move of One (or None)

a cost in Willpower or Chi

The Maneuver gets normal point value from any required limitation.

**Damage of +4 or +5** or above must cost 2-4 Power Points (before Style Modifiers), and have one or more of the following limitations:

a negative speed modifier

a Move of None or One

a cost in Willpower or Chi

The Maneuver gets normal point value from any required limitation.

**Damage +6** or above must cost 5-6 Power Points (before Style Modifiers), and must have all of the following limitations:

a cost in willpower or chi

a speed of +0 or a negative speed modifier

a move of -2 or below (or None, One or Two)

Cannot be a Sustained Hold

May have a Multi-Hit (x2) Limited, but not a normal Multi-Hit

The Maneuver gets normal point value from any required limitation.

**Damage +7** or above must cost 5-6 Power Points (before Style Modifiers), and have all of the following restrictions:

2 points in cost from willpower and/or chi (2 chi, 2 willpower, or 1 willpower/chi)

a speed of +0 or a negative speed modifier

a Move of None, One or Two

Cannot be a Sustained Hold

May have a Multi-Hit (x2) Limited, but not a normal Multi-Hit

The Maneuver gets normal point value from any required limitation.

## Special Damage Types

If the designer of the new Maneuver wishes to do so, he can choose a special type of damage instead of a "normal" modifier from the list below.

Some Bonuses or Weaknesses might stop the designer from picking a damage at all, as that bonus or weakness might force the Maneuver to accept a modifier at a predetermined level.

### Chi Damage

---

Cost Modifier: +300

Description: The basic damage done by the maneuver is the user's Wits + Focus + 3, +1 for each extra point of Chi the practitioner spends beyond the first. This Bonus cannot be combined with a Maneuver that costs Chi for other effects. When adding this Bonus to a Maneuver, Chi cannot be purchased with construction points as a requirement of the Maneuver (such costs are already part of Chi Damage).

This damage is considered to be +6 for purposes of determining Power Point cost (the Maneuver must have at least a 5 Power Point requirement).

### Slowing Force Damage

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Cost Modifier: +50

Description: A target struck will suffer one level of health damage and a -1 speed and move penalty the following round. The target cannot soak the point of damage. This is not counted as a positive damage for the purposes of determining construction point doubles.

This damage modifier cannot be increased, but does not have a minimum Power Point cost (as long as the Maneuver's Power Point cost is legal).

## **Strength + Focus**

---

Cost Modifier: +250

Description: The Maneuver uses Focus in a way related to the character's strength (see the Stone Maneuver). Damage is calculated by adding the character's Focus + Strength.

A maneuver with this modifier must have at least a 2 Power Point cost.

## **Extended Damage, Different Modifiers**

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Cost Modifier: See below

Description: This damage modifier is applied to Maneuvers that can cause damage over more than one turn, like Sustained Holds, but have a different damage modifier than the original attack. Except in the case of certain Bonuses (which this modifier cannot be applied to a Maneuver with), an extended damage Maneuver with different modifiers can only change it's damage modifier beginning on the second turn, at which point it will remain the same for all following turns.

If the Maneuver's damage decreases after the first turn, subtract 2 points from the Construction Point cost for each point of decrease the second turn, rounded down. This can give a modifier a negative number if the modifier was +0.

If the Maneuver's damage increases, the construction points are increased by the amount of the second damage's modifier, minus 1/2 of the first turns damage. For example, a Maneuver might cause -1 damage the first turn, +3 each turn thereafter. +3 Damage costs 100 points. -1 Damage costs -25 points, half of which is -12 rounded. Subtract this from 100, leaving 88 as the cost of the damage modifier of the Maneuver.

An extended Damage will count as a positive modifier for the purposes of the Doubling Effect or The Perfect Maneuver Modifier if the damage on either turn is positive.

## MOVE

Move is the modifier that will determine how far a character can travel while using a Maneuver. See Street Fighter: The Storytelling Game for more information.

### MOVE CHART

|      |                                                  |
|------|--------------------------------------------------|
| One  | One (No modifier, mandatory for sustained holds) |
| Two  | (10 points)                                      |
| None | (-75)                                            |
| -3   | (-50)                                            |
| -2   | (-25)                                            |
| -1   | (-10)                                            |
| +0   | (No modifier)                                    |
| +1   | (25 points)                                      |
| +2   | (50 points)                                      |
| +3   | (75 points)                                      |
| +4   | (100 points)                                     |
| +5   | (200 points)                                     |
| +6   | (300 points)                                     |

### Extended Move, Different Modifiers

Cost Modifier: See below

Description: This move modifier is applied to Maneuvers that have a Move that applies to more than one turn, like Sustained Holds. The Move

modifier either changes, or allows move the first turn but then not on additional turns, or must not move the first turn and can thereafter. Except in the case of certain Bonuses (which this modifier cannot be applied to a Maneuver with), an extended Move Maneuver with different modifiers can only change its Move modifier beginning on the second turn, at which point it will remain the same for all following turns.

If the Maneuver's Move decreases after the first turn, subtract 2 points from the Construction Point cost for each point of decrease the second turn, rounded down. This can give a modifier a negative number if the modifier was +0.

If the Maneuver's Move increases, the construction points are increased by the amount of the second Move modifier, **plus** 1/2 of the first turn's Move. For example, a Maneuver might allow -1 Move the first turn, +3 each turn thereafter. +3 Move costs 75 points. -1 Move costs -10 points, half of which is -5. **Sum this -5** from 75, leaving 70 as the cost of the damage modifier of the Maneuver.

If the Maneuver does not Move on the first turn but can begin moving on the second, apply 3/4 the cost for the Move on the second turn, rounding up.

If the Maneuver stops Move (None) on the second turn, apply 3/4 of the Move cost of the first turn, rounded up.

An extended Move does not count as a positive modifier for the purposes of the Doubling Effect or The Perfect Maneuver Modifier unless the extended Move has a modifier of +3 or above on any turn.

## **Projectiles and Ranged Maneuvers**

Some Maneuvers work from a distance instead of requiring the user of the Maneuver to get close to his victim. There are three different types of these Maneuvers: Projectile Attacks, Distance Weapons, and Ranged Attacks.

Projectile Attacks are Maneuvers that strike by sending some type of non-weapon related attack at a character. This includes attacks like Fireball, Acid Breath and the like, as well as "built in" weapon attacks, such as a cyborg who has the Fireball Maneuver to simulate a built-in flame-thrower.

Distance Weapons are Maneuvers that are related to weapons that attack from a distance, but are not actually part of the character. Grenades, machine guns and ninja "throwing stars" are all Distance Weapon attacks. Distance Weapon attacks do not have to purchase a Projectile/Ranged attack Range score (see below), instead using the Range listed in the weapon's description.

Ranged Maneuvers are attacks and effects that do not have an apparent physical "bolt", but still cause an effect from a distance. Mind Control and Telepathy are examples of Ranged Maneuvers. Projectile and Ranged Maneuvers have a different Move purchase than other, non-distance effect Maneuvers, as shown on the following chart. They must also purchase a Range, as shown on the second chart below. There are also some special Range types that can be purchased instead of those on the chart, which are listed after the second chart below.

Ranged Maneuvers, unless changed by a Bonus or a Weakness, must have line-of-sight to affect a target.

**MOVE CHART (PROJECTILE MANEUVERS)**

|      |             |
|------|-------------|
| -2   | +10         |
| -1   | +50         |
| +0   | +100        |
| None | No Modifier |
| One  | +75         |

**RANGE FOR PROJECTILES**

|               |             |
|---------------|-------------|
| Range 1 hex   | no modifier |
| Range 2 hexes | +25         |
| Range 3 hexes | +50         |
| Range 4 hexes | +75         |

|               |      |
|---------------|------|
| Range 5 hexes | +100 |
| Range: Sight  | +200 |

### **Optional Range**

Cost Modifier: +100

The maneuver may also be done without touching the target: Each hex between the target and the practitioner subtracts two damage dice.

### **Range (Intelligence + Background)**

Cost Modifier: +100

The Projectile has a range of Intelligence plus any Background that was used to purchase the Maneuver.

### **Range (Equal to Stamina)**

Cost Modifier: +25

The Projectile has a range equal to the fighter's Stamina.

### **Range (Equal to Strength)**

Cost Modifier: +25

The Projectile has a range equal to the fighter's Strength.

### **Range (Equal to Focus)**

Cost Modifier: +25

The Projectile has a range equal to the fighter's Focus.

### **Range (Intelligence + Focus)**

Cost Modifier: +100

The Projectile has a range of Intelligence plus Focus.

### **Range (Wits + Focus)**

Cost Modifier: +150

The Projectile has a range of Wits plus Focus.

### **Range (Perception + Focus)**

Cost Modifier: +100

The Projectile has a range of Perception plus Focus.

### **LEAPING SKY KICK: THE BIG THREE**

We decide that Leaping Sky Kick is fast (Speed +1) and can cause a good damage (+3). A character using the Maneuver can also move around, so we give it a Move modifier of +1.

Because the maneuver has two or more Basic Modifiers with +1 or above, we have to double the Construction Point totals for the modifiers with positive scores (all of them in this case).

Because all the Maneuver's Basic Modifiers are +1 or greater, we have to add +150 Construction Points to the final cost of the Maneuver as well (see "The Perfect Maneuver Modifier", above). So far, we have a total of 458 Construction Points.

#### **Leaping Sky Kick**

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump.

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Basic Modifiers: Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 500.

Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42.

#### **Common Mistakes**

1. Did you check to see if you must apply the Doubling Effect or the "Perfect Maneuver" Modifier?
2. Did you make sure that if your Maneuver causes damage, that it meets the requirements for a damage-causing Maneuver in Power Point cost?

## **STEP FIVE: MANEUVER COSTS (CHI AND WILLPOWER)**

"Use the force, Luke"

*Ben "Obi-Wan" Kenobi, Star Wars: A New Hope*

When you have reached this step, it's time to determine the amount of Willpower and Chi the Maneuver will require to use. Willpower and Chi points required to use a Maneuver are not Basic Modifiers, but are listed with them when designing a Maneuver.

Generally speaking, Maneuvers with fantastic effects that require great body movement and concentration require Willpower. Air Throw and Backflip are good examples. Maneuvers that have inhuman effects that could be described as "magic", including most Focus Maneuvers, require Chi. Fireball, Improved Fireball, Flaming Dragon Punch, and Ice Blast are all good examples of this type of Maneuver.

The chart below, like the rest of the charts, are not cumulative. A designer of a Maneuver cannot pick "1 Willpower" three times and combine the points, for example.

A maneuver that requires an expenditure of Willpower and/or Chi the first turn and has an extended effect of some kind from a Bonus only pays for the Chi/Willpower used the first turn, unless stated otherwise in the Bonus's description. Maneuvers that require Chi/Willpower the first turn and an expenditure of Chi the following rounds have a special cost listed after the chart. A Maneuver may not have a Bonus that requires Willpower expenditure over more than one turn.

See *Street Fighter: The Storytelling Game* for more information about Chi and Willpower costs.

### **COST (WILLPOWER / CHI)**

The basic cost in Willpower and/or Chi is chosen here. Note that all Costs, except for None, are NOT considered true Weaknesses (see Step 6), although they limit a Maneuver.

|             |               |
|-------------|---------------|
| None        | (No modifier) |
| 1 Willpower | (-50 points)  |
| 2 Willpower | (-100 points) |
| 1 Chi       | (-50 points)  |
| 2 Chi       | (-100 points) |

|             |               |
|-------------|---------------|
| 1 WP, 1 Chi | (-100 points) |
|-------------|---------------|

## Extended Turn Focus Maneuvers

### 2 Chi on the first turn +1 Chi each turn used

Cost Modifier: -125 points.

### 2 Chi + 1 Willpower on the first turn +1 Chi each turn used

Cost Modifier: -140 points.

**LEAPING SKY KICK: CHI AND WILLPOWER**

In our example, we decide that Leaping Sky Kick should require an expenditure of 1 Willpower. The Maneuver requires a lot of body movement and concentration, but is not a "supernatural" Maneuver, so we won't give it a Chi cost.

One Willpower point will decrease our Maneuver's Construction Point cost by 50.

**Leaping Sky Kick**

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump.

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Basic Modifiers: Cost: 1 Willpower (-50), Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 450.

Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42.

## STEP SIX: SPECIAL BONUSES AND WEAKNESSES

"You know what the difference is between you and me? I make this look good."

Jay, *Men in Black*

Now that you have your maneuver's basic statistics completed, you can begin adding Bonuses and Weaknesses to your Maneuver.

Bonuses (also called Advantages) add to the Construction Point total of a Maneuver, making the final Power Point cost higher (see Power Point cost, below). Weaknesses limit the Maneuver, but subtract from the Power Point cost, which will make the Maneuver's final power Point cost lower.

Pay close attention to the descriptions of the Maneuver Bonus and Weakness Descriptions; they sometimes will affect other choices you have already made for your Maneuver, in which case you will have to go back in the creation process and make changes to your scores and Construction Point cost.

## **SPECIAL BONUSES**

### **ACID ATTACK**

---

Cost Modifier: +340

Description: The spray has a range equal to the fighter's Stamina rating, and the fighter must have line-of-sight to his victim. Once the acid spray hits, it immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the acid breath has been immersed in water or some other measure has been taken, the acid continues to burn the victim's body. At the very end of the combat turn, after all actions have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages again for the last time, using the -3 damage modifier. Characters hit more than once with the acid attack could suffer many damage tests at the end of each turn. Acid breath may be dodged like any other projectile attack.

Damage CP cost is already included in the cost of this modifier.

### **ACTS AS JUMP**

---

Cost Modifier: +100

Description: A fighter can play the Maneuver card along with any of the six basic punches and kicks, or by itself. If used by itself, use the basic modifiers purchased with the Maneuver. Otherwise, use the normal attack

modifiers and not those shown here. Using this Maneuver causes the maneuver to become Aerial.

If the fighter uses this Maneuver with a Basic Maneuver, he may still be able to deliver damage after a successful jump. The fighter can leap 3 feet for each dot of Athletics.

This Bonus cannot be combined with any Aerial Bonus or weakness. The Maneuver must have a damage modifier of None, but does not receive the normal -100 construction points modifier for that modifier.

## **AERIAL**

---

Cost Modifier: +50

Description: The Maneuver is considered Aerial and can be used to dodge projectiles in the same manner as a Jump maneuver.

## **AERIAL (NO DODGE)**

---

Cost Modifier: +25

Description: Although the Maneuver is considered Aerial and will avoid Crouching and Sweep maneuvers, it cannot be used to dodge Projectiles.

## **AERIAL (ADDED BONUS: AFFECTS CROUCHING MANEUVERS)**

---

Cost Modifier: +75

Description: The Maneuver is considered Aerial and can be used to dodge projectiles in the same manner as a Jump Maneuver. It may also affect Crouching Maneuvers, unlike a regular Aerial Maneuver.

## **ALTERED DAMAGE TECHNIQUE**

---

Cost Modifier: +25

Description: The Maneuver uses a different type of Technique than that of its base to calculate damage. For example, a Grab Maneuver could be altered to use Punch to calculate damage instead of the Grab Technique. The Technique used to calculate damage is chosen at the time of the Maneuver's creation.

## **ANY PATH**

---

Cost Modifier: +150

Description: This Bonus can only be applied to a Ranged or Projectile attack or effect. The user does not need line of sight, and Projectile attacks (if the Maneuver is one) will take the shortest path to the subject.

## **AREA EFFECT**

---

(see Surround Pound, Projectile: Wave Effect)

## **ARMOR PIERCING**

---

Cost Modifier: +250

Description: This punch ignores any special bonuses that provide extra protection, such as armor, toughskin, or similar powers. Anyone without such extra protection suffers an additional +1 damage.

## **ATTACK THEN BACK**

---

Cost Modifier: +200

Description: The character makes his attack roll before Movement. The Maneuver's Movement must be One or Two.

## **ATTACK THEN BACK, LIMITED**

---

Cost Modifier: +100

Description: After making his attack, the fighter moves back one hex.

## **AVOIDS PROJECTILES**

---

Cost Modifier: +75

Description; The Maneuver may be used to avoid projectiles in the same manner as a Jump Maneuver, but is NOT considered an aerial Maneuver.

## **BACK ATTACK**

---

Cost Modifier: +25

Description: This Bonus allows the fighter to attack an opponent that is to his rear, if the Maneuver used against him allows the fighter to place

himself behind the victim at the end of his attack. Basically, this Bonus cancels out the Move Behind Bonus that allows a fighter to move behind an opponent and cause him to lose his attack.

## **BEAST ROLL**

---

Cost Modifier: +175

Description: The fighter begins by traveling in a straight hex-line backward using a -2 move modifier. The backward roll can be used to attack an opponent. Then the fighter rolls forward for another attack using a +2 move modifier. Both attack's must enter the target's hex. Finally, the fighter bounces off the second target to end the move two hexes in front of that target.

Obviously, this Maneuver already uses a Move modifier, so none should be taken when designing a Maneuver with this Bonus. The cost for the Move modifications are already taken into account. They cannot be altered.

## **BLIND**

---

Cost Modifier: +555

Description: The monk can inflict blindness on any victim within the monk's Wits + Focus. The monk must defeat the opponent in a resisted roll of the monk's Intelligence + Focus versus the victim's Stamina + Mysteries. If successful, the victim is completely blinded as a veil of darkness shuts off his sight.

The Power acts just like a sustained hold. The victim gets a resisted roll of intelligence vs. intelligence to break free of the monk's power each turn.

The designer of a maneuver must use the range listed here, but pays no construction point cost for it.

## **BLINDING (ONE TURN)**

---

Cost Modifier: +480

Description: Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting skill is zero, she is dizzied.

## **BOUNCE**

---

Cost Modifier: +250

Description: The character will stop at the first hex occupied by a target, which can be a character or any sizable object. After damage is applied to a target, the rolling character will bounce off the target and land two hexes in front of the target. Unless the Maneuver has the Straight-Line Only weakness, the character bounces away at the opposite angle that he used to strike the target.

## **CAN BE USED WITH REKKA KEN**

---

Construction Point Cost: +50

Description: This Bonus allows a Punch Maneuver to be used with the Rekka Ken Effect, even if the Maneuver is not a Basic Punch or Kick Maneuver. A Maneuver with this Bonus does not have the Rekka Ken Effect; instead, it is allowed to be played as a Basic Punch Maneuver by a character who knows Rekka Ken (if it is a Punch Maneuver), or it can be played as a Basic Kick Maneuver (if it is a Kick Maneuver) by a character who possesses a Kicking Rekka Ken (see the Rekka Ken Effect for more details on how that bonus works).

Obviously, this Bonus can only be applied to a Punch or Kick Maneuver.

*Submitted by Knight of the Black Rose*

## **CAUSE MYSTIC FEAR**

---

Cost Modifier: +355

Description: While many Maneuvers can cause devastating effects that would strike fear into the heart of opponents, Cause Mystic Fear uses mental powers, magic or some other paranormal force to create fear in the victim's mind. All within the sight of the fighter must make a resisted Willpower roll against the fighter's Manipulation + Focus or get as far away from the fighter as possible. This is considered a sustained hold, and only ends when a successful roll has been made or three turns have passed.

## CHARM

---

Cost Modifier: +330

Description: The martial artist using Charm must be close enough to his victim to gaze into her eyes, establishing the hypnotic contact. He must be within three hexes of his opponent. Once eye contact is established, the charmer makes a Wits + mysteries resisted roll against the victim. If the charmer wins, the spell is established; otherwise, there is no effect.

Once the cobra charm has begun, it works similarly to a sustained hold for grappling, except that between each turn the victim and the charmer compare intelligence rolls to see if the hypnotic hold is broken. If the victim is ever hurt, the charm is broken. While hypnotized, the victim will do nothing except follow very basic commands given by the hypnotist such as lying down, moving, etc. the hypnotist can employ only the Move maneuver while maintaining the hypnotic hold, because he must concentrate on his subject. If the charmer and the victim are ever separated by more than three hexes the charm is broken.

This Bonus can only be added to a maneuver with a Damage of None. It cannot have other Special Bonuses added to it. Charm has a range of "eye contact", which can be made in any tournament ring. The Storyteller can decide on when the character can make eye contact outside the ring.

~~The designer of a Maneuver with this bonus does not pay for Range.~~

## CHARM (DIZZY EFFECT)

---

Cost Modifier: +400

Description: The fighter must succeed in a contested roll of his Dexterity + Focus vs. the target's Wits + Mysteries. If the attacker wins, treat the target as if he were dizzied.

## CROUCHING

---

Cost Modifier: +25

Description: The Maneuver is considered Crouching.

## **DESTROY BODY**

---

Cost Modifier: +400

Description: The user of a Maneuver with this Bonus must defeat the defender in a contested Focus roll. If he succeeds, the defender's body is consumed with some type of power (fire, electricity, etc., one type chosen at the time of the Maneuver's creation), taking the Maneuver's damage. Each round thereafter, the attacker can continue to expend Chi to keep the power active and causing damage. The affected character can counteract this expenditure of Chi by (choose one):

1. Spending a turn rolling on the ground (treat as a knockdown with -2 Speed the following turn).
2. Spending a Chi point.
3. Passing a Willpower check.
4. passing a Stamina check.

This bonus must be accompanied by a Chi requirement of 2, +1 each round thereafter.

## **DIFFICULT RETURN ATTACK**

---

Cost Modifier: +150

Description: If next Maneuver from an opponent is an attack, the first roll is at +2 difficulty.

## **DIM MAK EFFECT**

---

Cost Modifier: +500

Description: Acts exactly as a Dim Mak attack with regards to delayed damage and weakness.

## **DISLOCATES ARM**

---

Cost Modifier: +160

Description: The turn after the fighter's arm has been dislocated, he suffers a -3 speed penalty. This is because he is forced to pop his arm back into its correct position. Any punches made during this turn (the turn with

the -3 speed) suffer a -2 damage modifier as well. The victim may choose not to relocate his arm. However, he may only throw kicks until he does.

## **DISPLACEMENT EFFECT**

---

Cost Modifier: +320

Description: This maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his adversary. When the opponent begins his attack, the fighter must have enough Speed to interrupt the attack; otherwise, the displacement is ineffective. The fighter executing the displacement may then travel up to her full Move to the right or left of the opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any move left. This maneuver may be used to avoid projectiles, although a contested roll must still be made. The street fighter's punch technique is used to determine the damage for the attack.

## **DIZZY (INSTANT COMBO)**

---

Cost Modifier: +100 for two hits, +200 for three hits

Description: This Bonus must be applied to a Multi-Hit Bonus. All successful damage is added together to determine if the victim is Dizzied.

## **DIZZY (VS. STAMINA)**

---

Cost Modifier: +250

Description: Any victim of the Maneuver must succeed in a stamina test or be dizzied the following turn.

## **DOUBLE BLOCK**

---

Cost Modifier: +150

Description: This Bonus can only be added to a Block Maneuver. While using the Maneuver, the fighter doubles his Block for Soak purposes, instead of adding the normal Block to his Soak.

## **DOUBLE-DREAD ATTACK**

---

Cost Modifier: +480

Description: The fighter attacks once with +1 to damage (using the normal damage modifiers of a punch or kick, as determined by the choice of the player when creating a Maneuver with this bonus), and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance. This Bonus may only be applied to a Punch or Kick attack, and cannot be combined with other Bonuses.

Even though this Bonus has a positive damage modifier, it does not count as a positive damage when determining if the designer must double his construction points.

## **DOUBLE-HIT (STATIONARY)**

---

Cost Modifier: +80 points per +1 to damage. If +0 damage bonus or below, +40 points

Description: If the fighter does not have to move to attack, he may make two damage tests. Only Maneuvers with a Move of One may have this effect. This Bonus may not be combined with a Multi-Hit effect.

## **DISABLING ATTACK**

---

Cost Modifier: +250

Description: The fighter leaps forward and indicates which limb he wishes to strike. A successful roll that inflicts damage causes the target to suffer -1 on both Strength and dexterity for the remainder of the combat. This maneuver can be performed multiple times, and can finally impair the victim. When determining damage inflicted by this attack, the Animal hybrid background (or other similar background) is used in place of the grab technique. This Bonus may not be combined with the X for Damage Bonus.

## **DISENGAGE**

---

Cost Modifier: +315

Description: A fighter may play this move during any turn he is in a sustained hold. When played, the captive fighter rolls a second time to try to escape from his captor. However, for the second roll the fighter rolls his dexterity versus his opponent's strength. if he escapes and has any move left, he may continue moving away from his opponent.

## **ENVELOP**

---

Cost Modifier: +385

Description: The fighter can emit a sphere of force that wraps around the target. The force may be made of negative energy, water, vacuum, or some other force, depending on the description of the Maneuver.

The Envelop acts much like a Grab maneuver. If two fighters are engaged in a sustained hold and are in the same hex, both will be affected. Each round the target must succeed in a stamina test to see if he is dizzy by the lack of oxygen or other negative force. The range of the envelop extends a number of hexes equal to the fighter's Focus technique, and requires line of sight. Envelop is a sustained hold and may be maintained a number of rounds equal to the attacker's Focus Technique. If the line of sight is broken by an obstacle or another fighter, the Envelop is dispelled. Unlike most sustained holds, the target may move and fight normally, except that his speed is at -2.

## **ESQUIVES**

---

Cost Modifier: +195

Description: The fighter must have enough speed to interrupt his attacker. As the opponent attacks, the player using Esquives simply moves his counter in any one direction up to two hexes. Esquives may not be applied to a maneuver that deals damage of any type.

## **FREEZE**

---

Cost Modifier: +230

Description: Any opponent damaged is frozen in place and must accumulate 4 successes in Strength rolls to break free. He may try at the end of each turn. If the character is hit while frozen, he receives normal damage and the ice shatters without the strength rolls.

A Maneuver with the Freeze Bonus may not have a damage of greater than +3, and must have a Chi requirement. It must also support a Move of None. Its Speed may be +0 or below, but cannot have a positive modifier.

## **GHOST FORM**

---

Cost Modifier: +545

Description: Nothing solid will affect a character. Energy like fire and electricity will still affect him, but bullets, ice blasts, fists and kicks will pass harmlessly through his body. The character cannot attack or use any other special maneuvers while in this form, but he can move through walls, floors, and even people. Can be played during a turn when a character is caught in a sustained hold, allowing the character to walk right out of the hold.

## **GRAB: ADJACENT HEX ATTACK**

---

Cost Modifier: +250

Description: This Bonus can only be applied to a Grab Maneuver. It allows the Grab maneuver to attack opponents in adjacent hexes as well as his own with the Maneuver.

## **HEALING**

---

Cost Modifier: +300

Description: A character who uses Healing in the midst of combat must enter the same hex as her patient and then execute the healing process. Like the regeneration special maneuver, the healer can restore one lost health level per point of chi the healer spends. The healer can spend Chi points up to her Focus rating per turn of healing. When adding this effect to a Maneuver costs for Willpower/Chi are not purchased, and the Maneuver must have a damage of None, that will not grant its normal reduction to the maneuver cost. One chi can also heal 5 hexes of natural damage such as pollution.

## **HOLD**

---

Cost Modifier: +250

Description: If the attacker performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.

The fighter's strength is considered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets their stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzy or knocked out by a third party's attack, the pin is automatically broken.

Obviously, this Bonus cannot be added to the Sustained Hold Bonus.

## **IGNORES BLOCKS**

---

Cost Modifier: Free to any Grab maneuver; +75 per +1 damage bonus of the Maneuver in question or +50 for any Maneuver with a +0 or negative damage Modifier.

Description: The Maneuver ignores blocks in the same fashion as most Grab Maneuvers.

## **IGNORES BLOCKS (LIMITED)**

---

Cost Modifier: +15 per +1 damage of the Maneuver

Description: The Maneuver ignores Blocks, unless the opponent is performing a certain type of maneuver (choose two: Aerial, crouching, punch defense, kick defense).

## **IGNORES HIGH DEFENSES**

---

Cost Modifier: +70 per +1 damage bonus of the Maneuver in question or +45 for any Maneuver with a +0 or negative damage Modifier.

Description: The Maneuver ignores Blocks, unless the victim is performing a crouching block or is using kick defense.

## **IGNORES JUMP DEFENSES**

---

Cost Modifier: +250

Description: The Maneuver can not be avoided with Jump or similar moves. This Bonus must be applied to projectile (ranged) attacks.

## **IGNORES STAMINA**

---

Cost Modifier: +175

Description: The victim of an attack does not get to use his Stamina to soak attack damage.

## **IGNORES STAMINA (HALF STAMINA)**

---

Cost Modifier: +100

Description: The victim only uses 1/2 his normal Stamina (rounded down) when deterring Soak against this Maneuver.

## **IGNORES STAMINA (HALF STAMINA, LIMITED)**

---

Cost Modifier: +75

Description: Unless the opponent is Blocking, he may only use half his stamina (rounded down) to soak damage.

## **IMMOVABLE**

---

Cost Modifier: +100

Description: While using the Maneuver, the character cannot be moved from the space he is in. If combined with a Maneuver that has a movement, the character cannot be moved for the rest of his turn once his movement phase has ended, although he can be moved if he is interrupted before that time.

A character with this Bonus may still be moved with a Grab Maneuver.

## **INCREASED DAMAGE (+1 PER HEX MOVED)**

---

Cost Modifier: 25 per +1 to move. If Move is +0 or below, +15

Description: This Bonus may be added to any Maneuver that has a Move that is not classified as None, and that causes damage to a victim. The Maneuver must also have the Push Bonus. Each time the victim of such a Maneuver is attacked (beyond the first), the damage received is considered to be +1 higher than the original Damage total.

## **INCREASED DEFENSE VS. GRABS**

---

Cost Modifier: +200

Description: A fighter employing this maneuver adds his Grab technique to his Stamina to defend against grab maneuvers. It can be played each round the fighter is in a sustained hold, for example.

## **INVINCIBILITY, PHYSICAL**

---

Cost Modifier: +330, +500 for Maneuvers that cause damage

Description: While using a Maneuver with this Bonus, physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.

As long as the Maneuver causes no damage, the creator of the Maneuver is free to have the Cost of the Maneuver (in Willpower/Chi) be 0. If the Maneuver causes damage, however, there must be a Willpower and Chi cost. Construction points gained for negative damage are halved for any Maneuver with this Bonus, and construction points for Maneuver that have a positive damage pay double the normal costs (which can be doubled again if the Maneuver has other positive basic modifiers).

Any Maneuver with this Bonus must have a Focus requirement.

## **INVINCIBILITY, LIMITED**

---

Cost Modifier: +230

Description: While using the Maneuver, the character cannot be harmed, although he can still be harmed before the Maneuver begins or after it is completed.

## **INVISIBLE PROJECTILE**

---

Cost Modifier: + 100

Description: Obviously, this Maneuver must have a range of some type longer than touch. The projectile attack is invisible. Characters who make a successful Perception + Mysteries roll will notice the projectile.

Those that fail to notice the projectile cannot add their Block to their Soak or use a Maneuver to avoid the projectile.

## **KICK DEFENSE**

---

Cost Modifier: +50

Description: The fighter is at +4 to Blocking Soak vs. Kick maneuvers, -2 Blocking Soak vs. all others while using this Maneuver.

## **KNOCKBACK**

---

Cost Modifier: +80

Description: If the victim is damaged, he is pushed back one hex if he fails a resisted Strength check. This applies to grounded opponents only. The bonus has no effect on Aerial opponents.

## **KNOCKBACK, AUTOMATIC (PER HEX)**

---

Cost Modifier: +100 + 25 per hex

Description: A victim damaged by a Maneuver that has this Bonus is knocked back a number of hexes equaling the number purchased for this bonus. The maximum in Hexes is 5 with this Bonus.

## **KNOCKBACK, IMPROVED**

---

Cost Modifier: +100

Description: The opponent moves back a number of hexes equal to the attacker's Strength + Athletics, minus the target's strength.

## **KNOCKBACK, DAMAGE TRANSFER**

---

Cost Modifier: +300

Description: The practitioner must choose what to do with their dice pool: The maneuver's damage may be reduced by one point to throw the target back by one hex.

## **KNOCKBACK, EQUAL TO DAMAGE**

---

Cost Modifier: +100

Description: Any fighter who suffers damage is moved an equal number of hexes in a straight line away from the fighter.

## **KNOCKDOWN**

---

Cost Modifier: +15 for each +1 to damage of the Maneuver in question. If the Maneuver has a +0 Damage or less, +15

Description: If the Maneuver causes damage to an opponent, it also scores a Knockdown. Any Maneuver with a Power Point cost of 0 that has a Knockdown Bonus will have a minimum cost of 1 Power Point for any Style.

## **KNOCKDOWN, IMPROVED**

---

Cost Modifier: +100

Description: The victim of the Maneuver suffers a Knockdown, whether or not the Maneuver actually scores damage. The Maneuver may not have a Speed basic modifier greater than +0.

## **KNOCKDOWN (AERIAL)**

---

Cost Modifier: +10 for each +1 to damage of the Maneuver in question

Description: This Maneuver causes Knockdown to an aerial opponent if it causes damage to that opponent. It does not have the special Knockdown effect on grounded subjects. It must interrupt an aerial maneuver for the knockdown effect to take place. Any Maneuver with a Power Point cost of 0 that has a Knockdown Bonus will have a minimum cost of 1 Power Point for any Style.

## **KNOCKDOWN RESISTANT**

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Cost Modifier: +200

Description: While using the Maneuver, the character is immune to Knockdowns.

## **LEVITATE**

---

Cost Modifier: +420

Description: The practitioner may move up to their Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi

per turn. This takes the place of the normal Move modifier, which does not have to be purchased if the Maneuver has this Bonus.

## **MIND CONTROL**

---

Cost Modifier: +900

Description: A Maneuver with this Bonus can be used on a character with no Willpower left, but not a character with an honor of 10. The victim must be within the attacker's focus + wits in hexes (Range is not purchased for the Maneuver). Both roll intelligence, and if the attacker receives more successes, he has taken over the mind for a period of time. The victim's Honor vs. the attacker's Willpower may be rolled when the victim is forced to go against his own morals. It is rumored that conditioning to make a victim a permanent slave is possible.

NEW CHAMPS RULE: In a tournament, a character who has his mind controlled by his opponent must roll his dice equal to his Honor (or 1 dice, whichever is more) each turn. If the character gains a success, he may act normally. If he fails the roll, he is confused and may only use the basic Block Maneuver (or Move if his opponent tries to use a Grab). If he botches the roll, the character is Dizzied.

1 success - 1 round of combat (10 turns)

2 successes - 1 hour

3 successes - 1 day

4 successes - 1 week

5 successes - 1 month

This bonus can only be applied to a Focus Maneuver with a Focus requirement. The Maneuver must cost Chi to activate. The Maneuver may not have any other Bonuses applied to it; the only things the creator of the Maneuver may change are the basic Chi/Willpower requirement and the Speed of the Maneuver, which can never be greater than +0. The creator may add weaknesses. The Maneuver may not have a weakness if that weakness simulates any Bonus, such as Aerial or Crouching.

## **MISSILE REFLECTION**

---

Cost Modifier: +170 or +500 for Energy Attacks

Description: The fighter must roll Dexterity (difficulty 6) to deflect missiles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. To deflect bullets or similar dangerous weaponry, the fighter must possess something able to deflect the weapon (a piece of metal, iron bracelets, etc.). If the object is caught or deflected, the fighter can send the object back at it's owner (or another party) for the same amount of damage it would have caused. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missiles can be reflected in a single turn.

Energy Reflection: This power is similar to Missile reflection, except that the fighter can reflect any type of energy attack, such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll. The energy attack may be reflected back to its original source or another target, and causes the same amount of damage it would have against the fighter.

## **MOVE, ATTACK, MOVE**

---

Cost Modifier: +500

Description: The Maneuver allows the character to move one hex before attacking, then finish the Movement after the attack is complete. The fighter's opponent must be standing in the same or adjacent hex when the fighter begins this move. The Maneuver must have a Movement basic modifier in the negatives (-1, -2, etc.).

## **ATTACK ANYTIME**

---

Cost Modifier: +550

Description: The fighter can interrupt her own movement with a damage roll and then finish his allowed move after rolling damage. The maneuver must be performed straight-line.

## **MOVE BEHIND**

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Cost Modifier: +150

Description: The fighter must be able to move inside the victim's hex. At the end of the move, the fighter lands in the hex directly behind his opponent (or in the hex of his choosing adjacent to his opponent if he began his move in the same hex with the victim). If the fighter using this maneuver interrupts an opponent's attack, the victim cannot execute his declared attack on the fighter, who has now flopped behind him, unless the victim's Maneuver has the Back Attack Bonus.

## **MULTI-HIT (X2)**

---

Cost Modifier: +150

Description: The Maneuver strikes the opponent twice, with two separate damage rolls. This Bonus cannot be part of a Maneuver that contains another Type A Bonus. Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7

## **MULTI-HIT, LIMITED (x2)**

---

Cost Modifier: +100

Description: The Maneuver strikes the opponent twice, with two separate damage rolls. Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7.

To be able to use this Bonus, the attacker (pick one):

1. has to attack an opponent and not move (or he scores only one attack).
2. has to attack an Aerial opponent (or he scores only one attack).
3. has to enter the hex with his opponent for the first attack, which pushes the victim back one hex whether or not the Maneuver causes any damage. Then he makes his second attack. If the fighter can't enter the opponent's hex, he can still make the second attack.

Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7.

## **MULTI-HIT (X3)**

---

Cost Modifier: +500

Description: The Maneuver strikes the opponent three times, with three separate damage rolls. This Bonus cannot be part of a Maneuver that contains another Type A Bonus.

Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7.

## **MULTIPLE TECHNIQUE STRIKE**

---

Cost Modifier: +450

Description: The Maneuver strikes three times, with two or more Techniques (punch, kick, athletics, or weapon Maneuver) combined together. For example, the Maneuver might strike with two kicks and a punch, or two kicks and a Sword. Two of the attacks have a +0 damage modifier; one of the attacks has a +1 damage modifier, chosen by the player at the time of the creation of the Maneuver. Damage is not chosen for the Maneuver at the time of it's creation; it is assumed to have the modifiers above. This positive damage bonus does not count as a positive damage when deciding whether or not to double construction points in a Maneuver that has two or more positive basic modifiers.

## **NUMB**

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Cost Modifier: +150

Description: An opponent struck with this maneuver will suffer numbness in the following turn. If any damage is inflicted, the opponent suffers a -1 to move during the next round.

## **PIT**

---

Cost Modifier: + 500

Description: In order to be effective, the fighter must target a victim after he has completed his movement. Otherwise, the character must choose a hex to be the target of this power. Any fighter who ends his turn in the affected hex falls into the pit. Use the modifiers below for damage from the fall. The pit is five feet deep plus one foot per dot of the fighter's Focus Technique. Fighters who fall into the pit must spend their next action climbing out. Treat this action as a move maneuver at -4 speed. Once a pit is created, it is permanent.

Obviously, this Bonus cannot be combined with the Must Strike Last weakness.

## **PLACEMENT (SAME HEX ENDING)**

---

Cost Modifier: +5

Description: This Bonus can only be applied to a Maneuver that has a positive Move Modifier and can cause damage to an opponent. At the end of the attack, the attacker and defender are considered to be in the same hex. If combined with Speed Bonus: Grab, add an additional +75 to the cost of this Bonus.

## **PLACEMENT (VICTIM ONE HEX BACK)**

---

Cost Modifier: +5

Description: The victim of the Maneuver lands one hex behind his original position (attacker's choice of which hex). This happens each time the victim is damaged if the Maneuver has the Multi-Hit Bonus (capabilities).

## **POWER UP**

---

Cost Modifier: +400

Description: This type of Maneuver must cost at least 1 Chi or Willpower to activate. The character concentrates from 1-4 turns, during which time he may use any other Maneuver, but they will be at -1 speed, damage and move. The fighter can stop concentrating at any time, even on the first turn, and then use the Maneuver. Damage bonuses are similar to those of the Turn Punch (sf 166). This Maneuver must be in the form of a Punch or Kick Maneuver. Note that the Speed and Damage bonuses are already calculated into a Power Up Maneuver, and therefore are not chosen for this type of Maneuver.

## **PROJECTILE: WAVE EFFECT**

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Cost Modifier: +380

Description: This Bonus must apply to a projectile (ranged) attack. All hexes covered from the beginning of the attack to the target are affected with the effect of the Maneuver.

## **PSYCHIC RAGE**

---

Cost Modifier: +300

Description: If a fighter uses a Maneuver with this Bonus, he must win a resisted (permanent) Willpower roll vs. his victim. If the attacker is successful, then the victim goes into a rage. The victim will only be able to play fierce or roundhouse combat cards, and his highest damage special maneuvers. He will spend Chi and Willpower as needed until he runs out. Furthermore, he will not be able to play a Move or Block maneuver and will not receive any benefits from a combo maneuver.

After falling under the control of the Psychic Rage, the victim can, each turn not including the first, roll an Honor vs. the Manipulation of the attacker to try to break free. The rage will end if the attacker of the victim is knocked unconscious. The victim will lose honor normally while under the power's influence.

This Bonus requires the Maneuver to have a Chi requirement. If the Bonus is part of a physical-based Maneuver, such as a kick, the fighter must make physical contact and cause at least 1 point of Health damage to his victim to activate the effect.

## **PSYCHIC VISE**

---

Cost Modifier: +450

Description: The victim must be within the attacker's focus+wits in hexes (the Maneuver does not require the character to purchase a Range). The attacker rolls damage using the opponent's Intelligence instead of Stamina to determine soak. Psychic vise ignores blocks for the purposes of soaking damage. For each damage success, the victim loses one willpower and is at -1 to speed for the next maneuver. If the victim loses more willpower than his intelligence rating in a single attack, the victim is mentally stunned (dizzied). Victim's who reach 0 willpower can still be slowed and stunned with the use of this power. This bonus can only be applied to a Focus Maneuver with a Focus requirement. The Maneuver must cost Chi to activate. The Maneuver may not have any other Bonuses applied to it; the only thing the creator of the Maneuver may change are the basic modifiers and/or the addition of weaknesses. The Maneuver may

not have a weakness if that weakness simulates any Bonus, such as Aerial or Crouching.

## **PSYCHO CRUSHER**

---

Cost Modifier: +300

Description: This Bonus causes damage as the user flies into his victim's hex. The user of the power may fly in any pattern, but each victim is hit only once even if the user flies into his space again. If the victim is not blocking, he is consumed by some type of Chi power (described when the Maneuver is created), taking full damage from the attack, and suffers a knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim can choose which hex).

If the victim was blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one dice of damage (a botch bringing the Maneuver to an end). The attacker can continue to push the victim back and do an additional die of damage for every hex left in his movement, to a maximum of five damage tests, at which time the attacker will fly past his opponent. This Bonus cannot be combined with the Push or Knockdown Bonus, and requires Focus as a Maneuver requirement. The Maneuver will always require the use of at least 1 Chi, but the creator of the Maneuver may choose 1 or 2 Chi and any amount of Willpower, and gains the normal bonus construction points for the Maneuvers Chi/Willpower cost.

## **PUNCH DEFENSE**

---

Cost Modifier: +50

Description: The fighter is at +4 to Blocking Soak vs. Punch Maneuvers, -2 Blocking Soak vs. all others while using this Maneuver.

## **PUSH**

---

Cost Modifier: +400

Description: The character pushes his foe back one space and attacks again each time he moves, up to his full move. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the

fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Maneuver. If a Push Maneuver is combined with the Aerial advantage, add 100 points to the construction cost of the Maneuver. The Push Bonus must be purchased with the Straight-Line Only weakness. The designer of the maneuver gains the full points associated with that weakness.

## **REKKA KEN EFFECT**

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Cost Modifier: +300

Description: The system for the Maneuver works exactly like the Rekka Ken Maneuver. As long as the 1 Willpower still exists in that combination. The player may choose to allow the Maneuver to be used with Basic Punches or Basic Kicks at the time of creation, but not both.

The Maneuver must use at least 1 Willpower per turn, but the player may choose any greater amount (and will receive normal point cost reduction for the 1 willpower or more), or any combination of Willpower/Chi. Normal extended turn Chi and Willpower cannot be used. For example, if the player designing the maneuver chooses 1 Willpower per turn, he receives the normal +50 construction points, but the Maneuver requires him to use 1 Willpower per turn. If he chooses 1 Willpower and 1 Chi, he receives the normal +100 construction points, but is required to use 1 Willpower and 1 Chi per turn.

## **REQUIRES BLINDFIGHTING TO INTERRUPT**

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Cost Modifier: +150

Description: To interrupt the character when he is using this Maneuver requires a Blindfighting Check (Blindfighting + Wits) with at least 1 success. This simulates Maneuvers that allow a character to momentarily blind a victim, or ones that allow the character to become invisible for just a moment.

## **REPEATING PROJECTILE**

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Cost Modifier: + 350

Description: The fighter can throw a number of small projectiles equal to his rating in Focus. Thus, a fighter with a Focus of 5 could throw a volley of 5 projectiles. He can target them at any opponent or opponents he likes. An opponent using a jump or similar maneuver to avoid the fireballs must make a separate jump for each fireball targeted toward him. A Maneuver with this Bonus cannot have a +1 or greater basic damage modifier.

## **ISING STORM CROW EFFECT**

---

Cost Modifier: +500

Description: The fighter must start at least two hexes away from his target. He can throw the target in a straight line forward for as many hexes equal to his strength. The target takes two damage tests; one at the fighter's strength -3 (botches for this roll should be ignored and considered to be 0 damage, and the maneuver is NOT canceled) when the forced flip is initiated, then another at twice the fighter's Strength when the victim crashes to the ground. Thus, a character with a high strength throws farther and harder. The opponent automatically suffers a knockdown whether or not he receives any damage from either test. Both damage tests combine to determine whether or not the victim is dizzied.

This Maneuver cannot be combined with any other special Bonus.

The Maneuver is required to have a Power Point cost of 6. damage is not purchased for a maneuver that has the Rising Storm Crow Effect.

## **SHOCKWAVE EFFECT**

---

Cost Modifier: +330

Description: A "shockwave" effect stretches out in front of the character in a straight line equal to the character's Strength or Focus (player's choice during the Maneuver's creation) in hexes. All grounded characters in those hexes will suffer a Knockdown, regardless of whether or not they receive damage from this Maneuver.

## **SLOW RETURN ATTACK**

---

Cost Modifier: +50

Description: If any damage is scored by the attacker, the defender is at -1 Speed the following turn. If the opponent suffers an effect that causes him to suffer more than this negative to Speed (such as a knockdown effect or another negative to speed from another successful maneuver from another opponent) then this negative to Speed is canceled and the new negative is used instead.

## **SPEED BONUS, LIMITED**

---

Cost Modifier: +30

Description: The following Maneuver after this one gains a +2 Speed bonus, as long as the Maneuver is either a (pick one) {Punch, Kick, Grab, Block, Athletics} Maneuver.

## **STRIKES AERIAL OPPONENTS**

---

Cost Modifier: +25

Description: This Bonus can only be applied to a Maneuver that is non-aerial. It allows a fighter to strike aerial opponents, when using the Maneuver with this Bonus.

## **STUN WAVE**

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Cost Modifier: +145

Description: The fighter must declare one opponent as the target of a Maneuver with this Bonus (although the Storyteller could allow minor thugs to be attacked in groups). The victim of the shout must make a resisted roll between the victim's permanent Willpower Rating and the fighter's permanent Willpower rating. If the victim wins, there is no effect. If the attacker wins, one of two things happens, depending on whether the opponent has acted in the turn. If the victim has not acted, he loses all move and remaining actions for the turn. If he has acted, each extra success the attacker won the resisted Willpower roll by subtracting one from the speed of the victim's next maneuver.

## **SUBSTITUTE ATTRIBUTES**

---

Cost Modifier: +200

Description: When calculating Speed, Damage, or any other score for the Maneuver, the Maneuver uses Attributes other than the normal Attributes associated with that type of Maneuver. The most common use of this Bonus is to use the Mental Scores of the character in place of his Physical scores for the purposes of the Maneuver. This could be very useful for a normally physical Maneuver, such as a Punch or Kick Maneuver.

However, Focus Maneuvers already have a "free version" of this Bonus if the Maneuver Type is Focus (see Step Two). As stated there:

"Unless changed by a Bonus or Weakness, a Focus Maneuver uses Wits for Dexterity when determining Speed and Intelligence replaces Strength for Damage. Any inhuman power that could be described as "magic" is a Focus maneuver, such as the ability to throw fireballs, stretching arms, or being able to become a shadow." The following chart shows which Attributes will "change" when using the Maneuver with this Bonus. Remember, however, that the character cannot choose which Attribute group his Maneuver uses each time he uses it, and cannot choose not to use this Bonus when he uses the Maneuver. A Focus Maneuver that uses Physical Attributes will use Physical Attributes every time.

|           |              |        |
|-----------|--------------|--------|
| Physical  | Mental       | Effect |
| Strength  | Intelligence | Damage |
| Dexterity | Wits         | Speed  |

## SURROUND POUND

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Cost Modifier: +50\* (see below)

Description: The fighter's Maneuver has the same effect on all those in adjacent areas each time it attacks. If combined with a Multi-Hit Bonus, double the cost of the Multi-Hit Bonus and any Bonuses of the Maneuver that affect a victim (Knockdown, Knockback, etc.). Add 200 points to the cost if the Maneuver is a ranged attack!

## SURROUND POUND, IMPROVED

---

Cost Modifier: +500

Description: The Maneuver will affect anyone within three hexes of the character! This Bonus cannot be combined with a Multi-Hit or Push Bonus, and must be part of a ranged Focus attack, such as Thunderclap.

## **SURROUND POUND, LIMITED**

---

Cost Modifier: +25

Description: The fighter chooses three joining hexes adjacent to him, and attacks all three hexes. If combined with a Multi-Hit Bonus, double the cost of the Multi-Hit Bonus and any Bonuses of the Maneuver that affect a victim (Knockdown, Knockback, etc.), to a maximum of 800 per Bonus.

## **SUSTAINED HOLD**

---

Cost Modifier: +200, +100 for Grab Maneuvers

Description: The Maneuver is considered to be a sustained hold, and follows the rules for them. In general, Grab Maneuvers are the only Maneuvers that are Sustained Holds.

### **New Maneuver Creation Rules (update 2008): Sustained Holds**

Sustained Holds cannot have multiple-hit advantages such as Multi-hit. Sustained Holds have a maximum damage of +4.

## **SUSTAINED HOLD DIZZY**

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Cost Modifier: +100

Description: If the character can maintain a maneuver with this Bonus for three turns, he will automatically dizzy his opponent. Obviously, this Bonus can only be applied to Maneuvers that have the Sustained Hold Bonus.

## **SWITCHUP**

---

Cost Modifier: +5

Description: The fighters switch hexes at the end of the move unless they began in the same hex, in which case the attacker may decide which adjacent hex the victim falls into.

## **TELEPORT**

---

Cost Modifier: +500 or +450

Description: Although the description may vary outside of the ring, inside a tournament a Maneuver with this Bonus allows the character to move instantly anywhere on the game map. This Bonus must have a Focus requirement. A Maneuver with this Bonus does not purchase a Move basic modifier.

The Bonus may have a range limited to Intelligence + Focus. If this is the case, the Bonus has a cost of 450.

A Teleporting Maneuver, if it can attack, still must attack after it's Movement phase (after the character teleports). This Bonus cannot be combined with an Attack then Back Bonus.

## **THROW**

---

Cost Modifier: +60

Description: If the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example. Obviously, the Knockdown Advantage cannot be purchased when applying this Bonus to a Maneuver.

## **THROW (BACKWARD)**

---

Cost Modifier: +50

Description: After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's strength -1.

## **THROW (SPECIAL RANGE: STR+KICK)**

---

Cost Modifier: +80

Description: The victim can be thrown a number of hexes equal to the attacker's strength + kick technique. Otherwise, treat the Maneuver as if it has the Throw Advantage.

## **TRAVELING SLAM**

---

Cost Modifier: +200

Description: This Bonus may only be applied to a Grab Maneuver that has a +0 or +1 Move modifier. The fighter moves into the victim's hex, then grabs his opponent. He travels to any area up to three hexes away. The opponent drops into an adjacent hex from the fighter at this point, chosen by the attacker. This Maneuver is not an Aerial or Knockdown maneuver unless those bonuses are chosen along with Traveling Slam.

## **TYPHOON ATTACK**

---

Cost Modifier: +200

Description: The fighter begins the Typhoon Attack by moving up to his designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. An opponent in the final hex of movement will be hit by the attacker's knees and take damage at the normal damage modifier, and is knocked back one hex (into the hex in front of the attacker).

At this point, all adjacent hexes are attacked (see Surround Pound) and are knocked back one hex away from the attacker. The damage modifier for the second attack is +2.

This Bonus cannot be combined with a Push, Knockback, Surround Pound or Aerial Bonus, or a Must Enter Hex or Crouching weakness. The designer of the Maneuver purchases the damage modifier for the first attack, but not the second. The first attack must have a damage modifier of at least +2 or higher.

## **WALL**

---

Cost Modifier: +100

Description: The character selects a hex other than his own and fills it with a wall of earth. Anyone in the hex suffers an attack for damage, rolled as any other Focus Maneuver. To pass it, the wall must be circumvented or beaten down. The fighter must be in contact with the earth for this power to work.

The wall has a number of Health levels equal to the character's Focus Technique, and a Stamina equal to his Focus or any Strange Background with this Maneuver as an associated Maneuver, whichever is higher.

This bonus can only be applied to a Focus Maneuver with a Focus requirement. The Maneuver may not have any other Bonuses applied to it; the only thing the creator of the Maneuver may change are the basic modifiers and/or the addition of weaknesses. The Maneuver may not have a weakness if that weakness simulates any Bonus, such as Aerial or Crouching.

## **WEAKENED SOAK (STAMINA)**

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Cost Modifier: +265

Description: Unless the opponent is Blocking, he may only use half his normal Stamina (rounded down) to soak damage.

## **WEIGHT**

---

Cost Modifier: +400

Description: If affected, the target will not be able to jump for the following round, and will suffer -2 speed and -2 move. This effect cannot be sustained but may be used successively. This must be part of a projectile attack with no damage. The projectile must be avoided or the effect will take place.

The character gains no construction points from the damage of None associated with this bonus.

## **WOUNDED KNEE EFFECT**

---

Cost Modifier: +200

Description: If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.

## **X FOR DAMAGE**

---

Cost Modifier: +30, possibly +250

Description: The Maneuver uses another score to calculate damage in place of the normal Attribute that is used to calculate damage. For example, the Maneuver may use Punch to determine damage for a Grab Maneuver instead of Strength, or Animal Hybrid Background to calculate damage for a Focus Maneuver instead of Intelligence. If a Maneuver has two Attributes for damage, then this Bonus has a cost of 250, instead of 30. X for Damage cannot be used to replace Intelligence in Focus Maneuvers for Strength.

## **SPECIAL WEAKNESSES**

### **AERIAL DODGE LIMITATION**

---

Cost Modifier: -50

Description: The Maneuver cannot be used if it was used at the beginning of a turn to avoid a projectile. Of course, this Weakness can only be applied to Maneuver with the ability to avoid projectiles and another second effect (such as causing damage).

### **AERIAL DODGE LIMITATION (NO PROJECTILE AVOIDANCE)**

---

Cost Modifier: -40

Description: The Maneuver is considered Aerial, but cannot be used to avoid projectile attacks. This weakness must be combined with an Aerial Maneuver.

### **BEST HIT ONLY**

---

Cost Modifier: -70

Description: Disregard the attack that causes the least amount of damage (multiple attack Maneuvers only).

### **DISHONORABLE**

---

Cost Modifier: -20

Description: Using the Maneuver causes the character to lose an Honor point.

## **DIZZY (NO DAMAGE)**

---

Cost Modifier: -100

Description: Attack causes no real damage, but damage is rolled for dizzy purposes.

## **EASIER RETURN ATTACK**

---

Cost Modifier: -75

Description: If next Maneuver from an opponent is an attack, it is at -1 bonus to difficulty.

## **EASIER TO SOAK**

---

Cost Modifier: -25

Description: The Maneuver has no effect on someone using the San He maneuver. Furthermore, the target may add dice to their soak roll by spending 2 Chi per one Die.

## **ENDING POSITION LIMITATION**

---

Cost Modifier: -100

Description: The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.

## **KNOCKDOWN (SELF)**

---

Cost Modifier: -50

Description: The attacker suffers a Knockdown when using the maneuver.

## **KNOCKDOWN (SELF IF DAMAGE SCORED)**

---

Cost Modifier: -25

Description: The attacker suffers a Knockdown when using the maneuver.

## **MUST BE GROUNDED**

---

Cost Modifier: -10

Description: This power will not work if the fighter is not in contact with the earth. Even thin wooden planks will negate the power.

## **MUST ENTER HEX**

---

Cost Modifier: -5

Description: The fighter must enter his opponent's hex to initiate the attack. This Bonus cannot be applied to a Grab Maneuver, or a maneuver with None as a Move modifier.

## **MUST STRIKE LAST**

---

Cost Modifier: -50

Description: To be successful, the fighter must actually allow a slower attack to hit. If the opponent's attack is faster, the fighter cannot play this maneuver.

## **NO COMBO**

---

Cost Modifier: -15

Description: The Maneuver may not be part of a Combo.

## **NO COMBO (DIZZY DAMAGE)**

---

Cost Modifier: -10

Description: The Maneuver may not be part of a Dizzy Combo, except for gaining a Speed bonus. In other words, the Maneuver's damage is not added to the total to calculate whether or not the opponent is Dizzied. This Weakness can only be applied to damage-causing Maneuvers.

## **ONE STRIKE VS. CROUCHING**

---

Cost Modifier: -25

Description: This weakness must be applied to a Maneuver that has the ability to strike an opponent more than once. The Maneuver will only strike a Crouching opponent once. If the Maneuver uses the best of many strikes, use the best strike. Otherwise, make one damage test.

## **ONE STRIKE VS. AERIAL**

---

Cost Modifier: -50

Description: This weakness must be applied to a Maneuver that has the ability to strike an opponent more than once. The Maneuver will only strike an Aerial opponent once. If the Maneuver uses the best of many strikes, use the best strike. Otherwise, make one damage test.

## **REQUIRED ACTION**

---

Cost Modifier: -25% of the total cost of the bonus in question.

Description: This weakness applies to a bonus within a maneuver, not the Maneuver as a whole. It requires the opponent to perform a specific type of maneuver (punch, kick, block, etc) when attacked for the bonus to work against that opponent. For example, a bonus might not have its effect unless an opponent is using a focus maneuver, a kick maneuver, blocking, etc. All other aspects of the Maneuver (damage, other bonuses, and the like) function normally. This reduces the cost of the bonus in question by 25% For example, a Maneuver might cause a knockdown, but only if an opponent is blocking.

## **SPECIFIC ATTACK (AERIAL)**

---

Cost Modifier: -50

Description: The Maneuver can only be used if the opponent is performing an Aerial Maneuver.

## **SPECIFIC ATTACK (DIZZIED / KNOCKDOWN)**

---

Cost Modifier: -20

Description: To perform the Maneuver, the victim must have suffered a knockdown or have been dizzied.

## **STARTING POSITION LIMITATION**

---

Cost Modifier: -2

Description: The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in.

## **STRAIGHT LINE ONLY**

---

Cost Modifier: -50

Description: The fighter must move or attack in a straight line. This is assumed for projectile or ranged attacks and those types of Maneuvers are not allowed to purchase this weakness. This weakness may not be applied to a Maneuver that has a range of 0 or 1 hex.

## **THROW LIMITATION (DIRECTION)**

---

Cost Modifier: -10

Description: The throw is limited to a certain direction (chose one:)

1. In the direction the attacker was traveling (if not traveling, any direction).
2. To the left of the attacker.
3. To the right of the attacker.
4. To the back of the attacker.
5. Forward.

## **UNGLORIOUS**

---

Cost Modifier: -20

Description: If the character uses this Maneuver in a tournament, he loses a point of Glory.

## **USELESS BONUS VS. BLOCKING**

---

Cost Modifier: -25% of the total cost of the useless bonus.

Description: This weakness causes one bonus of a Maneuver to become useless if the opponent blocks. For example, if a Maneuver had both the Improved Knockdown and Multi-Hit bonuses, the designer of the Maneuver could decide that the Improved Knockdown was useless against blocking opponents, although the multi-hit would still apply. The cost of the bonus that is useless vs. the blocker is reduced by 25%. It is possible for only some or all of the bonuses to be useless vs. blockers in a maneuver, but each bonus is purchased separately.

This Bonus can also be applied to make a bonus useless unless the opponent blocks, but this decision does not change its cost.

## **USELESS VS. AERIAL**

---

Cost Modifier: -200

Description: The Maneuver will not strike an aerial opponent. This Weakness can only be applied to a damage-causing Maneuver. It cannot be applied to a Crouching Maneuver.

## **USELESS VS. CROUCHING**

---

Cost Modifier: -50

Description: The Maneuver will not strike a crouching opponent. This Weakness can only be applied to a damage-causing Maneuver. It cannot be applied to an Aerial Maneuver.

## **USELESS VS. ELEMENTALS (ONE TYPE)**

---

Cost Modifier: -50

Description: The Maneuver will not have any effect on a character with any level of Strange background: Elemental, such as Fire Elementals, Ice Elementals, Air Elementals, etc.

## **WEAKENED SUSTAINED HOLD DAMAGE**

---

Cost Modifier: -30

Description: This weakness can only be applied to a Maneuver that is a sustained hold. On the first turn the character uses the Maneuver, damage is rolled normally. Each turn after the first that the Maneuver is used to sustain the damage, its effective damage rating is at -1.

### **LEAPING SKY KICK: BONUSES AND WEAKNESSES**

Leaping Sky Kick

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Basic Modifiers: Cost: 1 Willpower (-50), Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 450.

Advantages/Weaknesses: Aerial (+50), = +50.

Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20),  
Jump (-2) = -42.

## STEP SEVEN: POWER POINT COST

"When you break all the laws of physics, do you seriously think there won't be a price?!"

*W.F. Smith, Event Horizon*

### BASIC POWER POINT TOTAL

After applying the proper Bonuses and Weaknesses for your new Maneuver, you need to figure out the Maneuver's Basic Power Point cost. To do this, simply divide the Maneuver's Construction Point cost by 50, rounding normally.

If the Maneuver rounds to 0, it has a Basic Power Point cost of 1. If the Maneuver has a Power Point score of 8 or more, you'll need to bring down the cost of the maneuver by taking away some of it's more expensive Bonuses or lowering it's Basic Modifiers, increasing it's requirements, or by adding a Maneuver to it's Path (see below), if you haven't already. If the Maneuver has a Power Point score of - 1 or below, it is an Illegal Maneuver and must be modified to bring its Power Point cost up.

### FINAL POWER POINT TOTAL

Once you change your Maneuver around enough (if you need to), you come up with the Power Point number you like, and a final Power Point score. Note the Construction Point total, Basic power Point score, and Final Power Point Score on your Maneuver.

### LEAPING SKY KICK: POWER POINT TOTAL

In our example, our Maneuver comes out as too many Power Points, so we need to decrease the numbers.

Leaping Sky Kick  
Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Basic Modifiers: Cost: 1 Willpower (-50), Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 450.

Advantages/Weaknesses: Aerial (+50), = +50.

Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42.

Total Construction Points: 500 - 42 = 458.

Basic Power Point Cost: 9.16.

Special Power Points Modifiers: None.

Power Points: 9 (Illegal maneuver).

We will increase the Kick requirement to Kick 4, and increase the Athletics requirement to Athletics 4 as well. I'll also lower my Speed to -1.

Leaping Sky Kick

Kick Maneuver

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 4, Athletics 4, Jump).

Prerequisites: Kick 2, Athletics 2, Jump

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Basic Modifiers: Cost: 1 Willpower (-50), Speed -1 (-50), Damage +3 (+100x2), Move +1 (+25x2)=+250.

Advantages/Weaknesses: Aerial (+50), = +50.

Technique/Maneuver Requirements: Kick 4 (-60), Athletics 4 (-60), Jump (-2) = -122.

Total Construction Points: 300 - 122 = 178.

Basic Power Point Cost: 3.56 (4).

Special Power Points Modifiers: None.

Power Points: Any 4.

Now I have a decent Maneuver, with a power Point cost of 4, Aerial capabilities, high damage and a high move with no weaknesses. Nice!

## **IMPORTANT NOTE**

### **DECREASING A MANEUVER'S POWER POINT COST WITH REQUIRED MANEUVERS**

If your Maneuver has another Maneuver as a Prerequisite, you must subtract its Final Power Point score from the final Power Point score of your new Maneuver, unless that maneuver is a Jump or Throw Maneuver. This could make the Maneuver illegal if it lowers it to 0 or below.

If a Maneuver has more than one Prerequisite Maneuver at the final stage of its Path, the Maneuver only subtracts the Power Point score of the prerequisite Maneuver that has the highest Power Point score.

Important Note: Maneuvers are not illegal Maneuvers if they have a Power Point score of 0 without reduction from other Maneuvers; they are illegal if they reach a Power Point score of 0 with reductions from other Maneuvers). Legal Maneuvers with a Power Point score of 0 have a Power Point Cost of "Any 1".

## **STEP EIGHT: FINISHING THE MANEUVER**

"Don't rush me, sonny. You rush a miracle man, you get rotten miracles."

*Miracle Max, The Princess Bride*

### **VERSION NAME**

Each maneuver has a version name, which will set it apart from all other maneuvers, even those with the same basic name. Try to avoid using your name as a version name; someone else with the same name could come up with the same Maneuver! Make sure that your version name is unique enough to stand out and not be copied by accident!

To set them apart from other Maneuvers, each Maneuver should be noted with "Created with the CHAMPS system", as shown below.

### **DETERMINE THE TAG**

Your Maneuver's Tag is taken from it's Prerequisites, and all the Prerequisites of any Maneuvers that come before it on it's Path. Tags are made up of the following Techniques and other information, and must be listed in this order. Multiple occurrences of the same type of Prerequisite are counted as only one instance of that Prerequisite (for example, Punch 1 and a later requirement of Punch 3 in the Path is only counted as Punch

for Tag purposes). Techniques are not listed with a number of dots in a Tag. Maneuvers and Attribute Requirements are not listed in a Maneuver's Tag, except for the requirement of Basic Maneuvers gained from Backgrounds. Levels of Prerequisites, such as dots required of Techniques or Backgrounds, are NOT noted in Tags. Proper Order for Tag Listings:

Punch

Kick

Athletics

Grab

Block

Focus

Ax

Bow

Blunt Weapons

Chains/Whips

Flails

Firearms

Knives

Spears

Staves

Swords

Thrown Weapons

Background Requirement

Basic Bite Maneuvers

Basic Tail Maneuvers

Basic Claw Maneuvers

Basic Horn Maneuvers

## ADDING NOTES

Feel free to add whatever notes you like to the maneuver, such as why you think the Maneuver would be needed or where your idea came from.

### LEAPING SKY KICK: FINISHING THE MANEUVER

Leaping Sky Kick

King Killer's version

Created with the CHAMPS system

Kick Maneuver

Tag: Kick + Athletics

Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump).

Prerequisites: Kick 2, Athletics 2, Jump

Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Basic Modifiers: Cost: 1 Willpower (-50), Speed -1 (-50), Damage +3 (+100x2), Move +1 (+25x2)=+250.

Advantages/Weaknesses: Aerial (+50), = +50.

Technique/Maneuver Requirements: Kick 4 (-60), Athletics 4 (-60), Jump (-2) = -122.

Total Construction Points: 300 - 122 = 178.

Basic Power Point Cost: 3.56 (4).

Special Power Points Modifiers: None.

Power Points: Any 4.

Notes: The maneuver designed by Henry Ro of China.

### Common Mistakes

Make sure your Maneuver has a Version and a Tag (and make sure the Tag is in the right order!).

# CREATING NEW STYLES

"I know Kung Fu? I know Kung Fu!"

*Neo, The Matrix*

Without doubt, players will want to design new Styles as well as new Maneuvers. The following system details how to create balanced Styles, by using a system of spending points, similar to designing a new Maneuver. The Style will have certain Maneuvers that are cheaper for the Style to purchase, and might have other bonuses as well.

## STYLE CONSTRUCTION POINTS

Each Style begins with 0 Style Points. To become an official CHAMPS Style, the Style must end up with 0 points exactly. The player first begins by picking at least 40 or more points worth of Tags and free maneuvers if he feels that they fit the Style, which will place him with negative Tag points. Then he must equal out this amount to 0 by picking Required Maneuvers (see below).

## TAGGED MANEUVERS

A new concept here is "Tagging" Maneuvers to determine whether or not a Maneuver with the Tagged bonus has a lesser cost for a Style.

Each Style is considered to be associated, or Tagged, with certain types of Techniques or Technique combinations. The Techniques that apply to a Maneuver are those listed to purchase the Maneuver, not the basic Technique (Type) of Maneuver. For example, a character is required to have Punch 4, Athletics 1, and Dashing Punch to learn Dashing Uppercut. The Techniques required to learn the maneuver are Punch and Athletics. Therefore, Dashing Uppercut is a Punch + Athletics Maneuver. A Maneuver that equals the Technique Tag in required Techniques to gain the Maneuver is reduced in cost by 1 for that Style. For example, Boxing (CHAMPS version) has a Tag of Punch + Athletics. Boxing receives its bonus of -1 Power Points for a Maneuver that requires Punch ●● and Athletics ●●●, or Punch ●, and Athletics ●●, or any other combination of Punch + Athletics, but not for a Maneuver that requires Punch ●●,

because Boxing (CHAMPS version) does not have a Single Punch Technique Tag.

## **TAGS AND SPECIAL BACKGROUNDS**

Unlike Maneuver Tags, Special Backgrounds and Strange Basic maneuvers (bite, tail, horn, etc) cannot be added to a Style Tag, although Maneuvers with those requirements may be part of a Style's Associated Maneuvers.

## **TAGS AND POWER POINTS**

When designing a new Style, a player or Storyteller can add Tags to it for Style Points. Tags are Techniques or combinations of Techniques that are easier for that Style to learn. A Style Tag can be any combination of Techniques (up to four Techniques), including weapon Techniques. Attribute, Special Background and Strange Basic Maneuvers cannot be a part of Tags. After deciding on what Tags your Style learns easier, the Tags that involve combinations of different Techniques must be placed in the following order:

Punch

Kick

Athletics

Grab

Block

Focus

Axe

Bow

Blunt Weapons

Chains/Whips

Flails

Firearms

Knives

Spears

Staves

Swords

Thrown Weapons

Tags give different Maneuvers a -1 Power Point cost. If a Tag has a -2 Power Point cost modifier instead of the normal -1, double the cost below.

A Tag costs 50 Style Points to add to a Style if the player is able to pick any one or two-Technique Style when first picking the Style (see Jeet Kune Do, below), including a Weapon Technique. If the character must choose only a Weapon Technique, this Tag costs only 8 points, and the character can choose any Single or Double Technique as long as one of those Techniques is a Weapon Technique of some type.

A Tag costs 24 Style Points to add to the Style, if the Tag is a single Technique. A style may have no more than three one Technique Tags. Examples of single-technique Tags include Punch, Kick, Grab, Block, Athletics, Focus, or a Weapon Technique.

A Tag costs 14 Style Points to add to the Style if the Tag is made up of two Techniques. A Style may have no more than 3 two Technique Tags. Examples include Punch + Kick, Athletics + Kick, Grab + Punch, and Sword + Focus.

A Tag costs 10 Style Points to add to the Style if the Tag is made up of three Techniques. A Style may have no more than 4 three Technique Tags. Examples include Athletics + Kick + Focus and Grab + Kick + Athletics.

A Tag costs 4 Style Points to add to the Style if the Tag is made up of four Techniques. A Style may have no more than 5 four Technique Tags. An example would be Sword + Athletics + Block + Focus.

If a Legal Maneuver has a Power Point cost of 1 after all modifiers, it's Power Point cost is considered 1 for any Style, even if that Style has a -1 or -2 Power Point cost modifier.

## FREE MANEUVERS

A Style can be Tagged with a free Jump and/or Throw Maneuver, at a cost of 20 Style Points each.

| Tag Cost | Type                                                   |
|----------|--------------------------------------------------------|
| 50       | Player's choice of any one or two-Maneuver combination |
| 24       | Single Technique                                       |
| 14       | Double Technique                                       |
| 10       | Triple Technique                                       |

|    |                             |
|----|-----------------------------|
| 4  | Quadruple Technique         |
| 20 | Free Jump or Throw Maneuver |

## TAG EXAMPLES

To help you decide which Tags are best for your new Style, and which Maneuvers you would like to choose as Required Maneuvers (see below), the following list has been added.

### Punch

---

Boshi - Ken/Thumb Drive (CHAMPS version)  
 Buffalo Punch (CHAMPS version)  
 Ducking Fierce (Dogs of War version)  
 Ear Pop (Dogs of War version)  
 Elbow Smash (CHAMPS version)  
 Fist Sweep (Dogs of War version)  
 Haymaker (Dogs of War version)  
 Head Butt (CHAMPS version)  
 Hundred Hand Slap (CHAMPS version)  
 Hyper Fist (Dogs of War version)  
 Knife Hand Strike (CHAMPS version)  
 Power Uppercut (CHAMPS version)  
 Shikan - Ken/Ninja Knuckle Fist (CHAMPS version)  
 Shuto/Sword Hand (Dogs of War version)  
 Spinning Back Fist (CHAMPS version)  
 Turn Punch (CHAMPS version)  
 Widowmaker (CHAMPS version)

### Punch + Kick

---

Triple Strike (CHAMPS version)

### Punch + Block

---

Deflecting Punch

## **Punch + Athletics**

---

Dashing Punch (CHAMPS version)  
Dashing Uppercut (CHAMPS version)  
Dragon Punch (CHAMPS version)  
Lunging Punch (CHAMPS version)  
Rekka Ken (CHAMPS version)  
Spinning Clothesline (CHAMPS version)  
Spinning Knuckle (CHAMPS version)  
Turbo Spinning Clothesline (CHAMPS version)

## **Punch + Athletics + Block**

---

Displacement (CHAMPS version)

## **Punch + Athletics + Focus**

---

Flying Punch (CHAMPS version)

## **Punch + Grab**

---

Brain Cracker (CHAMPS version)  
Eye Rake (CHAMPS version)  
Head Butt Hold (CHAMPS version)  
Monkey Grab Punch (CHAMPS version)  
Stomach Pump (CHAMPS version)

## **Punch + Focus**

---

Dim Mak (CHAMPS version)  
Flaming Dragon Punch (CHAMPS version)  
Heart Punch (Dogs of War version)  
Shockwave (CHAMPS version)  
Thunderclap (CHAMPS version)

## **Punch + Grab + Focus + Elemental (Water)**

---

Envelop (CHAMPS version)  
Drench (CHAMPS version)

## **Punch + Focus + Elemental (Fire)**

---

Flaming Fist (CHAMPS version)

Fire Strike (CHAMPS version)

Heatwave (CHAMPS version)

## **Punch + Focus + Elemental (Air)**

---

Air Blast (CHAMPS version)

Push (CHAMPS version)

## **Punch + Focus + Elemental (Earth)**

---

Stone (CHAMPS version)

## **Kick**

---

Double Dread Kick (CHAMPS version)

Double Hit Kick (CHAMPS version)

Double Hit Knee (CHAMPS version)

Foot Sweep (CHAMPS version)

Great Wall of China (CHAMPS version)

Lightning Leg (CHAMPS version)

Reverse Frontal Kick (CHAMPS version)

Stepping Front Kick (CHAMPS version)

Wounded Knee (CHAMPS version)

## **Kick + Athletics**

---

Air Hurricane Kick (CHAMPS version)

Ax Kick (CHAMPS version)

Backflip Kick (CHAMPS version)

Cartwheel Kick (Dogs of War version)

Flying Heel Stomp (Dogs of War version)

Flying Knee Thrust (CHAMPS version)

Flying Thrust Kick (CHAMPS version)

Forward Backflip Kick (Dogs of War version)

Forward Flip Knee (CHAMPS version)

Forward Slide Kick (CHAMPS version)  
Handstand Kick (CHAMPS version)  
Heel Stamp (CHAMPS version)  
Hurricane Kick (CHAMPS version)  
Scissor Kick (Dogs of War version)  
Slide Kick (CHAMPS version)  
Spinning Foot Sweep (Dogs of War version)  
Tiger Knee (Dogs of War version)  
Whirlwind Kick (CHAMPS version)

### **Kick + Athletics + Grab**

---

Back Roll Throw (CHAMPS version)  
Dislocate Limb (CHAMPS version)

### **Kick + Athletics + Focus**

---

Dragon Kick (CHAMPS version)  
Flash Kick (Dogs of War version)

### **Kick + Grab**

---

Knee Basher (CHAMPS version)

### **Athletics**

---

Ground Fighting (CHAMPS version)  
Kippup (CHAMPS version)  
Light Feet (CHAMPS version)  
Air Smash (CHAMPS version)  
Backflip (CHAMPS version)  
Beast Roll (Dogs of War version)  
Cannon Drill (CHAMPS version)  
Drunken Monkey Roll (Dogs of War version)  
Flying Body Spear (CHAMPS version)  
Flying Head Butt (CHAMPS version)  
Jump (CHAMPS version)  
Jumping Shoulder Butt (CHAMPS version)

Pounce (CHAMPS version)  
Rolling Attack (Dogs of War version)  
Thunder (Dogs of War version)  
Thunderstrike (Dogs of War version)  
Tumbling Attack (CHAMPS version)  
Vertical Rolling Attack (CHAMPS version)  
Wall Spring (CHAMPS version)

## **Athletics + Grab**

---

Improved Pin (CHAMPS version)  
Choke Throw (CHAMPS version)  
Disengage (CHAMPS version)  
Flying Tackle (CHAMPS version)  
Hair Throw (CHAMPS version)  
Pile Driver (CHAMPS version)  
Rising Storm Crow (CHAMPS version)  
Siberian Bear Crusher (CHAMPS version)  
Siberian Suplex (Dogs of War version)  
Spinning Pile Driver (Dogs of War version)  
Storm Hammer (Dogs of War version)  
Thigh Press (CHAMPS version)

## **Athletics + Grab + Focus**

---

Venom (CHAMPS version)

## **Athletics + Grab + Animal Hybrid + Basic bite Maneuvers**

---

Jaw Spin (Dogs of War version)

## **Athletics + Grab + Basic Bite Maneuvers**

---

Tearing Bite (CHAMPS version)

## **Athletics + Basic Tail Maneuvers**

---

Dragon's Tail (Dogs of War version)  
Tail Sweep (Dogs of War version)

Typhoon Tail (CHAMPS version)  
Upper Tail Strike (Dogs of War version)

## **Athletics + Block**

---

Esquives (CHAMPS version)

## **Athletics + Focus**

---

Shrouded Moon (CHAMPS version)  
Flying Fireball (CHAMPS version)  
Psycho Crusher (CHAMPS version)

## **Athletics + Focus + Elemental (Air)**

---

Breakfall (CHAMPS version)  
Flight (CHAMPS version)  
Lightness (CHAMPS version)

## **Grab**

---

Pin (CHAMPS version)  
Back Breaker (CHAMPS version)  
Bear Hug (CHAMPS version)  
Face Slam (CHAMPS version)  
Grappling Defense (CHAMPS version)  
Head Bite (CHAMPS version)  
Iron Claw (CHAMPS version)  
Neck Choke (CHAMPS version)  
Sleeper (CHAMPS version)  
Suplex (CHAMPS version)  
Throw (CHAMPS version)

## **Grab + Athletics**

---

Air Suplex (Dogs of War version)  
Air Throw (Dogs of War version)

## **Grab + Focus**

---

Leech (CHAMPS version)

## **Grab + Basic Bite Maneuvers**

---

Ripping Bite (CHAMPS version)

## **Block**

---

Deflecting Punch (CHAMPS version)

Kick Defense (CHAMPS version)

Missile Reflection (CHAMPS version)

Punch Defense (CHAMPS version)

## **Block + Focus**

---

Energy Reflection (CHAMPS version)

San He (CHAMPS version)

## **Focus**

---

Acid Breath (CHAMPS version)

Balance (CHAMPS version)

Extendible Limbs (CHAMPS version)

Mind Reading (CHAMPS version)

Musical Accompaniment (CHAMPS version)

Psychokinetic Channeling (CHAMPS version)

Regeneration (CHAMPS version)

Sakki (CHAMPS version)

Speed of the Mongoose (CHAMPS version)

Telepathy (CHAMPS version)

Toughskin (CHAMPS version)

Zen No Mind (CHAMPS version)

Blind (CHAMPS version)

Chi Kung Healing (CHAMPS version)

Chi Push (CHAMPS version)

Cobra Charm (CHAMPS version)

Death's Visage (CHAMPS version)  
Diving Hawk (Dogs of War version)  
Entrancing Cobra (Dogs of War version)  
Fireball (CHAMPS version)  
Ghost Form (CHAMPS version)  
Ice Blast (CHAMPS version)  
Improved Fireball (CHAMPS version)  
Inferno Strike (CHAMPS version)  
Levitation (CHAMPS version)  
Mind Control (CHAMPS version)  
Psychic Rage (CHAMPS version)  
Psychic Vise (CHAMPS version)  
Repeating Fireball (CHAMPS version)  
Shock Treatment (Dogs of War version)  
Sonic Boom (Dogs of War version)  
Stunning Shout (CHAMPS version)  
Yoga Flame (Dogs of War version)  
Yoga Teleport (CHAMPS version)

### **Focus + Elemental (Air)**

---

Elemental Skin (Elemental, Any) (CHAMPS version)  
Sense Element (CHAMPS version)  
Elemental Stride (CHAMPS version)  
Heal (CHAMPS version)  
Vacuum (Dogs of War version)

### **Focus + Elemental (Fire)**

---

Elemental Skin (Elemental, Any) (CHAMPS version)  
Sense Element (CHAMPS version)  
Elemental Stride (CHAMPS version)  
Heal (CHAMPS version)  
Spontaneous Combustion (CHAMPS version)

### **Focus + Elemental (Earth)**

---

Elemental Skin (Elemental, Any) (CHAMPS version)

Sense Element (CHAMPS version)  
Elemental Stride (CHAMPS version)  
Heal (CHAMPS version)  
Pit (CHAMPS version)  
Wall (CHAMPS version)  
Weight (CHAMPS version)

### **Focus + Elemental (Water)**

---

Elemental Skin (Elemental, Any) (CHAMPS version)  
Sense Element (CHAMPS version)  
Drain (CHAMPS version)  
Elemental Stride (CHAMPS version)  
Heal (CHAMPS version)  
Pool (CHAMPS version)

## **ASSOCIATED MANEUVERS (GAINING STYLE POINTS)**

Styles can gain more Style Points by associating Maneuvers with them, called Associated Maneuvers. These Maneuvers are almost always ones that have been lowered in cost by the Style's Tags, but there might be an exception or two. If the Maneuver is not part of the Styles Tags but is an Associated Maneuver, it can be learned by that Style at the highest Power Point value for that Maneuver, even if that Maneuver does not have an "Any" cost, having a Power Point value of 6 or 7. This is the only case in which a Power Point cost 6 or 7 may be purchased by a Style without a Tag reduction to 5 or lower Power Points.

For each Associated Maneuver, the Style gains 2 Style Points. No Style can have over 90 Style Points gained from Associated Maneuvers.

### **What happened to the other special Style Advantages?**

CHAMPS has removed the ability of Styles to have special advantages like Savate's +1 to Kick damage. Styles are simply a listing of Maneuvers and their costs for characters; not special Bonuses. The goal of CHAMPS is to create balanced Maneuvers and Styles, not to allow one Style to be far better than others. A Style's damage and other abilities comes from the

student's Technique and training, not from the Style itself. If a player wants special bonuses, he must purchase PLUS Maneuvers.

## **OTHER STYLE SCORES (INITIAL CHI / WILLPOWER)**

Each Style has 7 points to divide between Initial Chi and Willpower. Whenever a player chooses this Style for a character, that character will begin with that Style's Chi and Willpower scores (plus any they purchase with freebie points).

## **STYLE DISADVANTAGES**

More complex styles, with many maneuvers and techniques reduction, must acquire Styles Disadvantages.

For every ten full Style Points above 45 (so one at 55, two at 65, three at 75 and four at 85 or more), you must choose one disadvantage from the following list.

### **Requires ascetic lifestyle**

---

Masters of this style must follow an ascetic and meditative lifestyle to fully grab all the complex balance of the many sides of the style. Therefore, they pretend that their students follow a similar path of separation from the physical and mundane things, like money and modern life commodities. This is not required to gain the most basic principles of the style, but for Special Maneuvers that cost 3 or above, the fighter must adhere to these principles.

### **Retired masters**

---

Maybe this style is rare and ancient, maybe masters must maintain enlightenment, maybe they want to prove their students, but all masters of that style live in far and difficult to reach places. To learn more complex Maneuvers, usually those that cost 3 or more Power Points, a fighter must find such a master, a task that would be a small adventure. If the masters are actively hiding or unwilling to cooperate, this Disadvantage counts as two, and finding a master will require a full length adventure.

## **Competitive style**

---

Maybe this style is very popular and masters are highly requested and fewer than needed, or is a very competitive style where only the bravest are granted to advance, or there is some kind of alliance between some groups of students to prevent others from training properly. Whatever, to gain access to the advanced style Maneuver (3 Power Points or above) a fighter must compete with other students, in more or less regulated combat or in other fields, to gain and maintain access to masters. If a fighter must actually beat the master to gain access to a Maneuver that master knows, this Disadvantage is worth as two.

## **Training requirements**

---

The style has a strict code that grants advanced training (Maneuvers of 3 or more Power Points) only to fighters that maintain certain standards, in general (but there are exceptions of other weirder requisite) in the form of a Ranking in a Division (often in Traditional, as this styles tends to be the more traditional and regulamented styles like real karate or judo). In those cases the rank required would be something like Rank 3 for 3 Power Points Maneuvers, Rank 5 for 4 Power Points and Rank 7 for 5 Power Points (and 9 and 10 for 6 and 7).

## **Claiming masters**

---

Masters of this style must be rewarded with something to have access to their knowledge. Maybe they have to be simply paid for their time, maybe the requirements are more exotic like some service or act of fealty. Maybe it's a way to test their students and their faith, maybe they do this for other purposes. Whatever, rewards will go up as Maneuver Power Points cost. 3 Power Points Maneuvers will require the equivalent of Backing 1, Power Points 4 Backing 2 and Power Points 5 Backing 3 (and 4 and 5 for 6 or 7 Power Points). If the reward required will be so exotic or demanding to need a true adventure to be acquired (like recovering a lost treasure or killing someone), this Disadvantage would count as two.

## **Brutal style / Punishing master**

---

This style or master is brutal, violent, and takes punishment and harassment as a way of hardening students. Masters and/or schools will punish every single mistake with pain, wounds and mental punishments of some sort; sometimes even if the student does not make mistakes, as part of the training. Exact consequences are up to the storyteller, but a 3 Power Points Maneuver would result in something equal to a light wound that will last for some days, a 4 Power Points a more hard punishment that will require two weeks to recover fully and a 5 Power Points Maneuver will keep the student ill for a good month (and 2 months for 6 and 3 for 7).

## **Demanding training**

---

Some styles are so difficult to train in their basis that they leave the student deprived of some of their basic energies. The fighter will start the game with one less chi or willpower. This Disadvantage can be acquired more than once for multiple willpower or chi reduction.

## **Custom disadvantage**

---

At storyteller and players choice, a style can be given a custom disadvantage as appropriate, that limits the possibility of training in the more difficult Maneuvers, with 3 or more Power Points. Use the Disadvantages above as guidelines.

## **Low Construction Points styles**

Instead, some styles are voluntarily condensed and compact, so that they can work on the inner strength of the fighter instead of the flexibility of their options. If the style has between 40 and 44 points, the style gives another additional point of chi or willpower.

## **Optional additional Disadvantages**

Optionally, a style can be given additional Disadvantages, to gain an additional point of willpower or chi. This is up to the storyteller and must be used to reflect the peculiarities of the style and not to only gain more resources. It is recommended to not have any style gain more than 3, at most 4 Disadvantages.

## BECOMING A MASTER

In the original Street Fighter game, a character is considered a Master when he learns all moves associated with his Style (along with other requirements - see the Player's Guide). This assumes that the Maneuvers he must learn are those presented in the Street Fighter books.

However, this does not encourage players to create new Maneuvers, and with new Maneuvers added with the optional books, the list of Maneuvers that must be learned to become a master has grown a great deal. Characters that might have been considered masters of their Style suddenly become non-masters with the appearance of Maneuvers that are associated with their Style.

CHAMPS solves this problem with the following requirement to become a master, which replaces the original requirement of needing to learn all Maneuvers associated with a Style. The character must have learned 100 Power Points worth of Maneuvers that are "Tagged" with their Style's particular Techniques (see above). The Power Points paid for Combinations are included in the total to reach the 100 Power Point requirement as long as the maneuvers are also part of the Tags of that Style. The character must also know all of the Associated Maneuvers of that version of the Style (the Power Points of Associated Maneuvers are counted in the 100 points to become a master even if they are not part of the Style's Tags).

## Example of Style Creation

Mike would like to make a new Style called Cloud Dragon Hachito (Hay-Chee-Toe means "The spirit within"). It is a purely fictional Style that is supposed to be lost and found again by one of the characters he has designed for his new campaign.

He decides that the Style will rely on mostly Punches and Athletics (mostly throws). He decides on the following tags for the Maneuver. Each Tag will reduce the cost of a Maneuver with the same tag by one point (a reduction of two points would have cost twice the normal number of Style points to add to the Style Tags).

Punch + Athletics, a double technique tag (-14 points)

Athletics + Grab, a double technique tag (-14 points)

Block, a single technique tag (-24 points)

Mike now has -52 Style Points. To be a legal Style, the Style point total must equal 0. So, Mike has to choose the associated Maneuvers for his style, the Maneuvers that will be required for a student to master this Style. He gets back 2 points per Maneuver, slowly working his way back to 0 Style Points. 52 divided by 2 is 26, so Mike will need to pick 26 Maneuvers.

The Maneuvers he chooses might or might not be altered based on the Tag. If the Maneuver has an identical Tag to one of the Style Tags, then it will be reduced in cost.

CHAMPS has many Maneuvers already listed as Punch + Athletics Maneuvers, so Mike looks at them first. He chooses:

Dashing Punch (CHAMPS version)

Dashing Uppercut (CHAMPS version)

Lunging Punch (CHAMPS version)

Rekka Ken (CHAMPS version)

Spinning Knuckle (CHAMPS version)

Dragon Punch (CHAMPS version)

From the list of Athletics + Grab, he chooses:

Air Suplex (Dogs of War version)

Air Throw (Dogs of War version)

Choke Throw (CHAMPS version)

Disengage (CHAMPS version)

Flying Tackle (CHAMPS version)

Hair Throw (CHAMPS version)

Improved Pin (CHAMPS version)

Pile Driver (CHAMPS version)

Siberian Suplex (Dogs of War version)

Storm Hammer (Dogs of War version)

Thigh Press (CHAMPS version)

The Style will also get a -1 Reduction for Block Maneuver, so Mike picks the following:

Deflecting Punch (CHAMPS version)

Kick Defense (CHAMPS version)

Missile Reflection (CHAMPS version)

Punch Defense (CHAMPS version)

That's 21 Maneuvers, so Mike still needs 5 more to finish the job. He decides to go with Leap of Death, a Maneuver of his own creation. Leap of Death is a Punch + Athletics maneuver, so it will get the -1 to Power Point cost for this Style.

For the final 4 Maneuvers, Mike chooses Foot Sweep (CHAMPS version) and Spinning Foot Sweep (Dogs of War version). These Maneuvers will not get a reduction in cost, but Mike feels that they make an interesting addition to the Style. He also gives the Style a little flavor by placing Shock Treatment and Stunning Shout to the list. That gives him a total of 0 Style Points and a legal CHAMPS Style.

Next, he has to look at Disadvantages. Since Cloud Dragon Hachito is a medium complexity style, he does not have to choose any Disadvantage. However, in agreement with his storyteller, he finds that the Retired masters is very appropriate for that style, so he takes it in exchange for an additional point of Chi or Willpower.

Now all Mike has to do is divide 8 points into beginning Chi and Willpower and write the Style up. Mike is careful to note which versions of the Maneuvers he has chosen for the Style he has created. If someone wants to master this version of Hachito, he will have to learn the Maneuvers as shown (and cannot substitute their own versions of the Maneuvers and still call themselves a master of Cloud Dragon Hachito).

Mike also adds color to the Style by adding details such as History and Description, Schools, Members, Concepts, and a Quote, just like in the Street Fighter books.

## Cloud Dragon Hachito

Miracle Mike's version

Chi: 2

Willpower: 6

Total: 52 Style Points

### **Tags:**

Punch + Athletics (-1 PP)

Athletics + Grab (-1 PP)

Block (-1PP)

### **Disadvantages:**

Retired masters

### **Associated Maneuvers:**

Dashing Punch (CHAMPS version) - 5

Dashing Uppercut (CHAMPS version) - 2

Lunging Punch (CHAMPS version) - 2

Rekka Ken (CHAMPS version) - 5

Spinning Knuckle (CHAMPS version) - 3

Dragon Punch (CHAMPS version) - 5

Air Suplex (Dogs of War version) - 2

Air Throw (Dogs of War version) - 4

Choke Throw (CHAMPS version) -1\*

Disengage (CHAMPS version) - 3

Flying Tackle (CHAMPS version) - 1\*

Hair Throw (CHAMPS version) - 2

Improved Pin (CHAMPS version) - 4

Pile Driver (CHAMPS version) - 1

Siberian Suplex, (Dragon's Clench) (Dogs of War version) - 1

Storm Hammer (Dogs of War version) - 6

Thigh Press (CHAMPS version) -2

Deflecting Punch (CHAMPS version) - 2

Kick Defense (CHAMPS version) - 1\*

Missile Reflection (CHAMPS version) - 2

Punch Defense (CHAMPS version) - 1\*

Leap of Death (Miracle Mike's version) - 5

Foot Sweep (CHAMPS version) - 1\*

Spinning Foot Sweep (Dogs of War version) - 1

Stunning Shout - 4\*

Shock Treatment, (Summon Lightning) (Dogs of War version) - 4\*\*

(\*) These Maneuvers have not received a reduction in cost, but they must be learned to be considered a master of Hachito

(\*\*) Always taught as the last Maneuver of those listed here

## **History and Description:**

The art of Cloud Dragon Hachito, a form of Hachito, was thought lost forever. There was only one temple in the world that practiced its art in secret, located in a hidden location in China. Legends hold that the home of the great masters of this art was a fortress in the clouds that was once ruled by a dragon, but of course that can only be legend.

Five years ago, a man known as Sato (Say-Two) came from the mountains in a remote village in China, far from normal civilization. He claimed to know the secrets of the ancient masters, and proved it by drawing lightning from the ground itself to ward off a drunken man who called Sato a liar and attacked him. Sato disappeared, but many have sought him to learn his secrets, including the Maneuver known as The Leap of Death.

Cloud Dragon Hachito teaches practitioners to use punches along with grabs and good punch defense to batter down even the most impressive punching and Wrestling opponents. It also teaches defense against kicks, and is considered to be a well-rounded Style.

Cloud Dragon Hachito, as well as all forms of known Hachito, teach that violence is not the answer to situations and should be used as a last resort. It also teaches students to fight without a weapon, claiming that to rely on an item rather than the body is a great weakness.

Masters of Hachito, after learning all other associated Maneuvers, are taught the art of Summon Lightning, where they can call lightning from the earth itself to travel through their bodies. How this is accomplished remains a mystery.

**Schools:**

There are no current schools that teach Hachito. To learn the Style, one would have to find Sato, the only known master.

**Members:**

It is unknown if Sato teaches, has taught, or will teach students.

**Concepts:**

Ancient Masters, characters with a Dragon Background.

**Quote:**

"The Cloud Dragon does not live to fight! He lives to soar on the clouds, and the clouds are friends to the earth and oceans. When the Cloud Dragon is threatened, he can summon the might of the earth and the storm!"

# CHAMPS STYLES

## THE BASIC STYLES

The Styles listed here are called Dogs of War versions for a very important reason; each is a version of that Style, but not by any means an official CHAMPS version. Different designers may decide that the Tags, Associated Maneuvers, and Chi/Willpower are all wrong here, just as they may have when looking over the original Street Fighter books. Players and Storytellers are welcome to make their own versions of these Styles, following the Style creation guidelines. Your version may be much closer to the real thing, or just more fun! Designers should feel free to design new Maneuvers and add them to their own Styles or modified versions of the ones below.

The Associated Maneuvers below are CHAMPS versions, unless noted otherwise.

**Important Note:** Using these rules, the Associated Maneuvers are not necessarily cheaper to purchase for the Style! The Power Point reduction for Maneuvers does not come from the Style's Tags, not from the Associated Maneuvers listed for that Style.

## All Styles (notes)

Under these rules any Maneuver can be learned by any character as long as they possess the proper Techniques and other requirements, unless the Maneuver has a Power Point cost of 6 or 7 and cannot be reduced for that particular Style to a cost of 4 or 5 or a Maneuver with a Power Point score of 6 or 7 is not an Associated Maneuver of that Style.

### Aikido

(Dogs of War version)

Chi: 5

Willpower: 2

Total: 46 Style Points

**Tags:**

- 1 Focus (24 SP)
- 1 Athletics + Grab (14 SP)
- 2 Kick + Athletics + Grab + Focus (8 SP)

**Associated Special Maneuvers available to Aikido****Punch Special Maneuvers**

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Dim Mak

**Kick Special Maneuvers**

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Foot Sweep

Slide Kick

Spinning Foot Sweep (Dogs of War version)

**Block Special Maneuvers**

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Deflecting Punch

San He

Energy Reflection

**Grab Special Maneuvers**

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Air Throw (Dogs of War version)

Back Roll Throw

Grappling Defense

Improved Pin

Pin

**Athletics Special Maneuvers**

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Breakfall

Drunken Monkey Roll (Dogs of War version)

**Focus Special Maneuvers**

---

Chi Kung Healing

Fireball

Ghost Form

Mind Reading

Psychokinetic Channeling  
Regeneration  
Stunning Shout  
Telepathy  
Zen No Mind

## Baraquah

(Dogs of War version)

Chi: 4

Willpower: 3

Total: 48 Style Points

Notes: Balance and Energy Reflection have been omitted from the original Street Fighter Style to make this a legal Style

### Tags:

-1 Focus (24 SP)

-1 Punch (24 SP)

## Associated Special Maneuvers available to Baraquah

### Punch Special Maneuvers

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Ear Pop (Dogs of War version)

Hundred Hand Slap

Monkey Grab Punch

Spinning Back Fist

Spinning Knuckle

### Kick Special Maneuvers

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Foot Sweep

Wounded Knee

### Block Special Maneuvers

---

Deflecting Punch

Maka Wara

## Grab Special Maneuvers

---

Back Roll Throw  
Dislocate Limb  
Grappling Defense  
Improved Pin  
Pin  
Sleeper

## Athletics Special Maneuvers

---

Breakfall

## Focus Special Maneuvers

---

Baraqah Push / Chi Push  
Ghost Form  
Levitation  
Mind Reading  
No Ego / Zen No Mind  
Psychokinetic Channeling  
Regeneration  
Telepathy

## Boxing

(Dogs of War version)

Chi: 1

Willpower: 7

Total: 42 Style Points

Notes: Dragon Punch, Ducking Fierce, Power Uppercut, Spinning Back Fist, Light Feet and Punch Defense has been added from the original Style in the Street Fighter books to make the style legal in CHAMPS.

### Tags:

-2 Punch + Athletics (28 SP)

-1 Punch (14 SP)

## Associated Maneuvers available to Boxing

### Punch Special Maneuvers

---

Fist Sweep (Dogs of War version)  
Dashing Punch  
Dashing Uppercut  
Dragon Punch (CHAMPS version)  
Ducking Fierce (Dogs of War version)  
Head Butt  
Heart Punch (Dogs of War version)  
Hyper Fist (Dogs of War version)  
Lunging Punch  
Power Uppercut (CHAMPS version)  
Rekka Ken  
Spinning Back Fist (CHAMPS version)  
Turn Punch

### Kick Special Maneuvers

### Block Special Maneuvers

---

Deflecting Punch  
Punch Defense (CHAMPS version)

### Grab Special Maneuvers

---

Brain Cracker  
Head Bite  
Head Butt Hold

### Athletics Special Maneuvers

---

Jumping Shoulder Butt  
Light Feet (CHAMPS version)

### Focus Special Maneuvers

---

Toughskin

# Capoeira

(Dogs of War version)

Chi: 2

Willpower: 6

Total: 42 Style Points

Notes: Dislocate Limb has been removed from the original Style in the Street Fighter books to make the style legal in CHAMPS.

## Tags:

-1 Athletics (24 SP)

-1 Kick + Athletics (14 SP)

- Kick + Athletics + Grab + Focus (4 SP)

## Associated Special Maneuvers available to Capoeira

### Punch Special Maneuvers

---

Head Butt

Spinning Clothesline

Turbo Spinning Clothesline

### Kick Special Maneuvers

---

Backflip Kick

Cartwheel Kick (Dogs of War version)

Double-Hit Knee

Forward Backflip Kick

Forward Flip Knee

Lightning Leg

### Block Special Maneuvers

### Grab Special Maneuvers

---

Head Bite

Knee Basher

Back Roll Throw

### Athletics Special Maneuvers

---

Backflip

Beast Roll (Dogs of War version)  
Breakfall  
Drunken Monkey Roll (Dogs of War version)  
Rolling Attack (Dogs of War version)  
Tumbling Attack (Dogs of War version)  
Vertical Rolling Attack

### **Focus Special Maneuvers**

---

Balance  
Musical Accompaniment

## **Jeet Kune Do**

(Dogs of War version)  
Chi: 3  
Willpower: 4  
Total: 50 Style Points

### **Tags:**

-1 The player chooses any Single or Double Technique (50 SP)

### **Associated Special Maneuvers available to Jeet Kune Do**

(The Power Point costs of these Maneuvers vary depending on the Tag chosen)

### **Punch Special Maneuvers**

---

Dragon Punch  
Ear Pop (Dogs of War version)  
Hundred Hand Slap  
Hyper Fist (Dogs of War version)  
Monkey Grab Punch

### **Kick Special Maneuvers**

---

Backflip Kick  
Flying Knee Thrust  
Foot Sweep

Forward Flip Knee  
Hurricane Kick  
Lightning Leg  
Scissor Kick (Dogs of War version)  
Stepping Front Kick  
Tiger Knee (Dogs of War version)

### **Block Special Maneuvers**

---

Maka Wara

### **Grab Special Maneuvers**

Air Throw (Dogs of War version)  
Brain Cracker  
Grappling Defense  
Pin

### **Athletics Special Maneuvers**

---

Backflip  
Drunken Monkey Roll (Dogs of War version)  
Light Feet  
Wall Spring

### **Focus Special Maneuvers**

---

Chi Kung Healing  
Zen No Mind

## **Jiu Jitsu**

(Dogs of War version)

Chi: 3

Willpower: 5

Total: 42 Style Points

Notes: Hair Throw, Thigh Press, Air Throw and Stomach Pump have been removed from the Street Fighter books version to make the Style legal. Jiu Jitsu practitioners almost always learn Breakfall

**Tags:**

-1 Block + Focus (14 SP)

-2 Athletics + Grab (28 SP)

**Associated Special Maneuvers available to Jiu Jitsu****Punch Special Maneuvers**

---

Ear Pop (Dogs of War version)

**Kick Special Maneuvers**

---

Foot Sweep

Spinning Foot Sweep (Dogs of War version)

**Block Special Maneuvers**

---

Deflecting Punch

Energy Reflection

Maka Wara

Missile Reflection

San He

**Grab Special Maneuvers**

---

Back Breaker

Back Roll Throw

Dislocate Limb

Grappling Defense

Improved Pin

Neck Choke

Pin

Suplex

Throw

**Athletics Special Maneuvers**

---

Breakfall

**Focus Special Maneuvers**

---

Chi Kung Healing

Toughskin  
Zen No Mind

## Kabaddi

(Dogs of War version)

Chi: 5

Willpower: 2

Total: 62 Style Points

Notes: By adding Displacement, Foot Sweep and Spinning Foot Sweep to this Style's Required Maneuvers, I give it enough Style Points to make the purchases below.

### Tags:

-2 Focus (48 SP)

-1 Athletics + Focus (14 SP)

### Disadvantages:

Requires ascetic lifestyle

## Associated Special Maneuvers available to Kabaddi

### Punch Special Maneuvers

---

Head Butt

### Kick Special Maneuvers

---

Slide Kick

Foot Sweep

Spinning Foot Sweep (Dogs of War version)

### Block Special Maneuvers

---

Energy Reflection

San He

### Grab Special Maneuvers

---

Air Suplex (Dogs of War version)

Brain Cracker

Dislocate Limb  
Head Butt Hold

### **Athletics Special Maneuvers**

---

Cannon Drill  
Flying Body Spear  
Displacement

### **Focus Special Maneuvers**

---

Balance  
Chi Kung Healing  
Chi Push  
Cobra Charm  
Extendible Limbs  
Flying Fireball  
Fireball  
Ghost Form  
Improved Fireball  
Inferno Strike  
Leech  
Levitation  
Mind Reading  
Psychic Vise  
Regeneration  
Telepathy  
Yoga Flame (Dogs of War version)  
Yoga Teleport

## **Kung Fu, Generic**

(Dogs of War version)

Chi: 4

Willpower: 3

Total: 74 Style Points

Notes: This is the "Generic" version of Kung Fu. There are many specialized styles, and players and Storytellers should feel free to come

up with new Styles of Kung Fu.

**Tags:**

-1 Player chooses one Single or Double Technique (50 SP)

-2 Kick + Athletics + Focus (20 SP)

-1 Kick + Athletics + Grab + Focus (4 SP)

**Disadvantages:**

Training requirements, Retired masters

**Associated Special Maneuvers available to Kung Fu**

**Punch Special Maneuvers**

---

Dim Mak

Dragon Punch

Heart Punch (Dogs of War version)

Hundred Hand Slap

Knife Hand Strike

Monkey Grab Punch

Rekka Ken

**Kick Special Maneuvers**

---

Air Hurricane Kick

Axe Kick

Backflip Kick

Double Dread Kick

Double-Hit Kick

Dragon Kick

Forward Backflip Kick

Forward Flip Knee

Hurricane Kick

Lightning Leg

Stepping Front Kick

**Block Special Maneuvers**

---

Deflecting Punch

Maka Wara

San He

## Grab Special Maneuvers

---

Grappling Defense  
Hair Throw  
Improved Pin  
Pin  
Rising Storm Crow

## Athletics Special Maneuvers

---

Drunken Monkey Roll (Dogs of War version)

## Focus Special Maneuvers

---

Balance  
Chi Kung Healing  
Chi Push  
Flying Fireball  
Fireball  
Improved Fireball  
Leech  
Levitation  
Regeneration  
Zen No Mind

## Ler Drit

(Dogs of War version)  
Chi: 4  
Willpower: 5  
Total: 52 Style Points

### Tags:

-1 Kick + Athletics (14 SP)  
-1 Focus (24 SP)  
-1 Punch + Athletics (14 SP)

## **Disadvantages:**

Competitive style, Punishing Master

## **Associated Special Maneuvers available to Ler Drit**

### **Punch Special Maneuvers**

---

Ducking Fierce (Dogs of War Version)

Hyper Fist (Dogs of War version)

Spinning Knuckle

### **Kick Special Maneuvers**

---

Double Dread Kick

Flying Knee Thrust

Forward Flip Knee

Forward Slide Kick

Scissor Kick (Dogs of War version)

Slide Kick

Stepping Front Kick

### **Block Special Maneuvers**

---

San He

### **Grab Special Maneuvers**

---

Grappling Defense

Iron Claw

### **Athletics Special Maneuvers**

---

Flying Body Spear

Flying Heel Stomp (Dogs of War version)

Flying Punch

### **Focus Special Maneuvers**

---

Cobra Charm

Mind Control

Mind Reading

Psycho Crusher

Psychic Rage  
Psychic Vise  
Psychokinetic Channeling  
Regeneration  
Stunning Shout  
Telepathy

## Lua

(Dogs of War version)

Chi: 3

Willpower: 4

Total: 58 Style Points

Notes: I added a new Maneuver, Flying Tackle, to make the Style Point total 58.

### Tags:

-1 Focus (24 SP)

-1 Grab (24 SP)

-1 Athletics + Grab + Focus (10 SP)

### Disadvantages:

Competitive style

## Associated Special Maneuvers available to Lua

### Punch Special Maneuvers

---

Dim Mak

### Kick Special Maneuvers

---

Backflip Kick

Double-Hit Knee

Wounded Knee

### Block Special Maneuvers

---

Energy Reflection

## Grab Special Maneuvers

---

Choke Throw  
Disengage  
Dislocate Limb  
Eye Rake  
Flying Tackle  
Grappling Defense  
Head Bite  
Improved Pin  
Iron Claw  
Neck Choke  
Pin  
Sleeper

## Athletics Special Maneuvers

---

Light Feet

## Focus Special Maneuvers

---

Balance  
Chi Kung Healing  
Chi Push  
Fireball  
Ghost Form  
Leech  
Levitation  
Mind Reading  
Musical Accompaniment  
Regeneration  
Toughskin

## Majestic Crow Kung Fu

(Dogs of War version)  
Chi: 3  
Willpower: 4

Total: 72 Style Points

Notes: This is just one example of how a designer can make up Styles that differ from the norm. This Style is similar to Kung Fu, but has many differences as well. I added Dragon Kick (called the Talon to practitioners) to this version of Majestic Crow Kung Fu to make my Style Point total equal 0.

**Tags:**

-2 Kick (48 SP)

-1 Athletics + Grab (14 SP)

-1 Kick + Athletics + Focus (10 SP)

**Disadvantages:**

Retired masters, Competitive style

**Associated Special Maneuvers available to Majestic Crow Kung Fu**

**Punch Special Maneuvers**

---

Crow Beats Its Wings / Hundred Hand Slap

Dim Mak

Dragon Punch

Monkey Grab Punch

Rekka Ken

Triple Strike

**Kick Special Maneuvers**

---

Air Hurricane Kick

Backflip Kick

Double Dread Kick

Double-Hit Kick

Dragon Kick / The Talon

Flash Kick (Dogs of War version)

Flying Thrust Kick

Great Wall of China

Hurricane Kick

Lightning Leg

Stepping Front Kick

Whirlwind Kick

## **Block Special Maneuvers**

---

San He

## **Grab Special Maneuvers**

---

Air Throw (Dogs of War version)

Crow's Talon / Iron Claw

Grappling Defense

Hair Throw

Rising Storm Crow

## **Athletics Special Maneuvers**

---

Air Smash

Cannon Drill

Drunken Monkey Roll (Dogs of War version)

Flying Body Spear

Landing Crow / Flying Heel Stomp (Dogs of War version)

Rolling Attack (Dogs of War version)

Wall Spring

## **Focus Special Maneuvers**

---

Chi Kung Healing

Fireball

Flying Fireball

Improved Fireball

Stunning Shout

## **Native American Wrestling**

(Dogs of War version)

Chi: 3

Willpower: 4

Total: 62 Style Points

Notes: I deleted Ear Pop from the original version to make this a legal CHAMPS Style.

**Tags:**

-2 Grab (48 SP)

-1 Grab + Athletics (14 SP)

**Disadvantages:**

Requires ascetic lifestyle

**Associated Special Maneuvers available to Native American Wrestling****Punch Special Maneuvers**

---

Buffalo Punch

Heart Punch (Dogs of War version)

Shockwave

Spinning Clothesline

**Kick Special Maneuvers**

---

Wounded Knee

**Block Special Maneuvers****Grab Special Maneuvers**

---

Air Throw (Dogs of War version)

Back Breaker

Bear Hug

Brain Cracker

Disengage

Dislocate Limb

Face Slam

Iron Claw

Grappling Defense

Neck Choke

Pile Driver

Sleeper

Spinning Pile Driver (Dogs of War version)

Stomach Pump

Storm Hammer (Dogs of War version)

Suplex  
Thigh Press

### **Athletics Special Maneuvers**

---

Air Smash  
Diving Hawk (Dogs of War version)  
Ground Fighting  
Thunderstrike (Dogs of War version)

### **Focus Special Maneuvers**

---

Chi Kung Healing  
Chi Push  
Ghost Form  
Regeneration  
Thunderclap

## **Ninjutsu**

(Dogs of War version)  
Chi: 5  
Willpower: 2  
Total: 68 Style Points

### **Tags:**

-1 Punch (24 SP)  
-1 Punch + Athletics + Grab (10 SP)  
-1 Kick + Athletics (14 SP)  
-1 Kick + Athletics + Grab (10 SP)  
-1 Kick + Athletics + Focus (10 SP)

### **Disadvantages:**

Claiming masters, Competitive style

## **Associated Special Maneuvers available to Ninjutsu**

### **Punch Special Maneuvers**

---

Boshi Ken

Ear Pop (Dogs of War version)  
Head Butt  
Rekka Ken  
Shikan Ken  
Shuto

### **Kick Special Maneuvers**

---

Backflip Kick  
Cartwheel Kick (Dogs of War version)  
Double-Hit Kick  
Double-Hit Knee  
Flying Thrust Kick  
Handstand Kick  
Heel Stamp

### **Block Special Maneuvers**

---

Deflecting Punch  
Maka Wara

### **Grab Special Maneuvers**

---

Air Throw (Dogs of War version)  
Back Roll Throw  
Disengage  
Dislocate Limb  
Eye Rake  
Hair Throw

### **Athletics Special Maneuvers**

---

Drunken Monkey Roll (Dogs of War version)  
Flying Heel Stomp (Dogs of War version)  
Rolling Attack (Dogs of War version)  
Vertical Rolling Attack  
Wall Spring

### **Focus Special Maneuvers**

---

Balance  
Death's Visage

Entrancing Cobra (Dogs of War version)

Leech

Sakki

Shrouded Moon

Speed of the Mongoose

Zen No Mind

## **Pankration, The**

(Dogs of War version)

Chi: 3

Willpower: 4

Total: 66 Style Points

### **Tags:**

-2 Grab (48 SP)

-1 Athletics + Grab (14 SP)

-1 Punch + Athletics + Grab + Focus (4 SP)

### **Disadvantages:**

Retired masters, Brutal style

## **Associated Special Maneuvers available to The Pankration**

### **Punch Special Maneuvers**

---

Buffalo Punch

Ear Pop (Dogs of War version)

Ducking Fierce

Fist Sweep (Dogs of War version)

Head Butt

Spinning Back Fist

### **Kick Special Maneuvers**

---

Double Hit Knee

Flying Knee Thrust

Foot Sweep

Slide Kick  
Wounded Knee

### **Block Special Maneuvers**

---

Maka Wara

### **Grab Special Maneuvers**

---

Air Throw (Dogs of War version)  
Back Breaker  
Bear Hug  
Brain Cracker  
Choke Throw  
Disengage  
Dislocate Limb  
Grappling Defense  
Head Bite  
Improved Pin  
Knee Basher  
Neck Choke  
Pin  
Stomach Pump  
Suplex

### **Athletics Special Maneuvers**

---

Air Smash  
Breakfall  
Flying Heel Stomp (Dogs of War version)  
Ground Fighting  
Thunderstrike (Dogs of War version)

### **Focus Special Maneuvers**

---

Toughskin

## **Sanbo**

(Dogs of War version)

Chi: 1

Willpower: 6

Total: 48 Style Points

Notes: Ear Pop and Double-Hit Kick were removed from the Sanbo Style presented in the original Street Fighter books.

**Tags:**

-2 Grab (48 SP)

**Associated Special Maneuvers available to Sanbo**

**Punch Special Maneuvers**

---

Heart Punch (Dogs of War version)

Hundred Hand Slap

Spinning Clothesline

Turbo Spinning Clothesline

**Kick Special Maneuvers**

**Block Special Maneuvers**

**Grab Special Maneuvers**

---

Air Throw (Dogs of War version)

Back Breaker

Brain Cracker

Disengage

Dislocate Limb

Face Slam

Grappling Defense

Head Bite

Iron Claw

Neck Choke

Pile Driver

Siberian Bear Crusher

Siberian Suplex (Dogs of War version)

Sleeper

Spinning Pile Driver (Dogs of War version)

Stomach Pump

Suplex

Thigh Press

## **Athletics Special Maneuvers**

---

Air Smash

Ground Fighting

## **Focus Special Maneuvers**

---

## **Savate**

(Dogs of War version)

Chi: 2

Willpower: 6

Total: 42 Style Points

Notes: Lunging Punch, Rekka Ken, Lightfeet, Backflip Kick, Handstand Kick and Forward Slide Kick were added to this version of Savate in addition to the Maneuvers from the original Style from the Street Fighter books.

### **Tags:**

-1 Punch + Athletics + Block (10 SP)

-1 Punch + Athletics (14 SP)

-1 Kick + Athletics (14 SP)

-1 Kick + Athletics + Block + Focus (4 SP)

## **Associated Special Maneuvers available to Savate**

## **Punch Special Maneuvers**

---

Dashing Punch

Dashing Uppercut

Spinning Backfist

Spinning Knuckle

Turn Punch

Lunging Punch

Rekka Ken

## **Kick Special Maneuvers**

---

Axe Kick  
Backflip Kick  
Double-Hit Kick  
Flying Thrust Kick  
Forward Slide Kick (CHAMPS version)  
Handstand Kick (CHAMPS version)  
Lightning Leg  
Reverse Frontal Kick  
Slide Kick

## **Block Special Maneuvers**

---

Deflecting Punch

## **Grab Special Maneuvers**

## **Athletics Special Maneuvers**

---

Displacement  
Esquives  
Lightfeet

## **Focus Special Maneuvers**

---

Toughskin

# **Shotokan Karate**

(Dogs of War version)  
Chi: 3  
Willpower: 4  
Total: 56 Style Points  
Notes: I added Backflip Kick, Spinning Foot Sweep, Dashing Uppercut, Punch Defense and Kick Defense to this Style in addition to the Maneuvers presented in the original Street Fighter book.

**Tags:**

- 1 Kick + Athletics (14 SP)
- 1 Punch + Focus (14 SP)
- 1 Punch + Athletics (14 SP)
- 1 Athletics + Focus (14 SP)

**Disadvantages:**

Training requirements

**Associated Special Maneuvers available to Shotokan Karate****Punch Special Maneuvers**

---

Dragon Punch  
Dashing Uppercut  
Flaming Dragon Punch  
Knife Hand Strike  
Lunging Punch

**Kick Special Maneuvers**

---

Air Hurricane Kick  
Axe Kick  
Backflip Kick  
Double Dread Kick  
Foot Sweep  
Spinning Foot Sweep (Dogs of War version)  
Hurricane Kick  
Whirlwind Kick

**Block Special Maneuvers**

---

Maka Wara  
San He  
Energy Reflection  
Punch defense  
Kick Defense

## Grab Special Maneuvers

---

Back Roll Throw  
Pin

## Athletics Special Maneuvers

## Focus Special Maneuvers

---

Balance  
Chi Kung Healing  
Fireball  
Flying Fireball  
Improved Fireball  
Inferno Strike  
Levitation  
Stunning Shout

## Silat

(Dogs of War version)

Chi: 4

Willpower: 3

Total: 74 Style Points

Notes: Ground Fighting, Kippup, Backflip and Tumbling Attack were added to this version of Savate in addition to the Maneuvers from the original Style from the Street Fighter books.

### Tags:

-1 Focus (24 SP)

-1 Players choice of any Single or Double Technique combination (50 SP)

### Disadvantages:

Punishing master, Competitive style

## **Associated Special Maneuvers available to Silat**

### **Punch Special Maneuvers**

---

Dim Mak  
Dragon Punch  
Hundred Hand Slap  
Monkey Grab Punch

### **Kick Special Maneuvers**

---

Double-Hit Kick  
Dragon Kick  
Lightning Leg  
Stepping Front Kick

### **Block Special Maneuvers**

---

Deflecting Punch  
Energy Reflection  
Maka Wara  
San He

### **Grab Special Maneuvers**

---

Dislocate Limb  
Grappling Defense  
Hair Throw  
Improved Pin  
Iron Claw  
Pin

### **Athletics Special Maneuvers**

---

Drunken Monkey Roll (Dogs of War version)  
Ground Fighting  
Kippup  
Backflip  
Tumbling Attack

## Focus Special Maneuvers

---

Balance  
Chi Kung Healing  
Chi Push  
Extendible Limbs  
Fireball  
Improved Fireball  
Levitation  
Mind Reading  
Psychokinetic Channeling  
Regeneration  
Sonic Boom (Dogs of War version)  
Stunning Shout  
Yoga Flame (Dogs of War version)  
Zen No Mind

## Special Forces

(Dogs of War version)

Chi: 1

Willpower: 6

Total: 62 Style Points

### Tags:

- 1 Kick (24 SP)
- 1 Kick + Athletics (14 SP)
- 1 Athletics + Grab (14 SP)
- 1 Kick + Athletics + Focus (10 SP)

### Disadvantages:

Training requirements (have an adequate military rank)

## **Associated Special Maneuvers available to Special Forces Training**

### **Punch Special Maneuvers**

---

Heart Punch (Dogs of War version)  
Hyper Fist (Dogs of War version)  
Knife Hand Strike  
Spinning Backfist  
Spinning Clothesline  
Spinning Knuckle  
Turbo Spinning Clothesline

### **Kick Special Maneuvers**

---

Axe Kick  
Backflip Kick  
Double Dread Kick  
Flash Kick (Dogs of War version)  
Flying Knee Thrust  
Foot Sweep  
Forward Backflip Kick  
Forward Flip Knee  
Handstand Kick  
Lightning Leg  
Spinning Foot Sweep (Dogs of War version)  
Tiger Knee (Dogs of War version)

### **Block Special Maneuvers**

### **Grab Special Maneuvers**

---

Air Throw (Dogs of War version)  
Dislocate Limb  
Hair Throw  
Improved Pin  
Knee Basher  
Neck Choke  
Pile Driver  
Pin

Suplex  
Thigh Press

---

### **Athletics Special Maneuvers**

Cannon Drill  
Ground Fighting

---

### **Focus Special Maneuvers**

---

## **Spanish Ninjutsu**

(Dogs of War version)  
Chi: 2  
Willpower: 5  
Total: 46 Style Points

### **Tags:**

- 1 Athletics (24 SP)
- 1 Athletics + Kick (14 SP)
- 1 One single or double Technique Tag, as long as the Tag includes a weapon Technique (8 SP)

## **Associated Special Maneuvers available to Spanish Ninjutsu**

---

### **Punch Special Maneuvers**

Ear Pop (Dogs of War version)  
Monkey Grab Punch

---

### **Kick Special Maneuvers**

Backflip Kick  
Forward Backflip Kick  
Forward Slide Kick  
Forward Flip Knee  
Handstand Kick  
Scissor Kick (Dogs of War version)

Slide Kick

## **Block Special Maneuvers**

### **Grab Special Maneuvers**

---

Air Suplex (Dogs of War version)

Air Throw (Dogs of War version)

Back Roll Throw

Choke Throw

Disengage

Suplex

### **Athletics Special Maneuvers**

---

Backflip

Displacement

Diving Hawk (Dogs of War version)

Esquives

Flying Heel Stomp (Dogs of War version)

Light Feet

Tumbling Attack

Wall Spring

### **Focus Special Maneuvers**

---

## **Sumo Wrestling**

(Dogs of War version)

Chi: 2

Willpower: 6

Total: 42 Style Points

Notes: I added Grappling Defense, Fist Sweep and Spinning Back Fist to this version of Sumo to make it a legal Style

### **Tags:**

-1 Punch (24 SP)

-1 Kick + Athletics (14 SP)

-1 Punch + Athletics + Grab + Focus (4 SP)

## **Associated Special Maneuvers available to Sumo**

### **Punch Special Maneuvers**

---

Ear Pop (Dogs of War version)

Fist Sweep (Dogs of War version)

Head Butt

Heart Punch (Dogs of War version)

Hundred Hand Slap

Spinning Back Fist (CHAMPS version)

### **Kick Special Maneuvers**

---

Double-Hit Kick

Foot Sweep

Spinning Foot Sweep (Dogs of War version)

### **Block Special Maneuvers**

---

Maka Wara

San He

### **Grab Special Maneuvers**

---

Face Slam

Head Butt Hold

Knee Basher

Sleeper

Grappling Defense

### **Athletics Special Maneuvers**

---

Air Smash

Flying Head Butt

Jumping Shoulder Butt

### **Focus Special Maneuvers**

---

Stunning Shout

Toughskin

# Tai Chi Chuan

(Dogs of War version)

Chi: 6

Willpower: 1

Total: 52 Style Points

Notes: Kick Defense was added to the original Style shown in the Street Fighter books.

## Tags:

-1 Grab (24 SP)

-1 Focus (24 SP)

-1 Punch + Grab + Block + Focus (4 SP)

## Associated Special Maneuvers available to Tai Chi Chuan

### Punch Special Maneuvers

---

Dim Mak

Monkey Grab Punch

### Kick Special Maneuvers

---

Foot Sweep

Slide Kick

Spinning Foot Sweep (Dogs of War version)

### Block Special Maneuvers

---

Deflecting Punch

Energy Reflection

Kick Defense

Missile Reflection

San He

### Grab Special Maneuvers

---

Air Throw (Dogs of War version)

Back Roll Throw

Disengage

Dislocate Limb  
Grappling Defense  
Improved Pin  
Pin

## **Athletics Special Maneuvers**

---

Breakfall

## **Focus Special Maneuvers**

---

Balance  
Chi Kung Healing  
Chi Push  
Ghost Form  
Levitation  
Stunning Shout  
Telepathy  
Zen No Mind

## **Thai Kickboxing**

(Dogs of War version)

Chi: 2

Willpower: 5

Total: 48 Style Points

Notes: Slide Kick and Forward Slide Kick were added to this Style's Associated Maneuvers over the original Maneuvers for Thai Kickboxing presented in the Street Fighter books to make the Style "legal" in CHAMPS.

### **Tags:**

-1 Punch (24 SP)

-1 Kick + Athletics (14 SP)

-1 Kick + Athletics + Block (10 SP)

## **Associated Special Maneuvers available to Muay Thai Kickboxing**

### **Punch Special Maneuvers**

---

Dragon Punch  
Elbow Smash  
Flaming Dragon Punch  
Spinning Back Fist  
Turn Punch

### **Kick Special Maneuvers**

---

Double Dread Kick  
Double-Hit Kick  
Double-Hit Knee  
Flying Knee Thrust  
Foot Sweep  
Forward Slide Kick  
Lightning Leg  
Wounded Knee  
Tiger Knee (Dogs of War version)  
Slide Kick

### **Block Special Maneuvers**

---

Maka Wara

### **Grab Special Maneuvers**

---

Brain Cracker  
Head Butt Hold  
Knee Basher

### **Athletics Special Maneuvers**

---

Jumping Shoulder Butt

### **Focus Special Maneuvers**

---

Chi Kung Healing  
Fireball

Toughskin  
Zen No Mind

## Western Kickboxing

(Dogs of War version)

Chi: 2

Willpower: 5

Total: 48 Style Points

Notes: Flying Heel Stomp was added to this Style over the original Street Fighter version to make it a "legal" CHAMPS Style.

### Tags:

-2 Kick (48 SP)

## Associated Special Maneuvers available to Western Kickboxing

### Punch Special Maneuvers

---

Dashing Punch

Dashing Uppercut

Fist Sweep (Dogs of War version)

Heart Punch (Dogs of War version)

Hyper Fist (Dogs of War version)

Lunging Punch

Rekka Ken

Spinning Back Fist

Spinning Knuckle

Turn Punch

### Kick Special Maneuvers

---

Axe Kick

Double Dread Kick

Double-Hit Kick

Flying Knee Thrust

Flying Heel Stomp (Dogs of War version)

Reverse Frontal Kick

Stepping Front Kick  
Slide Kick  
Tiger Knee (Dogs of War version)  
Wounded Knee

### **Block Special Maneuvers**

---

Deflecting Punch

### **Grab Special Maneuvers**

---

Back Roll Throw  
Brain Cracker  
Knee Basher

### **Athletics Special Maneuvers**

### **Focus Special Maneuvers**

---

## **Wrestling**

(Dogs of War version)

Chi: 6

Willpower: 1

Total: 48 Style Points

Notes: Sleeper was added to the list of Associated Maneuvers in addition to those presented in the original Street Fighter books.

#### **Tags:**

-2 Grab (48 SP)

## **Associated Special Maneuvers available to Wrestling**

### **Punch Special Maneuvers**

---

Ear Pop (Dogs of War version)

## **Kick Special Maneuvers**

## **Block Special Maneuvers**

## **Grab Special Maneuvers**

---

Air Throw (Dogs of War version)

Back Breaker

Bear Hug

Brain Cracker

Disengage

Dislocate Limb

Grappling Defense

Ground Fighting

Improved Pin

Iron Claw

Knee Basher

Neck Choke

Pile Driver

Pin

Sleeper

Spinning Pile Driver (Dogs of War version)

Stomach Pump

Storm Hammer (Dogs of War version)

Suplex

Thigh Press

## **Athletics Special Maneuvers**

---

Air Smash

Breakfall

Flying Head Butt

## **Focus Special Maneuvers**

---

## Wu Shu (Dogs of War version)

Chi: 3

Willpower: 3

Total: 86 Style Points

Notes: The following Maneuvers have been added to make this Style "legal": Flying Knee Thrust, Heel Stamp, Speed Of the Mongoose and Kick Defense

### Tags:

-2 Kick (48 SP)

-1 Kick + Athletics (14 SP)

-1 Athletics (24 SP)

### Disadvantages:

Demanding training, Training requirements, Retired masters, Competitive style

## Associated Special Maneuvers available to Wu Shu

### Punch Special Maneuvers

---

Rekka Ken

Spinning Knuckle

### Kick Special Maneuvers

---

Air Hurricane Kick

Axe Kick

Backflip Kick

Cartwheel Kick (Dogs of War version)

Double-Hit Kick

Flying Knee Thrust

Flying Thrust Kick

Forward Backflip Kick

Forward Flip Knee

Great Wall of China

Handstand Kick

Heel Stamp

Hurricane Kick  
Lightning Leg  
Reverse Frontal Kick  
Scissor Kick (Dogs of War version)  
Stepping Front Kick  
Whirlwind Kick

### **Block Special Maneuvers**

---

Kick Defense  
Maka Wara  
San He

### **Grab Special Maneuvers**

---

Air Throw (Dogs of War version)  
Back Roll Throw  
Improved Pin  
Pin

### **Athletics Special Maneuvers**

---

Backflip  
Cannon Drill  
Displacement  
Drunken Monkey Roll (Dogs of War version)  
Esquives  
Flying Heel Stomp (Dogs of War version)  
Rolling Attack (Dogs of War version)  
Vertical Rolling Attack  
Wall Spring

### **Focus Special Maneuvers**

---

Balance  
Chi Kung Healing  
Fireball  
Flying Fireball  
Improved Fireball  
Levitation  
Speed Of the Mongoose



# CHAPTER 4: SPECIAL BACKGROUNDS

"[I]'m an insect who dreamt he was a man, and loved it. But, now the dream is over, and the insect is awake."

*Seth Brundle, The Fly*

Just like Styles, there will come a time when each player and Storyteller will want to create or modify a Special Background. Backgrounds are created using Background Points. Backgrounds can gain special powers, called Background Advantages, by spending Background Points. Unlike Styles, Background pays 2 Background Points for each Associated Maneuver.

Backgrounds can not have Tagged Maneuver Techniques, but pay a -1 Power Point cost for each Maneuver that is paid for with Background Points, becoming Associate Background Maneuvers. Like Style Associated Maneuvers, they can be purchased if the Maneuver has a Power Point cost of 6 or less after the modifier. If the character's Style also reduces the cost of a Maneuver with a Background as part of an Associated Maneuver, the character pays the lowest cost of the Maneuver, and does not combine the reductions.

Although some Maneuvers require the character to have a Special Background and possibly a set of Strange Basic Maneuvers, the character who meets those requirements gains no special reduction in cost beyond the -1 for having the Maneuver as an Associated Background Maneuver. The Maneuver's Tag simply indicates that a character must have the Special Background mentioned and/or any Strange Basic Maneuvers to learn the Maneuver at all.

Each background begins with sixteen points, which can be spent to choose Associated Maneuvers. More Background Points are earned by choosing Background Disadvantages. A Background is not allowed to have more than 40 points worth of background Disadvantages.

A background must reach 0 Background points to be considered "legal", just like a Style.

Unlike in the original Street Fighter game, Special Backgrounds cannot use their rating in dots as Focus when determining if they are able to purchase a Focus Maneuver, and cannot use their Background to calculate the Maneuver's speed, damage and Range unless the Maneuver specifically states otherwise. The only Maneuvers they may purchase at -1 are those Maneuvers that are associated with their Background.

## **Animal Hybrid, Generic**

(CHAMPS version)

Total: -8 Background Points

Notes: To be considered a Legal Background, a player who chooses Animal Hybrid must choose 8 points worth of Background

Disadvantages. To gain more points to purchase Background Advantages, the player can choose to drop some of the Associated Maneuvers below. In such a case, the player should write down all of the Background Advantages he has chosen and his new set of Required Maneuvers for reference.

### **Associated Special Maneuvers available to Animal Hybrids**

#### **Punch Special Maneuvers**

#### **Kick Special Maneuvers**

#### **Block Special Maneuvers**

#### **Grab Special Maneuvers**

---

Bear Hug

Eye Rake

Head Bite

Jaw Spin

Ripping Bite

Tearing Bite

## Athletics Special Maneuvers

---

Dragon's Tail  
Drunken Monkey Roll  
Pounce  
Tail Sweep  
Typhoon Tail  
Upper Trail Strike

## Focus Special Maneuvers

---

Cobra Charm  
Regeneration  
Toughskin  
Venom

## Elemental (Earth)

(CHAMPS version)  
Total: 0 Style Points

### Associated Earth Elemental Special Maneuvers

Elemental Skin  
Elemental Stride  
Heal  
Pit  
Sense Element  
Stone  
Wall  
Weight

## Elemental (Air)

(CHAMPS version)  
Total: 0 Points

Notes: Flight has been removed from Elemental (Air). Flight, considered a PLUS Maneuver in CHAMPS, is still available to this Background, but

it will have to pay the normal Power Points for that Maneuver.

### **Associated Air Elemental Special Maneuvers**

Air Blast  
Elemental Skin  
Elemental Stride  
Heal  
Lightness  
Push  
Sense Element  
Vacuum

## **Elemental (Fire)**

(CHAMPS version)

Total: 0 Style Points

### **Associated Fire Elemental Special Maneuvers**

Elemental Stride  
Elemental Skin  
Fire Strike  
Flaming Fist  
Heal  
Heatwave  
Sense Element  
Spontaneous Combustion

## **Elemental (Water)**

(CHAMPS version)

Total: 0 Style Points

### **Associated Water Elemental Special Maneuvers**

Drain  
Drench  
Elemental Skin  
Elemental Stride  
Envelop

Heal  
Pool  
Sense Element

## Cybernetics, Generic

(CHAMPS version)

Total: 0 Style Points

### Associated Cybernetics Special Maneuvers

The player should choose 8 Focus Maneuvers that he has as associated Maneuvers. These Maneuvers are devices that are compatible with the character's robotic body; as the character pays the Power Point costs the Storyteller can make up the reasons behind the new implantations.

## BACKGROUND ADVANTAGES

### BASIC CLAW MANEUVERS

---

Cost: 4

Description: The character possesses claws, and has the Basic Claw maneuvers.

### BASIC HORN MANEUVERS

---

Cost: 4

Description: The character possesses horns, and has the basic Horn Maneuvers.

### BASIC TAIL MANEUVERS

---

Cost: 4

Description: The character possesses a tail, and has the Basic Tail Maneuvers.

## **BASIC BITE MANEUVERS**

---

Cost: 4

Description: The character has a large maw, and has the Basic Bite maneuvers.

## **STRONG**

---

Cost: 8

Description: The Background only spends current rating x3 to raise the Strength Attribute, and +5 to raise it to superhuman levels (6 - 8).

## **FAST**

---

Cost: 8

Description: The Background only spends current rating x3 to raise the Dexterity Attribute, and +5 to raise it to superhuman levels (6 - 8).

## **TOUGH**

---

Cost: 8

Description: The Background only spends current rating x3 to raise the Stamina Attribute, and +5 to raise it to superhuman levels (6 - 8).

## **WINGS**

---

Cost: 2

Description: The character has a large set of wings, and can learn to fly (the Flight Maneuver becomes a Required Maneuver at -2 Power Points). This advantage cannot be chosen for a Background that has Flight as a normal required maneuver.

## **BACKGROUND DISADVANTAGES**

### **HIDEOUS APPEARANCE**

---

Cost: -2

Description: the character has a horrible Appearance. If his Appearance is above 1 dot, the character is still considered to have an Appearance of 1 dot unless being viewed by a member of his own Background race, if there is one.

## **SEEN AS DISHONORABLE**

---

Cost: -2

Description: The character can spend his beginning three dots to add to Honor and Glory as he sees fit, but cannot begin with an Honor above 2.

## **FUEL REQUIREMENT**

---

Cost: -2

Description: the character needs to re-fuel in some way (a cyborg might need power, a vampire might need to drink blood, etc.). This is more of a role-playing drawback, and the Storyteller is free to come up with the details for the disadvantage.

## **WEAK**

---

Cost: -4

Description: The character must pay current rating x4 to raise his Strength with experience and cannot have that Attribute at superhuman levels (6-8).

## **SLOW**

---

Cost: -4

Description: The character must pay current rating x4 to raise his Dexterity with experience and cannot have that Attribute at superhuman levels (6-8).

## **VULNERABLE TO X**

---

Cost: -6

Description: The character takes damage more easily from a certain attack type, such as fire or water attacks. Such Maneuvers used against a character with this background are at -1 Difficulty.

## **SLOW-WITTED**

---

Cost: -4

Description: The character must pay current rating x4 to raise his Wits with experience and cannot have that Attribute at superhuman levels (6-8).

## **UNINTELLIGENT**

---

Cost: -4

Description: The character must pay current rating x4 to raise his Intelligence with experience and cannot have that Attribute at superhuman levels (6-8).

## CHAPTER FIVE: PERMANENT, LATCHING, UNIVERSAL SCORE (PLUS) MANEUVERS

"I'm a firm believer in the philosophy of a ruling class. Especially since I rule."

*Randal Graves, Clerks*

Plus Maneuvers are actions that characters can take in addition to their chosen Maneuver during a turn. A PLUS Maneuver helps a character by giving him a special ability, defense, or the ability to increase the damage, speed or move of the Maneuver.

PLUS maneuvers are much simpler to create than regular Maneuvers. Choose Special Abilities for the Maneuver. Each ability has a certain Power Point total. Add the totals together, and round normally. The result is the Power Point total for the PLUS Maneuver.

Some PLUS maneuvers appear here without being “broken down” into abilities, including: Ground Fighting, Leech, Light Feet, Mind Reading, Regeneration, Shrouded Moon, Speed of the Mongoose, Telepathy, Toughskin, Venom, and Zen No Mind. This is due to the fact that these Maneuvers are unique in their abilities and cover a very limited aspect of fighting.

Plus Maneuvers must be classified by a Type and have a Tag, just like regular Maneuvers.

### STACKING BONUSES

PLUS Maneuvers have the bad habit of being abused by players. Stacking bonuses that PLUS maneuvers provide can lead to almost unlimited additions to speed, move and damage, especially if the Storyteller is allowing characters to invent new PLUS Maneuvers. Therefore, PLUS maneuvers do not “stack”. If more than one PLUS maneuver is used in a single turn, use the highest modifier for each aspect of the Maneuver. If two PLUS Maneuvers give +2 to damage and +4, the Maneuver gains +4 damage, for example.

# PLUS MANEUVER ABILITIES

## DAMAGE REDUCTION

---

**Bonuses:** Damage Reduction allows a character to resist a type of damage caused when a Maneuver has a certain Bonus (Knockdown or Acid, for example). This ability cannot be too generic - Damage Reduction against Punches, Kicks, Grabs, Weapon or Focus moves are not allowed, but Fire, chains, or Aerial Maneuvers could. Normally, When the character comes into contact with the type of damage, he rolls Attribute+Technique and reduces the damage by the number of successes.

**Requirements:** The creator of the Maneuver chooses the appropriate Attribute and Technique at the time of the creation of the Maneuver. The Maneuver will require A Prerequisite of the technique chosen at level 1.

**Power Points:** 2

## DAMAGE REDUCTION, TYPE 2

---

**Bonuses:** The character can pick two types of damage (similar to Damage reduction) at the time of the PLUS maneuver's creation. The first type suffers -2 to damage, while the second suffers -1, while the effect lasts. For example, a character could pick Fire and Ice.

**Requirements:** this special ability always requires a Focus of 2, and either a special background or Technique at level 4. . It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Power Points:** 4

## DEADLY TO STRIKE

---

**Bonuses:** This ability makes it dangerous to strike the subject - his skin has become made of spikes, fire, electricity, or the like. If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack. It also adds +1 damage to all punches, kicks and grabs until the end of the effect.

**Requirements:** This special ability always requires a Focus of 2, and either a special background or Technique at level 4. It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Power Points:** 4

## **DEADLY TO STRIKE (ALWAYS ON)**

---

**Bonuses:** This ability makes it dangerous to strike the subject - his skin has become made of spikes, fire, electricity, or the like. If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack. This ability does not add +1 damage to all punches, kicks and grabs until the end of the effect as deadly to Strike does.

**Requirements:** Block 4.

**Power Points:** 5

## **EXTENDED RANGE (EQUAL TO FOCUS)**

---

**Bonuses:** This Ability can be used with any of the six basic Maneuvers at any time to give an extended range equal to Focus. However, if the character is Interrupted, he can be attacked (see Extendible Limbs description, page 127 of the Street Fighter main rule book). This Ability can be used at any time, and can be used to simulate a scorpion tail, tentacle attacks, etc.

**Requirements:** Focus of 4.

**Power Points:** 5

## **FLIGHT**

---

Although Flight is listed with a Cost of Any 3, it can only be purchased when being a Style or Special Background associated maneuver.

**Bonuses:** Outside of combat this power allows the character to fly without tiring, at a speed equal to (focus + dexterity) x 10 in miles per hour. He can carry any normal amount of weight he could normally carry.

In combat, the character must stand still for a full action to activate the power. He may block, but not initiate any offensive maneuver. The

following turn, the fighter is treated as airborne, and may attack and move normally, using the modifiers below in addition to any others. His move in hexes equals his Stamina. Furthermore, he is only affected by Aerial maneuvers or projectile attacks. Modifiers: cost: 1 Chi per turn of combat, 1 Chi per hour outside of combat, speed +1, damage: none, move = stamina **Requirements:** Athletics 1, Focus 2, Special Background (by type) 3. If part of a Style, the character does not need a Special background, but the Focus requirement increases to 6!

**Power Points:** 3

## INCREASED DAMAGE

---

**Bonuses:** Each time the ability is activated, add +2 damage to a Basic Technique Maneuver, such as Punch or Kick (chosen at the time of the maneuver's creation).

**Requirements:** This special ability always requires:

1. Focus of 3.
3. 1 Chi each time the ability is used.

**Power Points:** 5

## INCREASED MOVE

---

**Bonuses:** This Maneuver is always in effect. It allows the character to add +1 to Move when making any Maneuver with a certain Bonus. However, it cannot be added to maneuvers with "set" Move scores of One or Two. A Maneuver could have +1 Move to all maneuvers with the Throw bonus, for example.

**Requirements:** Appropriate Attribute or Technique (Usually Athletics or Focus) at 4.

**Power Points:** 4

## NEGATIVE REDUCTION

---

**Bonuses:** Choose a negative the character receives from an effect of a Maneuver or Maneuvers. The character receives less of a negative from the effect, to a minimum of -1. For each -1 to the negative, the power Point cost increases by 1, to a maximum of 4 Power Points. For example, a character could create Improved Kick Defense that reduced the -2 soak to

all but kick attacks to -1. This would cost 1 Power Point and would obviously require Kick Defense.

**Requirements:** Appropriate Technique 2, chosen at the time of the Maneuver's creation.

**Power Points:** 1 (per -1 subtraction of negative)

## POWER UP

---

**Bonuses:** Add five points divided between Speed, Move, and Damage, with a maximum of 3 in any area (except Damage). Then divide the total you placed in Damage by half (round down). This total must be set at the time of the Maneuver's creation. When activated, this amount is added to all Maneuvers with a certain Bonus (also declared at the time of the PLUS maneuver's creation). This lasts for a time equal to the character's Focus. However, on the first turn, the bonus in areas where points were placed is only +1, or +0 if the total bonus was +1 in the area. The Damage bonus will apply to only Punch or Kick attacks (not both). Move cannot be added to Grab attacks.

**Requirements:** 1 Chi to activate, plus:

1. Focus 3.
2. Athletics 2 if Speed was increased.
3. Elemental or other Special background 3.
4. A Maneuver requirement with a Power Point cost of Any 5 or greater.
5. Kick/Punch (chosen at Maneuver creation) 4, if Damage is increased.

**Power Points:** 4

## PREFERRED BATTLE TYPE

---

**Bonuses:** Describe a type of battle that would be the most favorable for the type of character, background or style. If the battle meets the requirement of this type of battle, the character gains a +1 bonus to Speed, Damage or Move during each turn (although "set" moves such as One or Two cannot be increased). For example, a character might have a preferred battle type of Swamp if a troll, or Night if a Vampire.

**Requirements:** Focus 2.

**Power Points:** 2

## SIXTH SENSE

---

**Bonuses:** The character has the ability to sense something that normal humans could not. He may roll an Attribute and a technique (or Special Background) to determine successes in this sense. The Attribute and Technique/background must be chosen at the time of the PLUS maneuver's creation. If the sense is in reference to something physical (the character can sense water or blood, for example), the Power Point cost is Any 2. If the sense is mystical and non-physical in nature (the character can sense magic, spirits, or danger, for example) the Power Point cost is Any 4. See below for Requirements. Note that this Ability is strictly for role-playing purposes, and is of no use in tournament combat.

**Requirements:** Focus 1 and Special Background 1 or Focus 3 (physical) or Focus 5 (mystical).

**Power Points:** 2 or 4 (see below)

## TECHNIQUE DEFENSE

---

**Bonuses:** Pick two types of techniques at the time of the Maneuver's creation. These attacks do -2 damage while the Maneuver is in effect. In addition, pick two Bonuses that the character is immune to during the time the Ability is in effect. Instead of the two bonuses, the character can pick one broad type of attack to be immune to, and other that will receive at - 1 bonus to difficulty.

**Requirements:** this special ability always requires a Focus of 2, and either a special background or Technique at level 4. It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Power Points:** 4

## TOUGHER

---

**Bonuses:** The character subtracts 1 success from any damage taken while the ability is in effect.

**Requirements:** this special ability always requires a Focus of 2, and either a special background or Technique at level 4. It also requires the

use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Power Points:** 4

## PLUS MANEUVERS

### Breakfall

**Type:** Athletics

**Tag:** Athletics

**System:** When the character comes into contact with a Maneuver that inflicts Knockdown, he rolls Attribute+Technique and reduces the damage by the number of successes.

**Requirements:** Athletics 1

**Power Points:** 2

### Balance

**Type:** Focus

**Tag:** Focus

**System:** This Maneuver is always in effect. It allows the character to add +1 to Move when making an Aerial Maneuver. However, it cannot be added to maneuvers with "set" Move scores of One or Two.

**Requirements:** Athletics 4

**Power Points:** 4

### Elemental Skin: Fire

**Type:** Focus

**Tag:** Focus + Elemental (fire)

**System:** If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack. It also adds +1 damage to all punches, kicks and grabs until the end of the effect. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Fire) 4

**Power Points:** 4

## Elemental Skin: Water

**Type:** Focus

**Tag:** Focus + Elemental (water)

**System:** The character subtracts 1 success from any damage taken while the ability is in effect. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Water) 4

**Power Points:** 4

## Elemental Skin: Air

**Type:** Focus

**Tag:** Focus + Elemental (air)

**System:** -2 damage to Aerial Maneuver, -1 to Projectiles. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Air) 4

**Power Points:** 4

## Elemental Skin: Earth

**Type:** Focus

**Tag:** Focus + Elemental (earth)

**System:** -2 damage to Punches/Kicks. In addition, the character is immune to Knockdown or Throw Bonuses. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Earth) 4

**Power Points:** 4

## Elemental Skin: Ice

**Type:** Focus

**Tag:** Focus + Elemental (ice)

**System:** -2 damage to Punches/Kicks. In addition, the character is immune to Ice attacks such as Ice Blast and Ground Ice, but Fire-based attacks receive a -1 bonus to difficulty. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Ice) 4

**Power Points:** 4

## Extendible limbs

**Type:** Focus

**Tag:** Focus

**System:** This Ability can be used with any of the six basic Maneuvers at any time to give an extended range equal to Focus. However, the opponent can damage the stretching character by hitting him in any hex through which his limbs extend (including hitting the fighter's extending fist or foot). This Ability can be used at any time.

**Requirements:** Focus 4

**Power Points:** 5

## Flaming fist

**Type:** Focus

**Tag:** Punch + Focus + Elemental (fire)

**System:** Spend 1 Chi to add +2 damage to Basic Punches.

**Requirements:** Focus 3

**Power Points:** 3

## Flight (elemental air)

**Type:** Focus

**Tag:** Punch + Focus + Elemental (Air)

**System:** Outside of combat this power allows the character to fly without tiring, at a speed equal to  $(\text{Focus} + \text{Dexterity}) \times 10$  in miles per hour. He can carry any normal amount of weight he could normally carry. In combat, the character must stand still for a full action to activate the power. He may block, but not initiate any offensive maneuver. The following turn, the fighter is treated as airborne, and may attack and move normally, using the modifiers below in addition to any others. His move in hexes equals his Stamina. Furthermore, he is only affected by Aerial maneuvers or projectile attacks. Costs 1 Chi per turn of combat, 1 Chi per hour outside of combat, gives speed +1, Damage: special (see above), Move: Stamina.

**Requirements:** Athletics 1, Focus 2, Elemental (air) 3.

**Power Points:** 2

## Ground Fighting

**Type:** Athletics

**Tag:** Athletics

**System:** This maneuver does not require a combat card. Instead, it is simply invoked whenever the fighter has been knocked down, thrown, or has fallen down. The street fighter does not have to rise from the ground to continue fighting (although if he does he suffers the standard -2 speed penalty). He may continue fighting from the ground, using any basic or special maneuver that does not require hip-derived torquing or momentum, or any aerial maneuver. This requires some Storyteller discretion. Street fighters who do not possess this maneuver may still fight when grounded, but with a -3 speed and damage to their own attacks. Individuals fighting grounded opponents suffer -2 damage and speed to their own attacks unless they are low-target attacks. Cost 1 WP per turn used, see above for other details.

### **Ground Fighting, New optional rule**

It should be noted here that if the character knows Ground Fighting, the character may still continue fighting with a knife or nunchaku technique.

**Requirements:** Athletics 4

**Power Points:** 5

## **Kippup**

**Type:** Athletics

**Tag:** Athletics

**System:** -1 Speed instead of -2 after a Knockdown

**Requirements:** Athletics 2

**Power Points:** 4

## **Light Feet**

**Type:** Athletics

**Tag:** Athletics

**System:** This maneuver adds +1 move to all the fighter's maneuvers. It does not have to be played, and is always in effect. If the player spends a WP, he may, for one turn, receive +3 to move instead of the +1 normally gained with this maneuver.

**Requirements:** Jump, Athletics 4

**Power Points:** 5

## **Leech**

**Type:** Focus

**Tag:** Grab + Focus

**System:** No other actions may be initiated once a Leech has begun. A fighter may attack and then use leech, but not the other way around. For each Chi spent, the character can transfer one Health level from his victim into himself. The fighter must touch the victim. A victim must be successfully caught in a sustained hold before this power may be used. The hold is treated as still being in effect for purposes of the target breaking the hold, except that damage is allocated as above instead of by the original hold's modifiers. Speed is +0.

**Requirements:** Focus 3, Grab 2

**Power Points:** 4

## Lightness

**Type:** Focus

**Tag:** Athletics + Focus + Elemental (Air)

**System:** Costs 1 Chi. The affected fighter may add +2 (+1 first round) to his Speed and +3 (+1 first round) to his move for all Jump-enhanced maneuvers next round. Lightness lasts for a number of rounds equal to the fighter's Focus Technique.

**Requirements:** Flight, Athletics 2, Focus 3, Elemental 3

**Power Points:** 4

## Maka Wara

**Type:** Block

**Tag:** Block

**System:** This ability makes it dangerous to strike the subject - his skin has become made of spikes, fire, electricity, or the like. If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack.

**Requirements:** Block 4

**Power Points:** 5

## Mind Reading

**Type:** Focus

**Tag:** Focus

**System:** Costs 1 Chi. The Mind reading special maneuver is not played as a combat card. Instead, the player announces his intent to use this maneuver between turns. The character spends one Chi and chooses one

opponent as the target of this power. The two characters make a resisted WP roll. If the mind-reading character wins the roll, the victim must show the player two cards from his hand, and must play one of those cards as his next maneuver. The victim must be within a number of hexes equal to the mind reader's Wits + Focus. If used outside of combat, the mind-reading character can gain information this way, at the Storyteller's discretion (more successes equal more information). the victim will not realize his mind is being read unless the roll botches.

**Requirements:** Focus 4, Telepathy

**Power Points:** 4

## **Musical accompaniment**

**Type:** Focus

**Tag:** Focus

**System:** If there is background music that fits the character's particular training preference, he gets a +1 bonus to either speed, Damage: or move each turn. At the beginning of each turn, the player announces which aspect he will apply the +1 modifier to.

**Requirements:** Focus 2

**Power Points:** 2

## **Psychokinetic channeling**

**Type:** Focus

**Tag:** Focus

**System:** Spend 1 Chi to add two damage to Basic Kicks.

**Requirements:** Focus 3

**Power Points:** 3

## **Regeneration**

**Type:** Focus

**Tag:** Focus

**System:** When using this power, a fighter stops moving for a turn to Focus his Chi. The fighter may then spend points of Chi to restore lost Health levels. Each Chi point spent enables the fighter to regain one health level. In one turn, a character can restore a number of health levels equal to his Focus rating. Speed +0.

**Requirements:** Focus 3

**Power Points:** 3

## Sakki

**Type:** Focus

**Tag:** Focus

**System:** The character may roll Perception + Focus to sense dangers that normal humans could not. This Ability is strictly for role-playing purposes, and is of no use in tournament combat.

**Requirements:** Focus 5

**Power Points:** 4

## Sense element

**Type:** Focus

**Tag:** Focus + Elemental (by type)

**System:** The character rolls Perception + Elemental Background to discern information about the chosen element (pollution of air, the weak points in an earth wall, the heat of a fire, etc, depending on the type of substance chosen at the time the player added this power to the character). There is no cost to activate this power, the fighter is aware of the substance at all times.

**Requirements:** Focus 1, Elemental 1

**Power Points:** 2

## Shrouded Moon

**Type:** Focus

**Tag:** Athletics + Focus

**System:** An opponent must succeed in a resisted test in order to see the fighter. The opponent rolls Perception + Alertness against the fighter's Focus + Stealth to spot the fighter. If the fighter cannot be spotted, no attack can be made. An opponent can blindly attack a hex at random, if he chooses the wrong hex, however, his next action is at -2 speed.

The fighter may move up to the maneuver's full movement without being seen, only to reappear the next turn. if the fighter remains unspotted, his next action is at +1 speed. Costs 1 Chi, Speed: +0, Damage: none, Move: -1.

**Requirements:** Focus 2, Athletics 1

**Power Points:** 2

## Speed of the Mongoose

**Type:** Focus

**Tag:** Focus

**System:** The fighter may only move this combat turn and cannot Block or attack. The following turn he may choose to add + 4 to his speed or +6 to his move (the latter must be in a straight line). Costs 1 Chi, Speed: +2, damage; none, Move: -2.

**Requirements:** Focus 3

## Telepathy

**Power Points:** 3

**Type:** Focus

**Tag:** Focus

**System:** A character using telepathy can link a number of additional people up to her rating in Focus. So, a character with a Focus Technique of 3 could link himself and three other people. Each individual must be within range equal to the telepath's Wits + Focus in hexes, and must stay within that range to maintain the link. In between each combat turn, the telepath can decide which characters will be part of the telepathic link for the upcoming turn. Those players can then discuss combat strategy among themselves without anyone else being able to hear them. Maintaining the links costs one Chi point per turn.

**Requirements:** Focus 3

**Power Points:** 3

## Toughskin

**Type:** Focus

**Tag:** Focus

**System:** The player can use the Toughskin combat card along with any other card being played. The character's Soak is increased by two for the duration of the turn. Costs 1 Chi.

**Requirements:** Focus 2

**Power Points:** 4

## Venom

**Type:** Focus

**Tag:** Athletics + Grab + Focus

**System:** On a successful attack, the target suffers damage according to the modifiers below. For the next two turns, the victim will act at -1 speed and will automatically lose one additional health level per turn of the

poison's effect. Venom may not be used in conjunction with other biting attacks - although it makes a good part of a biting combo. Costs 1 Chi, Speed: +1, Damage: +2 (lingering effects, see above), Move: -2.

**Requirements:** Focus 2, Athletics 2, Grab 2, Bite

**Power Points:** 2

## Zen No Mind

**Type:** Focus

**Tag:** Focus

**System:** The player can select three combat cards from the character's deck. the character must then wait until everyone has moved and attacked. At the very end of the turn, the character chooses one of the three cards as his action that turn. Cost 1 WP, see description.

**Requirements:** Focus 3

**Power Points:** 4

# EXAMPLE MANEUVERS (ORIGINAL STREET FIGHTER MANEUVERS, CONVERTED TO CH.A.M.P.S. FORM)

"When Alexander saw the breadth of his domain, he wept for there were no more worlds to conquer."

*Hans Gruber, Die Hard*

**Note:** all this chapter has been revised removing construction details and original data and recalculating all totals, correcting costs where were not correct based on actual rules. Maneuvers have been recalculated using an accompanying google sheet, where all modifiers are noted. This sheet can be used to calculate new maneuvers as well.

## PLUS MANEUVERS

### Breakfall

**Type:** Athletics

**Tag:** Athletics

**System:** When the character comes into contact with a Maneuver that inflicts Knockdown, he rolls Attribute+Technique and reduces the damage by the number of successes.

**Requirements:** Athletics 1

**Power Points:** 2

### Balance

**Type:** Focus

**Tag:** Focus

**System:** This Maneuver is always in effect. It allows the character to add +1 to Move when making an Aerial Maneuver. However, it cannot be added to maneuvers with "set" Move scores of One or Two.

**Requirements:** Athletics 4

**Power Points:** 4

## Elemental Skin: Fire

**Type:** Focus

**Tag:** Focus + Elemental (fire)

**System:** If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack. It also adds +1 damage to all punches, kicks and grabs until the end of the effect. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Fire) 4

**Power Points:** 4

## Elemental Skin: Water

**Type:** Focus

**Tag:** Focus + Elemental (water)

**System:** The character subtracts 1 success from any damage taken while the ability is in effect. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Water) 4

**Power Points:** 4

## Elemental Skin: Air

**Type:** Focus

**Tag:** Focus + Elemental (air)

**System:** -2 damage to Aerial Maneuver, -1 to Projectiles. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Air) 4

**Power Points:** 4

## Elemental Skin: Earth

**Type:** Focus

**Tag:** Focus + Elemental (earth)

**System:** -2 damage to Punches/Kicks. In addition, the character is immune to Knockdown or Throw Bonuses. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Earth) 4

**Power Points:** 4

## Elemental Skin: Ice

**Type:** Focus

**Tag:** Focus + Elemental (ice)

**System:** -2 damage to Punches/Kicks. In addition, the character is immune to Ice attacks such as Ice Blast and Ground Ice, but Fire-based attacks receive a -1 bonus to difficulty. Costs 1 Chi and 1 WP to activate. The effect lasts a time equal to the fighter's Focus Technique.

**Requirements:** Focus of 2, Elemental (Ice) 4

**Power Points:** 4

## Extendible limbs

**Type:** Focus

**Tag:** Focus

**System:** This Ability can be used with any of the six basic Maneuvers at any time to give an extended range equal to Focus. However, the opponent can damage the stretching character by hitting him in any hex through which his limbs extend (including hitting the fighter's extending fist or foot). This Ability can be used at any time.

**Requirements:** Focus 4

**Power Points:** 5

## Flaming fist

**Type:** Focus

**Tag:** Punch + Focus + Elemental (fire)

**System:** Spend 1 Chi to add +2 damage to Basic Punches.

**Requirements:** Focus 3

**Power Points:** 5

## Flight (elemental air)

**Type:** Focus

**Tag:** Punch + Focus + Elemental (Air)

**System:** Outside of combat this power allows the character to fly without tiring, at a speed equal to (Focus + Dexterity) x 10 in miles per hour. He can carry any normal amount of weight he could normally carry. In combat, the character must stand still for a full action to activate the power. He may block, but not initiate any offensive maneuver. The following turn, the fighter is treated as airborne, and may attack and move normally, using the modifiers below in addition to any others. His move in hexes equals

his Stamina. Furthermore, he is only affected by Aerial maneuvers or projectile attacks. Costs 1 Chi per turn of combat, 1 Chi per hour outside of combat, gives speed +1, Damage: none?, Move: Stamina.

**Requirements:** Athletics 1, Focus 2, Elemental (air) 3.

**Power Points:** 3

## Ground Fighting

**Type:** Athletics

**Tag:** Athletics

**System:** This maneuver does not require a combat card. Instead, it is simply invoked whenever the fighter has been knocked down, thrown, or has fallen down. The street fighter does not have to rise from the ground to continue fighting (although if he does he suffers the standard -2 speed penalty). He may continue fighting from the ground, using any basic or special maneuver that does not require hip-derived torquing or momentum, or any aerial maneuver. This requires some Storyteller discretion. Street fighters who do not possess this maneuver may still fight when grounded, but with a -3 speed and damage to their own attacks. Individuals fighting grounded opponents suffer -2 damage and speed to their own attacks unless they are low-target attacks. Cost 1 WP per turn used, see above for other details.

### Ground Fighting, New optional rule

It should be noted here that if the character knows Ground Fighting, the character may still continue fighting with a knife or nunchaku technique.

**Requirements:** Athletics 4

**Power Points:** 5

## Kippup

**Type:** Athletics

**Tag:** Athletics

**System:** -1 Speed instead of -2 after a Knockdown

**Requirements:** Athletics 2

**Power Points:** 1

## Light Feet

**Type:** Athletics

**Tag:** Athletics

**System:** This maneuver adds +1 move to all the fighter's maneuvers. It does not have to be played, and is always in effect. If the player spends a WP, he may, for one turn, receive +3 to move instead of the +1 normally gained with this maneuver.

**Requirements:** Jump, Athletics 4

**Power Points:** 5

## Leech

**Type:** Focus

**Tag:** Grab + Focus

**System:** No other actions may be initiated once a Leech has begun. A fighter may attack and then use leech, but not the other way around. For each Chi spent, the character can transfer one Health level from his victim into himself. The fighter must touch the victim. A victim must be successfully caught in a sustained hold before this power may be used. The hold is treated as still being in effect for purposes of the target breaking the hold, except that damage is allocated as above instead of by the original hold's modifiers. Speed is +0.

**Requirements:** Focus 3, Grab 2

**Power Points:** 5

## Lightness

**Type:** Focus

**Tag:** Athletics + Focus + Elemental (Air)

**System:** Costs 1 Chi. The affected fighter may add +2 (+1 first round) to his Speed and +3 (+1 first round) to his move for all Jump-enhanced maneuvers next round. Lightness lasts for a number of rounds equal to the fighter's Focus Technique.

**Requirements:** Flight, Athletics 2, Focus 3, Elemental 3

**Power Points:** 4

## Maka Wara

**Type:** Block

**Tag:** Block

**System:** This ability makes it dangerous to strike the subject - his skin has become made of spikes, fire, electricity, or the like. If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack

against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack.

**Requirements:** Block 4

**Power Points:** 5

## Mind Reading

**Type:** Focus

**Tag:** Focus

**System:** Costs 1 Chi. The Mind reading special maneuver is not played as a combat card. Instead, the player announces his intent to use this maneuver between turns. The character spends one Chi and chooses one opponent as the target of this power. The two characters make a resisted WP roll. If the mind-reading character wins the roll, the victim must show the player two cards from his hand, and must play one of those cards as his next maneuver. The victim must be within a number of hexes equal to the mind reader's Wits + Focus. If used outside of combat, the mind-reading character can gain information this way, at the Storyteller's discretion (more successes equal more information). the victim will not realize his mind is being read unless the roll botches.

**Requirements:** Focus 4, Telepathy

**Power Points:** 4

## Musical accompaniment

**Type:** Focus

**Tag:** Focus

**System:** If there is background music that fits the character's particular training preference, he gets a +1 bonus to either speed, Damage: or move each turn. At the beginning of each turn, the player announces which aspect he will apply the +1 modifier to.

**Requirements:** Focus 2

**Power Points:** 2

## Psychokinetic channeling

**Type:** Focus

**Tag:** Focus

**System:** Spend 1 Chi to add two damage to Basic Kicks.

**Requirements:** Focus 3

**Power Points:** 5

## Regeneration

**Type:** Focus

**Tag:** Focus

**System:** When using this power, a fighter stops moving for a turn to Focus his Chi. The fighter may then spend points of Chi to restore lost Health levels. Each Chi point spent enables the fighter to regain one health level. In one turn, a character can restore a number of health levels equal to his Focus rating. Speed +0.

**Requirements:** Focus 3

**Power Points:** 3

## Sakki

**Type:** Focus

**Tag:** Focus

**System:** The character may roll Perception + Focus to sense dangers that normal humans could not. This Ability is strictly for role-playing purposes, and is of no use in tournament combat.

**Requirements:** Focus 5

**Power Points:** 4

## Sense element

**Type:** Focus

**Tag:** Focus + Elemental (by type)

**System:** The character rolls Perception + Elemental Background to discern information about the chosen element (pollution of air, the weak points in an earth wall, the heat of a fire, etc, depending on the type of substance chosen at the time the player added this power to the character). There is no cost to activate this power, the fighter is aware of the substance at all times.

**Requirements:** Focus 1, Elemental 1

**Power Points:** 2

## Shrouded Moon

**Type:** Focus

**Tag:** Athletics + Focus

**System:** An opponent must succeed in a resisted test in order to see the fighter. The opponent rolls Perception + Alertness against the fighter's Focus + Stealth to spot the fighter. If the fighter cannot be spotted, no

attack can be made. An opponent can blindly attack a hex at random, if he chooses the wrong hex, however, his next action is at -2 speed.

The fighter may move up to the maneuver's full movement without being seen, only to reappear the next turn. if the fighter remains unspotted, his next action is at +1 speed. Costs 1 Chi, Speed: +0, Damage: none, Move: -1.

**Requirements:** Focus 2, Athletics 1

**Power Points:** 2

## Speed of the Mongoose

**Type:** Focus

**Tag:** Focus

**System:** The fighter may only move this combat turn and cannot Block or attack. The following turn he may choose to add + 4 to his speed or +6 to his move (the latter must be in a straight line). Costs 1 Chi, Speed: +2, damage; none, Move: -2.

**Requirements:** Focus 3

**Power Points:** 3

## Telepathy

**Type:** Focus

**Tag:** Focus

**System:** A character using telepathy can link a number of additional people up to her rating in Focus. So, a character with a Focus Technique of 3 could link himself and three other people. Each individual must be within range equal to the telepath's Wits + Focus in hexes, and must stay within that range to maintain the link. In between each combat turn, the telepath can decide which characters will be part of the telepathic link for the upcoming turn. Those players can then discuss combat strategy among themselves without anyone else being able to hear them. Maintaining the links costs one Chi point per turn.

**Requirements:** Focus 3

**Power Points:** 3

## Toughskin

**Type:** Focus

**Tag:** Focus

**System:** The player can use the Toughskin combat card along with any other card being played. The character's Soak is increased by two for the duration of the turn. Costs 1 Chi.

**Requirements:** Focus 2

**Power Points:** 4

## Venom

**Type:** Focus

**Tag:** Athletics + Grab + Focus

**System:** On a successful attack, the target suffers damage according to the modifiers below. For the next two turns, the victim will act at -1 speed and will automatically lose one additional health level per turn of the poison's effect. Venom may not be used in conjunction with other biting attacks - although it makes a good part of a biting combo. Costs 1 Chi, Speed: +1, Damage: +2 (lingering effects, see above), Move: -2.

**Requirements:** Focus 2, Athletics 2, Grab 2, Bite

**Power Points:** 2

## Zen No Mind

**Type:** Focus

**Tag:** Focus

**System:** The player can select three combat cards from the character's deck. the character must then wait until everyone has moved and attacked. At the very end of the turn, the character chooses one of the three cards as his action that turn. Cost 1 WP, see description.

**Requirements:** Focus 3

**Power Points:** 4

# SPECIAL MANEUVERS

## Acid Breath

**Type:** Focus

**Tag:** Focus

**Description:** The fighter spews highly acidic liquid onto his opponent.

**System:** The spray has a range equal to the fighter's Stamina rating, and the fighter must have line-of-sight to his victim. Once the acid spray hits, it

immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the acid breath has been immersed in water or some other measure has been taken, the acid continues to burn the victim's body. At the very end of the combat turn, after all actions have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages again for the last time, using the -3 damage modifier. Characters hit more than once with the acid attack could suffer many damage tests at the end of each turn. Acid breath may be dodged like any other projectile attack.

**Advantages/Weaknesses:** Throw, Knockdown, Specific attack (aerial)

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: +3 (+0, -3), Move: -1

**Requirements:** Focus 3

**Power Points:** 5

## Air Blast

**Type:** Focus

**Tag:** Punch + Focus + Elemental (Air)

**System:** the range of the blast equals the fighter's Intelligence + Elemental background, in hexes. While the air blast is a projectile, it is not readily visible, and to interrupt this maneuver requires a successful Blind Fighting (Perception+Blindfighting) check.

**Advantages/Weaknesses:** Range (int + back), Requires Blindfight to interrupt

**Modifiers:** Cost: 1 Chi, Speed: -1, Damage: +3, Move: none

**Requirements:** Punch 1, Focus 2, elemental 2

**Power Points:** 4

## Air Hurricane Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter leaps up, then breaks into a hurricane kick.

**System:** This maneuver acts just like a hurricane Kick (The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who Block may continue to Block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is

knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Kick. This is an aerial maneuver.), but may also be used as a Jump to avoid projectiles.

**Advantages/Weaknesses:** Straight Line Only, Surround Pound, Knockback, Push, Aerial

**Modifiers:** 1 Chi + 1 WP, Speed: -1, Damage: -1, Move: +1

**Requirements:** Kick 4, Athletics 3, jump, hurricane kick

**Power Points:** 3

## Air Smash

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps up and falls on his opponent. Simple yet effective.

**System:** This is an aerial maneuver that can act as a Jump. The fighter moves in a straight line and will end his move in the same hex as his target.

**Advantages/Weaknesses:** Aerial, Straight Line Only

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: -1

**Requirements:** jump

**Power Points:** 2

## Air Suplex

**Type:** Grab

**Tag:** Grab + Athletics

**Description:** The warrior grabs a flying opponent, and twists so that both fall head-first to the ground, victim first.

**System:** use the following modifiers. The fighter must interrupt an opponent during an aerial maneuver. Any damage causes a Knockdown. The attacker and the victim both end the turn in the same hex where the attack was made.

**Advantages/Weaknesses:** Specific Attack (Aerial), Knockdown, Same Hex Ending

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: +1

**Requirements:** Grab 3, Athletics 3, jump, suplex

**Power Points:** 3

## Air Throw

**Type:** Grab

**Tag:** Grab + Athletics

**Description:** The fighter leaps into the air and catches an aerial opponent, smashing him downward.

**System:** The fighter must interrupt a Jump move, or a maneuver that can be used as a Jump. The fighter then jumps into the hex with the character, and throws him (if damage is scored) into any area within three hexes. The fighter may then continue his move. If the victim suffers damage, he also suffers a Knockdown.

**Modifiers:** Cost: 1 WP, Speed: +2, Damage: +3, Move: +0

**Requirements:** Throw, Air Suplex

**Power Points:** 5

## Ax Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter jumps into the air, bringing his foot over his head and then down onto his target.

**System:** this attack is considered an aerial maneuver and may be used to avoid projectiles. The fighter travels his allowed movement in the air using the -2 modifier and ends his attack in the same hex as his target. Because this attack targets the head from above, crouched opponents are struck. jumping opponents are also struck and will suffer a knockdown.

**Advantages/Weaknesses:** Aerial (affects crouching), Placement (same hex)

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: - 2

**Requirements:** Kick 2, jump

**Power Points:** 3

## Back Breaker

**Type:** Grab

**Tag:** Grab

**Description:** The fighter turns the victim upside down and smashes his head and back down.

**System:** The opponent suffers a Knockdown if damage is scored.

**Advantages/Weaknesses:** Knockdown

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: One

**Requirements:** Grab 3

**Power Points:** 1

## Back Roll Throw

**Type:** Grab

**Tag:** Kick + Athletics + Grab

**Description:** The fighter grabs the victim and rolls over, throwing the victim behind him.

**System:** The victim can be thrown a number of hexes equal to the attacker's Strength + Kick technique. The damage is scored when the defender hits the ground. If damage is scored, the victim suffers a Knockdown.

**Advantages/Weaknesses:** Throw

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: One

**Requirements:** Grab 2, Kick 1, Athletics 1, throw

**Power Points:** 3

## Backflip

**Type:** Athletics

**Tag:** Athletics

**Description:** A series of back-handsprings that makes up an incredibly defensive maneuver

**System:** The fighter moves in a straight line away from his opponent. He cannot be harmed while performing this maneuver, but still may be harmed before and after the maneuver is made.

**Advantages/Weaknesses:** Straight Line Only, limited Invincibility

**Modifiers:** Cost: 1 WP, Speed: +3, Damage: none, Move: +2

**Requirements:** Athletics 3

**Power Points:** 4

## Backflip Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter attacks and then leaps away.

**System:** normal attack, then fighter jumps two hexes backwards. This move is NOT an aerial maneuver.

**Advantages/Weaknesses:** Attack then Back

**Modifiers:** Cost: none, Speed: +0, Damage: +2, Move: two (backwards)

**Requirements:** Kick 2, Athletics 2, backflip

**Power Points:** 1

## Bear Hug

**Type:** Grab

**Tag:** Grab

**Description:** The fighter grabs his opponent and crushes him to his chest. And crushes, and crushes...

**System:** The bear Hug is a Sustained Hold

**Advantages/Weaknesses:** Sustained Hold

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: One (required)

**Requirements:** Grab 2

**Power Points:** 3

## Beast Roll

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter springs backward then forward in a superhuman rolling attack.

**System:** The fighter begins by traveling in a straight hex-line backward using a -2 move modifier. The backward roll can be used to attack an opponent. Then the fighter rolls forward for another attack using a +2 move modifier. Both attack's must enter the target's hex. Finally, the fighter bounces off the second target to end the move two hexes in front of that target. Aerial maneuver.

**Advantages/Weaknesses:** Aerial, Beast Roll

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +3, Move: -2/+2/two

**Requirements:** Athletics 5

**Power Points:** 3

## Blind

**Type:** Focus

**Tag:** Focus

**Description:** The practitioner causes blindness in all nearby opponents

**System:** The monk can inflict blindness on any victim within the monk's Wits + Focus. The monk must defeat the opponent in a resisted roll of the monk's Intelligence + Focus versus the victim's Stamina +Mysteries. If

successful, the victim is completely blinded as a veil of darkness shuts off his sight. The Power acts just like a sustained hold. The victim gets a resisted roll of intelligence vs. intelligence to break free of the monk's power each turn.

**Advantages/Weaknesses:** Blind

**Modifiers:** Cost: 1 Chi, Speed: -1, Damage: none, Move: none

**Requirements:** Focus 4

**Power Points:** 6

## Boshi - Ken/Thumb Drive

**Type:** Punch

**Tag:** Punch

**Description:** The fighter uses his thumb to attack nerve clusters.

**System:** an opponent struck with this maneuver will suffer numbness in the following turn. if any damage is inflicted, the opponent suffers a -1 to move during the next round.

**Advantages/Weaknesses:** Numb

**Modifiers:** Cost: none, Speed: -1, Damage: +2, Move: +0

**Requirements:** Punch 3, .

**Power Points:** 3

## Buffalo Punch

**Type:** Punch

**Tag:** Punch

**Description:** The fighter brings both hands into one big fist, above his head and swings down.

**System:** Use the following modifiers.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: none, Speed: -2, Damage: +5, Move: One

**Requirements:** Punch 2

**Power Points:** 2

## Brain Cracker

**Type:** Grab

**Tag:** Punch + Grab

**Description:** The fighter grabs a victims face or head, pulls down, and starts pummeling.

**System:** This is a sustained hold that uses the fighter's Punch technique to calculate damage scored.

**Advantages/Weaknesses:** Sustained Hold, Altered Damage technique

**Modifiers:** Cost: none, Speed: +0, Damage: +2, Move: One

**Requirements:** Grab 2, Punch 1

**Power Points:** 3

## Cannon Drill

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter's body twists and spins as he flies toward his opponent and strikes.

**System:** the cannon drill is NOT an aerial maneuver.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: 1 WP, Speed: +2, Damage: +1, Move: +1

**Requirements:** Athletics 5

**Power Points:** 3

## Cartwheel Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter rolls in a series of cartwheels, striking with feet and fists over and over.

**System:** The fighter must travel in a straight line. When an opponent is encountered, the fighter pushes her back, each time inflicting damage.

**Advantages/Weaknesses:** Straight Line Only, Push, Increased damage (+1 per hex)

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +1 (per hex), Move: +4

**Requirements:** Kick 4, Athletics 5, Backflip

**Power Points:** 5

## Chi Kung Healing

**Type:** Focus

**Tag:** Focus

**Description:** The practitioner uses mystical energy to heal

**System:** A character who uses Chi Kung Healing in the midst of combat must enter the same hex as her patient and then execute the healing process. Like the regeneration special maneuver, the healer can restore

one lost health level per point of Chi the healer spends. The healer can spend Chi points up to her Focus rating per turn of healing.

**Advantages/Weaknesses:** Healing

**Modifiers:** Cost: see description, Speed: -1, damage; none, Move: -1

**Requirements:** Focus 4

**Power Points:** 4

## Chi Push

**Type:** Focus

**Tag:** Focus

**Description:** The practitioner uses Chi energy to move or damage an object Focus.

**System:** The basic damage done by the maneuver is the user's Wits + Focus + 3, +1 for each extra point of Chi the practitioner spends beyond the first. The practitioner must choose what to do with their dice pool: the maneuver's damage may be reduced by one point to throw the target back by one hex. The maneuver may also be done without touching the target: each hex between the target and the practitioner subtracts two damage dice. Chi push has no effect on someone using the San He maneuver. Furthermore, the target may add dice to their soak roll by spending 2 Chi per one Die.

**Advantages/Weaknesses:** Chi Damage, Knockback (Damage Transfer), Optional Range, Easier to Soak

**Modifiers:** Cost: 1 Chi (see above), Speed: -3, Damage: Wits + Focus + 3 (+ special), Move: none

**Requirements:** Chi Kung Healing

**Power Points:** 6

## Choke Throw

**Type:** Grab

**Tag:** Athletics + Grab

**System:** This maneuver can interrupt an airborne opponent, and can attack a standing character as well. Damage indicates a knockdown. Both the fighters end the turn in the same hex where this attack was made.

**Advantages/Weaknesses:** Knockdown, Placement (Same hex)

**Modifiers:** Cost: None, Speed: -1, Damage: +2, Move: +0

**Requirements:** Grab 2, Athletics 2, jump

**Power Points: 1**

## **Cobra Charm**

**Type:** Focus

**Tag:** Focus

**Description:** The fighter exerts a hypnotic trance on a victim.

**System:** The martial artist using Cobra Charm must be close enough to his victim to gaze into her eyes, establishing the hypnotic contact. He must be within three hexes of his opponent. Once eye contact is established, the charmer makes a Wits + mysteries resisted roll against the victim. If the charmer wins, the spell is established; otherwise, there is no effect. Once the cobra charm has begun, it works similarly to a sustained hold for grappling, except that between each turn the victim and the charmer compare intelligence rolls to see if the hypnotic hold is broken. If the victim is ever hurt, the charm is broken. While hypnotized, the victim will do nothing except follow very basic commands given by the hypnotist such as lying down, moving, etc. the hypnotist can employ only the Move maneuver while maintaining the hypnotic hold, because he must concentrate on his subject. if the charmer and the victim are ever separated by more than three hexes the charm is broken.

**Advantages/Weaknesses:** Charm

**Modifiers:** Cost: 1 Chi, Speed: -1, Damage: none, Move: -1

**Requirements:** Focus 2

**Power Points: 6**

## **Dashing Punch**

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** The fighter runs up to an opponent and punches him quickly and powerfully.

**System:** use the following modifiers.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +4, Move: +2

**Requirements:** Punch 4, Athletics 1

**Power Points: 6**

## **Dashing Uppercut**

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** The fighter dashes across to his opponent and delivers a powerful uppercut.

**System:** The dashing uppercut can strike aerial opponents. if it strikes an aerial opponent, it will cause a knockdown if damage is scored.

**Advantages/Weaknesses:** Strikes Aerial Opponents, Knockdown (Aerial)

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +4, Move: +2

**Requirements:** dashing Punch

**Power Points:** 2

## Death's Visage

**Type:** Focus

**Tag:** Focus

**Description:** The fighter causes fear within an opponent

**System:** All within the sight of the fighter must make a resisted WP roll against the fighter's Manipulation + Focus or get as far away from the fighter as possible. This is considered a sustained hold, and only ends when a successful roll has been made or three turns have passed.

**Advantages/Weaknesses:** Cause Mystic Fear

**Modifiers:** Cost: 1 Chi, Speed: +1, Damage: none, Move: none

**Requirements:** Focus 3

**Power Points:** 5

## Deflecting Punch

**Type:** Block

**Tag:** Punch + Block

**Description:** The fighter deflets an attacker's Punch with his own punching attack.

**System:** To use this maneuver effectively the fighter must interrupt a Punch maneuver. The fighter gains full Blocking Soak vs. the incoming punch, which is made first. The user of this maneuver then lands his counterpunch unless he is dizzyed, knocked back, or knocked down. If the opponent uses any other maneuver besides a Punch maneuver, the fighter does not receive his Block technique to his Soak total. The fighter uses his Punch Technique, of course, to calculate damage for this maneuver.

**Advantages/Weaknesses:** Punch defense

**Modifiers:** Cost: 1 Chi, Speed: +2, Damage: +1, Move: none

**Requirements:** Punch 1, Block 3

**Power Points:** 3

## Dim Mak

**Type:** Punch

**Tag:** Punch + Focus

**Description:** The practitioner can disrupt the flow of Chi, causing damage, disease and other misery

**System:** Normal damage, part or all of which may be delayed. In addition, a physical attribute may be lowered by one point per successful strike (to a minimum of 1 for each attribute).

**Advantages/Weaknesses:** Dim Mak Effect

**Modifiers:** Cost: 1 Chi, Speed: +0, Damage: +0, Move: +0

**Requirements:** Punch 4, Chi Kung Healing

**Power Points:** 4

## Disengage

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** Enables the fighter to extract himself from an opponent's grip.

**System:** A fighter may play this move during any turn he is in a sustained hold. When played, the captive fighter rolls a second time to try to escape from his captor. However, for the second roll the fighter rolls his Dexterity versus his opponent's Strength. If he escapes and has any move left, he may continue moving away from his opponent.

**Advantages/Weaknesses:** Disengage

**Modifiers:** Cost: none, Speed: +1, Damage: none, Move: -2

**Requirements:** Grab 2, Athletics 2

**Power Points:** 4

## Dislocate Limb

**Type:** Grab

**Tag:** Kick + Athletics + Grab

**Description:** The fighter pulls an arm out of its socket

**System:** The turn after the fighter's arm has been dislocated, he suffers a -3 speed penalty. This is because he is forced to pop his arm back into its

correct position. Any punches made during this turn (the turn with the -3 speed) suffer a -2 damage modifier as well. The victim may choose not to relocate his arm. However, he may only throw kicks until he does.

**Advantages/Weaknesses:** Dislocates Arm

**Modifiers:** Cost: none, Speed: -1, Damage: +1, Move: +1

**Requirements:** Grab 3, Kick 2, Athletics 1

**Power Points:** 4

## Displacement

**Type:** Athletics

**Tag:** Punch + Athletics + Block

**Description:** A quick sidestep, allowing a dodge, followed by a quick jab.

**System:** This maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his adversary. When the opponent begins his attack, the fighter must have enough speed to interrupt the attack; otherwise, the displacement is ineffective. The fighter executing the displacement may then travel up to her full Move to the right or left of the opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any move left. This maneuver may be used to avoid projectiles, although a contested roll must still be made. The street fighter's Punch technique is used to determine the damage for the attack.

**Advantages/Weaknesses:** Displacement Effect

**Modifiers:** Cost: 1 WP. speed +2, Damage: -1, Move: +1

**Requirements:** Block 2, Punch 1, esquives

**Power Points:** 5

## Diving Hawk

**Type:** Athletics

**Tag:** Athletics + Focus

**Description:** The fighter leaps high into the air and comes crashing down in a full body collision.

**System:** The diving Hawk is an aerial maneuver. It starts as a vertical jump (and can be used to dodge projectiles). The fighter subsequently uses her move to enter her opponent's hex and deal damage.

**Advantages/Weaknesses:** Aerial, Placement (same hex)

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +5, Move: +0

**Requirements:** Athletics 3, Focus 1, jump

**Power Points:** 3

### Double Dread Kick

**Type:** Kick

**Tag:** Kick

**Description:** A quick attack followed by a spinning, powerful attack.

**System:** The fighter attacks once with +1 to damage, and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance.

**Advantages/Weaknesses:** Double-Dread Attack (Kick)

**Modifiers:** Cost: 1 WP, Speed: -2, Damage: see above, Move: +1

**Requirements:** Kick 3, Double Hit Kick

**Power Points:** 6

### Double Hit Kick

**Type:** Kick

**Tag:** Kick

**Description:** The fighter attacks twice, once high and once low.

**System:** The fighter makes two damage tests. Crouching or aerial opponents will only be struck once.

**Advantages/Weaknesses:** Multi-Hit (x2 rolls), One Strike vs. Aerial, One Strike vs. Crouching

**Modifiers:** Cost: none, Speed: -2, Damage: +1, Move: - 1

**Requirements:** Kick 2

**Power Points:** 2

### Double Hit Knee

**Type:** Kick

**Tag:** Kick

**Description:** The fighter smashes his knee into his opponent's stomach, and continues up to the Chin

**System:** The maneuver scores two damage tests.

**Advantages/Weaknesses:** Multi-Hit (x2 rolls)

**Modifiers:** Cost: none, Speed: +0, Damage: +0, Move: -2

**Requirements:** Kick 2

**Power Points:** 2

## Dragon Kick

**Type:** Kick

**Tag:** Kick + Athletics + Focus

**Description:** The fighter calls upon mystical forces to attack with a leg that flames with Chi energy.

**System:** This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks but if it is used in this manner the Dragon Kick cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

**Advantages/Weaknesses:** Aerial, Knockdown (Aerial), Knockback, Aerial Dodge Limitation, Multi-Hit, limited

**Modifiers:** Cost: 1 Chi, 1 WP, Speed: -1, Damage: +6, Move: -2

**Requirements:** Kick 5, Focus 4, Jump

**Power Points:** 6

## Dragon Punch

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** The fighter leaps into the air with the most powerful Punch known

**System:** This is an aerial maneuver. Opponents performing aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Punch cannot be used against the opponent that fired the projectile.

**Advantages/Weaknesses:** Aerial, Knockdown (Aerial), Knockback, Aerial Dodge Limitation

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +6, Move: -2

**Requirements:** Punch 4, Jump, Power Uppercut

**Power Points:** 6

## Dragon's Tail

**Type:** Athletics

**Tag:** Athletics + Basic Tail Maneuvers

**Description:** The fighter uses his entire body, crouching down and spinning into a tail strike.

**System:** The target suffers a Knockdown if airborne; otherwise a grounded target will be pushed back one hex if damaged by this maneuver. Use the animal hybrid (or similar strange background) in place of Grab for purposes of calculating damage.

**Advantages/Weaknesses:** Knockdown (aerial), Knockback, X for damage (AH)

**Modifiers:** Cost: none, Speed: -1, Damage: +5, Move: -2

**Requirements:** Basic Tail Maneuvers, Athletics 4

**Power Points:** 4

## Drain

**Type:** Focus

**Tag:** Focus + Elemental (Water)

**Description:** The fighter forces the water from the victim's body

**System:** This is a projectile attack similar to Fireball (range Wits + Focus), and can be dodged, even though there is no outward sign of a projectile. Characters who make a successful Perception + Mysteries roll will notice the projectile. A target struck will suffer one level of health damage and a -1 speed and move penalty the following round. The target cannot soak the point of damage.

**Advantages/Weaknesses:** Invisible Projectile, Slowing Force Damage, Range: Wits + Focus

**Modifiers:** Cost: 1 Chi, Speed: -1, damage; see above, Move: -1

**Requirements:** Focus 2, elemental 2

**Power Points:** 5

## Drench

**Type:** Focus

**Tag:** Punch + Focus + Elemental

**Description:** The fighter creates a huge watery fist that strikes at the victim.

**System:** The range of the Drench equals the fighter's Intelligence + Focus. Although this is a Focus-based maneuver, the damage is calculated using the fighter's Punch Technique.

**Advantages/Weaknesses:** X for damage (Punch), Range (Int+Focus)

**Modifiers:** Cost: 1 Chi, Speed: +1, Damage: +2, Move: -2

**Requirements:** Punch 1, Focus 1, elemental 2

**Power Points:** 6

## Drunken Monkey Roll

**Type:** Athletics

**Tag:** Athletics

**Description:** An evasive maneuver used to avoid attack.

**System:** This is a good all-purpose evasive technique. It counts as a crouching maneuver because it stays low to the ground. It can also be used to interrupt and evade projectile attacks as a Jump.

**Advantages/Weaknesses:** Crouching, Avoids Projectiles

**Modifiers:** Cost: none, Speed: +3, Damage: none, Move: +0

**Requirements:** Athletics 2

**Power Points:** 3

## Ducking Fierce

**Type:** Punch

**Tag:** Punch

**Description:** The fighter crouches low and delivers a powerful Punch to the midsection.

**System:** This is a fierce attack, and a crouching maneuver.

**Advantages/Weaknesses:** Crouching

**Modifiers:** Cost: none, Speed: -1, Damage: +5, Move: None

**Requirements:** Punch 2

**Power Points:** 2

## Ear Pop

**Type:** Punch

**Tag:** Punch

**Description:** The fighter cups his hands and slaps the sides of his opponents head, causing ear damage.

**System:** This maneuver ignores the opponent's Stamina for Soak purposes. Any fighter that uses it loses one honor point.

**Advantages/Weaknesses:** Ignores Stamina, Dishonorable

**Modifiers:** Cost: none, Speed: +1, Damage: -1, Move: -1

**Requirements:** Punch 2

**Power Points:** 3

## Elbow Smash

**Type:** Punch

**Tag:** Punch

**Description:** The fighter delivers a powerful elbow smash to a nearby

**System:** use the following modifiers.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: none, Speed: +2, Damage: +2, Move: One

**Requirements:** Punch 1

**Power Points:** 3

## Elemental Stride

**Type:** Focus

**Tag:** Focus + Elemental (Earth, Air, Fire or Water)

**Description:** The elemental disappears into his element and reappears elsewhere in the same element.

**System:** This power has no range limit in regard to hex maps for combat. Outside of combat, the elemental can travel in his element at a rate of Stamina + Focus, in miles per hour.

**Advantages/Weaknesses:** Teleport

**Modifiers:** 1 Chi (outside of combat 1 Chi per hour traveled), Speed: +1, Damage: none, Move: see above

**Requirements:** Focus 2, elemental 5

**Power Points:** 5

## Energy Reflection

**Type:** Block

**Tag:** Block + Focus

**Description:** The fighter uses mystical power to catch and return energy attacks.

**System:** This power is similar to Missile reflection, except that the fighter can reflect any type of energy attack, such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll.

The energy attack may be reflected back to its original source or another target, and causes the same amount of damage it would have against the fighter.

**Advantages/Weaknesses:** Energy Reflection

**Modifiers:** Cost: 1 Chi, Speed: +1, Damage: none, Move: none

**Requirements:** Focus 4, Missile Reflection

**Power Points:** 2

## Entrancing Cobra

**Type:** Focus

**Tag:** Focus

**Description:** The fighter attempts to confuse the victim with strange mystical powers.

**System:** The fighter must succeed in a contested roll of his Dexterity + Focus vs. the target's Wits + Mysteries. If the attacker wins, treat the target as if he were dizzied.

**Advantages/Weaknesses:** Charm (dizzy Effect)

**Modifiers:** Cost: 1 Chi, Speed: +2, Damage: none, Move: -1

**Requirements:** Focus 2

**Power Points:** 6

## Envelop

**Type:** Focus

**Tag:** Punch + Grab + Focus + Elemental (Water)

**Description:** The elemental creates two giant hands of water to cover the victim.

**System:** The Envelop acts much like a Grab maneuver. If two fighters are engaged in a sustained hold and are in the same hex, both will be affected. Each round the target must succeed in a Stamina test to see if he is dizzied by the lack of oxygen. The range of the Envelop extends a number of hexes equal to the fighter's Focus technique. and requires line of sight. Envelop is a sustained hold and may be maintained a number of rounds equal to the elemental's Focus Technique. If the line of sight is broken by an obstacle or another fighter, the Envelop is dispelled. Unlike most sustained holds, the target may move and fight normally, except that his speed is at -2.

**Advantages/Weaknesses:** Envelop, Weakened Sustained Hold Damage

**Modifiers:** Cost: 1 Chi (first round only), Speed: -2, Damage: +1 (first round), Move: -2

**Requirements:** Focus 2, Grab 2, elemental 3

**Power Points:** 5

## Esquives

**Type:** Athletics

**Tag:** Athletics + Block

**Description:** The fighter sidesteps out of harm's way.

**System:** The fighter must have enough speed to interrupt his attacker. As the opponent attacks, the player using Esquives simply moves his counter in any one direction up to two hexes.

**Advantages/Weaknesses:** Esquives

**Modifiers:** Cost: none, Speed: +2, Damage: none, Move: Two

**Requirements:** Athletics 2, Block 1

**Power Points:** 3

## Eye Rake

**Type:** Grab

**Tag:** Punch + Grab

**Description:** The fighter takes his hands and rakes them across his opponents eyes.

**System:** Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting skill is zero, she is dizzied. A fighter using this maneuver will lose one honor point and if used in a tournament will lose one glory point.

**Advantages/Weaknesses:** Dishonorable, Unglorious, Blinding (One Turn)

**Modifiers:** Cost: None, Speed: +2, Damage: -3, Move: +0

**Requirements:** Grab 3, Punch 3

**Power Points:** 6

## Face Slam

**Type:** Grab

**Tag:** Grab

**Description:** The fighter picks his victim up by the face and slams the back of his head into the ground.

**System:** use the modifiers below. if any damage is scored, the victim suffers a knockdown.

**Advantages/Weaknesses:** Knockdown

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: One

**Requirements:** Strength 4, Grab 2

**Power Points:** 1

## Fire Strike

**Type:** Focus

**Tag:** Punch + Focus + Elemental (Fire)

**Description:** The fighter shoots out a long stream of fire.

**System:** The flame extends a number of spaces equal to the Focus of the fighter. The fire must be in a straight line from the fighter and will last the entire round, similar to a Yoga Flame. All hexes covered are affected.

**Advantages/Weaknesses:** Range (focus), projectile Wave Effect

**Modifiers:** Cost: 1 Chi, Speed: -1, Damage: +3, Move: none

**Requirements:** Focus 2, elemental 3, flaming fist

**Power Points:** 2

## Fireball

**Type:** Focus

**Tag:** Focus

**Description:** The character can launch a ball of flame at a target.

**System:** Fireballs have a range equal to the attacker's Wits + Focus. The attacker must have line of sight.

**Advantages/Weaknesses:** Range: Wits + Focus

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: +2, Move: none

**Requirements:** Focus 2

**Power Points:** 2

## Fist Sweep

**Type:** Punch

**Tag:** Punch

**Description:** powerful low Punch that takes the legs from underneath a fighter.

**System:** This is a crouching maneuver that causes a knockdown if damage is scored.

**Advantages/Weaknesses:** Crouching, Knockdown

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: -2

**Requirements:** Punch 3

**Power Points:** 3

## Flaming Dragon Punch

**Type:** Punch

**Tag:** Punch + Focus

**Description:** A Chi boosted Dragon Punch. Causes the fist and any struck by it to ignite.

**System:** This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flaming Dragon Punch cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

**Advantages/Weaknesses:** Aerial, Knockdown (Aerial), Knockback, Aerial Dodge Limitation, Multi-Hit, Limited (x2, aerial)

**Modifiers:** Cost: 1 Chi and 1 WP, Speed: -1, Damage: +7, Move: -2

**Requirements:** Punch 5, Focus 2, Dragon Punch

**Power Points:** 6

## Flash Kick

**Type:** Kick

**Tag:** Kick + Athletics + Focus

**Description:** The fighter executes a powerful backflip, Chi energy blazing from his foot.

**System:** The flash Kick scores a knockdown against aerial opponents. The flash Kick is an aerial maneuver.

**Advantages/Weaknesses:** Aerial, Knockdown

**Modifiers:** Cost: 1 Chi, 1 WP, Speed: -2, Damage: +7, Move: none

**Requirements:** Kick 4, Athletics 3, Focus 2

**Power Points:** 7

## Flying Body Spear

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps into the air, using his body as a spear in the descent.

**System:** The flying body spear is an aerial maneuver that acts like a Jump, enabling the user to dodge missile attacks. The fighter can then spiral down and smash into any opponent within his move range. The fighter must travel in a straight hex-line and end the move in the hex in front of the victim.

**Advantages/Weaknesses:** Aerial, Straight Line Only

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +3, Move: +1

**Requirements:** Athletics 3, jump

**Power Points:** 1

## Flying Fireball

**Type:** Focus

**Tag:** Athletics + Focus

**Description:** The fighter has learned to leap up and launch a fireball at an opponent.

**System:** The flying fireball is identical to the Fireball power (range Wits + Focus), except that opponents cannot dodge the Flying Fireball with a Jump or similar moves. Line of sight restrictions still apply.

**Advantages/Weaknesses:** Ignores jump defense, Range: Wits + Focus

**Modifiers:** Cost 1 Chi, 1 WP, Speed: -2, Damage: +2, Move: +0

**Requirements:** Focus 4, jump, fireball

**Power Points:** 5

## Flying Head Butt

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps at an opponent head-first, using his body as a weapon.

**System:** The Flying Head Butt is an aerial maneuver. The fighter must travel in a straight line movement on the hex map.

**Advantages/Weaknesses:** Aerial, No Dodge, Straight Line Only

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +4, Move: +3

**Requirements:** Athletics 3, head butt, jump

**Power Points:** 6

## Flying Heel Stomp

**Type:** Athletics

**Tag:** Kick + Athletics

**Description:** The fighter jumps, lands heel first on his victim's head, and springs to safety.

**System:** The fighter can interrupt her own movement with a damage roll and then finish his allowed move after rolling damage. The maneuver must be performed straight-line. The Flying Heel Stomp is an aerial maneuver that can be used as a Jump to avoid projectiles.

**Advantages/Weaknesses:** Attack Anytime, Straight-Line Only, Aerial

**Modifiers:** Cost: 2 WP, Speed: +0, Damage: +0, Move: +2

**Requirements:** Athletics 3, Kick 2, jump

**Power Points:** 5

## Flying Knee Thrust

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter makes a quick flying jump and buries his knee into his enemy.

**System:** The flying knee thrust is an aerial maneuver.

**Advantages/Weaknesses:** Aerial

**Modifiers:** Cost: 1 WP, Speed: +1, Damage: +2, Move: +1

**Requirements:** Kick 2, Athletics 1

**Power Points:** 4

## Flying Punch

**Type:** Athletics

**Tag:** Punch + Athletics + Focus

**Description:** The fighter leaps (flies?) up and behind, delivering a Punch to the victim's back.

**System:** The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in. This is an aerial maneuver. The opponent's Stamina is halved (round down) for Soak purposes. The fighter loses one point of honor whenever the maneuver is used. The maneuver can be used straightforwardly without the loss of honor, but in that case the Stamina of the fighter's opponent is not halved.

The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.

**Advantages/Weaknesses:** Aerial, Ignores Soak (Half Soak), Dishonorable, Starting Position Limitation, Ending Position Limitation

**Modifiers:** Cost: 1 WP, Speed: -2, Damage: +2, Move: +5

**Requirements:** Athletics 4, Punch 2, Focus 3, jump

**Power Points:** 3

## Flying Tackle

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter slams into an opponent, taking them both to the ground.

**System:** Both the attacker and the defender suffer a knockdown, but only if damage is scored. After impact, attacker and defender fly back two hexes and end the turn on the ground, occupying the same hex. The attacker gains a bonus of +2 to his speed if his next maneuver is a Grab maneuver.

**Advantages/Weaknesses:** Knockdown, Knockdown (Self, if damage scored), Placement (Same Hex Ending), Speed Bonus, Limited (Grab)

**Modifiers:** Cost: none, Speed: -1, Damage: +0, Move: +2

**Requirements:** Grab 2, Athletics 2

**Power Points:** 1

## Flying Thrust Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter kicks with both legs so hard he rockets into the air heels first.

**System:** This is an aerial maneuver. Opponents performing aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flying Thrust Kick cannot be used against the opponent that fired the projectile.

**Advantages/Weaknesses:** Aerial, Knockdown (Aerial), Knockback, Aerial Dodge Limitation

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +6, Move: -2

**Requirements:** Kick 4, Athletics 4, Jump

**Power Points:** 5

## Foot Sweep

**Type:** Kick

**Tag:** Kick

**Description:** An attack intended to bring an opponent crashing to the ground.

**System:** This is a crouching maneuver. If damage is scored, the victim of this maneuver suffers a Knockdown, unless he was blocking.

**Advantages/Weaknesses:** Crouching, Knockdown

**Modifiers:** Cost: none, Speed: -2, Damage: +3, Move: -2

**Requirements:** Athletics 1

**Power Points:** 1

## Forward Backflip Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter runs up, leaps toward, and strikes with an airborne backflip kick.

**System:** If the maneuver scores a strike against an airborne opponent, it causes two damage tests.

**Advantages/Weaknesses:** Multi-Hit, Limited (x2, Aerial)

**Modifiers:** Cost: 1 WP, Speed: +2, Damage: +3, Move: Two

**Requirements:** Kick 3, Athletics 3, jump, backflip kick

**Power Points:** 2

## Forward Flip Knee

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The attacker flips over his opponent, dropping his knee into the back of his victim.

**System:** This is an aerial maneuver. The fighter must be able to move inside the victim's hex. At the end of the move, the fighter lands in the hex directly behind his opponent (or in the hex of his choosing adjacent to his opponent if he began his move in the same hex with the victim). If the fighter using this maneuver interrupts an opponent's attack with Forward

Flip Knee, the victim cannot execute his declared attack on the fighter, who has now flopped behind him.

**Advantages/Weaknesses:** Aerial, Move Behind

**Modifiers:** Cost: none, Speed: -2, Damage: +4, Move: Two

**Requirements:** Kick 2, Athletics 2

**Power Points:** 5

## Forward Slide Kick

**Type:** Kick

**Tags:** Kick + Athletics

**Description:** The fighter slides in a standing position into his opponent's feet.

**System:** This maneuver causes a Knockdown if damage is scored.

**Advantages/Weaknesses:** Knockdown

**Modifiers:** Cost: none, Speed: +0, Damage: +2, Move: +0

**Requirements:** Kick 2, Athletics 2

**Power Points:** 1

## Ghost Form

**Type:** Focus

**Tag:** Focus

**Description:** The practitioner can turn his body insubstantial!

**System:** Nothing solid will affect a character in a Ghost Form. Energy like fire and electricity will still affect him, but bullets, ice blasts, fists and kicks will pass harmlessly through his body. The character cannot attack or use any other special maneuvers while in Ghost Form, but he can move through walls, floors, and even people. Ghost Form can be played during a turn when a character is caught in a sustained hold, allowing the character to walk right out of the hold.

**Advantages/Weaknesses:** Ghost Form

**Modifiers:** Cost: 2 Chi the first turn plus 1 Chi per turn the character stays in ghost form. Speed: +1, Damage: none, Move: +0

**Requirements:** Focus 5

**Power Points:** 5

## Grappling Defense

**Type:** Grab

**Tag:** Grab

**Description:** Simulates the knowledge of hold escapes and counters.

**System:** A fighter employing this maneuver adds his Grab technique to his Stamina to defend against Grab maneuvers. It can be played each round the fighter is in a sustained hold, for example.

**Advantages/Weaknesses:** Increased Defense vs. Grabs

**Modifiers:** Cost: none, Speed: +4, Damage: none, Move: -1

**Requirements:** Grab 4

**Power Points:** 5

## Great Wall of China

**Type:** Kick

**Tag:** Kick

**Description:** The fighter attacks so quickly and with such great strokes it appears as an airy wall!

**System:** The fighter chooses three joining hexes adjacent to him, and attacks all three hexes. Any opponents in those hexes are attacked three times.

**Advantages/Weaknesses:** Surround Pound, Limited, Multi Hit (x3)

**Modifiers:** Cost: 2 WP, Speed: -2, Damage: +1, Move: none

**Requirements:** Kick 5, Lightning Leg

**Power Points:** 6

## Hair Throw

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter grabs his opponent by the hair and throws him!

**System:** The fighter must move into and through the hex of his victim. The victim is thrown (as per the Throw maneuver) in a straight line and in the same direction the thrower was traveling.

**Advantages/Weaknesses:** Throw, Throw Limitation (Direction: In the direction of travel)

**Modifiers:** Cost: none, Speed: -2, Damage: +5, Move: Two

**Requirements:** Grab 3, Athletics 2, Throw

**Power Points:** 3

## Handstand Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** A flashy maneuver. The fighter attacks with a Kick while springing to a handstand!

**System:** Aerial opponents will suffer a knockdown.

**Advantages/Weaknesses:** Knockdown (Aerial)

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: -2

**Requirements:** Kick 2, Athletics 1

**Power Points:** 2

## Haymaker

**Type:** Punch

**Tag:** Punch

**Description:** The character spend a moment to wind up for a powerful punch.

**System:** use the following modifiers.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: -1

**Requirements:** Punch 1

**Power Points:** 2

## Head Bite

**Type:** Grab

**Tag:** Grab

**Description:** The fighter leaps onto an opponent and chomps down on his head, neck or face.

**System:** sustained hold.

**Advantages/Weaknesses:** Sustained Hold

**Modifiers:** Cost: none, Speed: +1, Damage: +3, Move: One

**Requirements:** Grab 2

**Power Points:** 5

## Head Butt

**Type:** Punch

**Tag:** Punch

**Description:** The fighter bashes his head into his opponent, usually hitting the opponent's head or face.

**System:** use the following modifiers.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: none, Speed: +0, Damage: +3, Move: -2

**Requirements:** Punch 1

**Power Points:** 1

## Head Butt Hold

**Type:** Grab

**Tag:** Punch + Grab

**Description:** The fighter grabs his opponent and repeatedly head butts him.

**System:** sustained hold.

**Advantages/Weaknesses:** Sustained Hold

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: One

**Requirements:** Grab 2, head butt

**Power Points:** 2

## Heal

**Type:** Focus

**Tag:** Focus + Elemental

**Description:** The elemental has the mystical ability to create a healing aura.

**System:** The character must be able to touch the person or animal to be healed. One health point is restored per point of Chi the character spends. One Chi can also heal 5 hexes of natural damage such as pollution.

**Advantages/Weaknesses:** Healing

**Modifiers:** Cost: special, Speed: -1, damage; none, Move: -1

**Requirements:** Focus 3, elemental (or other special) background 3

**Power Points:** 4

## Heart Punch

**Type:** Punch

**Tag:** Punch + Focus

**Description:** This unhonorable shot delivers a fast Punch to the chest in order to stun the victim.

**System:** This maneuver causes no damage but damage is still rolled for the purposes of determining whether or not the victim is dizzied. Heart Punch may not be part of a dizzying combo, except for the possibility of gaining a speed bonus.

**Advantages/Weaknesses:** No Combo (Dizzy Damage), Dizzy (No Damage), Knockdown

**Modifiers:** Cost: none, Speed: +0, Damage: +5 (see above), Move: -1

**Requirements:** Punch 3, Focus 1

**Power Points:** 2

## Heatwave

**Type:** Focus

**Tag:** Focus + Elemental (Fire)

**Description:** The character can increase the heat in an area, creating nausea.

**System:** The elemental rolls damage, but only for the purpose of causing a dizzy. The opponent actually takes no damage. This maneuver is a projectile attack, and ignores blocks.

**Advantages/Weaknesses:** Dizzy (No Damage), Ignores Block

**Modifiers:** Cost: 1 Chi, Speed: +0, Damage: +2 (see above), Move: +0

**Requirements:** Focus 2, elemental (or other special) background 3

**Power Points:** 1

## Heel Stamp

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter kicks hard into the opponent hoping to separate the two to a greater distance.

**System:** The fighter causes very little actual damage with a Heel Stamp. The fighter moves back one hex after making the attack. The opponent moves back a number of hexes equal to the attacker's Strength + Athletics, minus the target's Strength.

**Advantages/Weaknesses:** Knockback, Improved, Attack then Back, Limited

**Modifiers:** Cost: none, Speed: +2, Damage: -4, Move: +1

**Requirements:** Kick 1, Athletics 1

**Power Points:** 5

## Hundred Hand Slap

**Type:** Punch

**Tag:** Punch

**Description:** The fighter attacks over and over in rapid succession.

**System:** Roll three tests for damage using the following modifiers.

**Advantages/Weaknesses:** Multi-Hit

**Modifiers:** Cost: 1 WP, Speed: -2, Damage: +0, Move: One

**Requirements:** Punch 5

**Power Points:** 5

## Hurricane Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter becomes airborne, and kicks in repeating circles.

**System:** The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who Block may continue to Block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Kick. This is an aerial maneuver.

**Advantages/Weaknesses:** Straight Line Only, Surround Pound, Knockback, Push

**Modifiers:** Cost: 1 Chi, 1 WP, Speed: +0, Damage: - 1, Move: -1

**Requirements:** Kick 4, Athletics 3

**Power Points:** 5

## Hyper Fist

**Type:** Punch

**Tag:** Punch

**Description:** The fighter attacks over and over in rapid succession.

**System:** The fighter rolls three damage tests using the following modifiers.

**Advantages/Weaknesses:** Multi-Hit (x3)

**Modifiers:** Cost: 2 WP, Speed: +1, Damage: +0, Move: One

**Requirements:** Punch 5, Power Uppercut

**Power Points:** 6

## Ice Blast

**Type:** Focus

**Tag:** Focus

**Description:** The character can release a wave of cold, frost or ice at an opponent, freezing him in place.

**System:** The ice Blast is similar to other projectile attacks. It has a range equal to the character's Wits + Focus and can be dodged by special maneuvers such as Jump. Any opponent damaged is frozen in place and must accumulate 4 successes in Strength rolls to break free. He may try at the end of each turn. If the character is hit while frozen, he receives normal damage and the ice shatters without the Strength rolls.

**Advantages/Weaknesses:** Range (Wits + Focus), Freeze

**Modifiers:** Cost: 2 Chi, Speed: -2, Damage: +3, Move: none

**Requirements:** Focus 3

**Power Points:** 6

## Improved Fireball

**Type:** Focus

**Tag:** Focus

**Description:** A faster, more destructive version of the Fireball attack.

**System:** The improved fireball is the same as the regular fireball (range Wits + Focus), except that its modifiers are better and it will score a knockdown on any opponent it damages unless the opponent blocks.

**Advantages/Weaknesses:** Range: Wits + Focus, Knockdown

**Modifiers:** Cost: 1 Chi, Speed: -1, Damage: +4, Move: none

**Requirements:** Focus 3, fireball

**Power Points:** 2

## Improved Pin

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter performs a highly skilled Pin on an opponent, immobilizing him.

**System** (normal Pin): To perform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free. The fighter's Strength is considered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets their Stamina and grappling defense against this attack.

This is a sustained hold. If the fighter is dizzy or knocked out by a third party's attack, the pin is automatically broken.

(Improved Pin): The fighter may use an improved pin on any one target in his hex or adjacent hex, regardless of whether or not his opponent has been knocked down or is dizzy. It uses the modifiers below. Otherwise, it acts as a normal pin (as listed above).

**Advantages/Weaknesses:** Hold, Sustained Hold, Grab: Adjacent Hex Attack

**Modifiers:** Cost: 1 WP on the first turn only, Speed: +0, Damage: +2 (first turn)/+1 (all other turns), Move: +1 (first turn), none (all other turns)

**Requirements:** Grab 3, Athletics 2

**Power Points:** 6

## Inferno Strike

**Type:** Focus

**Tag:** Focus

**Description:** The fighter emits a boulder sized flaming projectile that devastates an entire area.

**System:** The fighter must choose any line-of sight hex within range (Wits + Focus). The inferno strike hits the targeted hex and explodes into the six hexes adjacent. Anyone there suffers a damage test with the following modifiers. Jump and similar moves can be used to avoid damage.

**Advantages/Weaknesses:** Range (Wits + Focus), Surround Pound

**Modifiers:** Cost: 2 Chi, Speed: -2, Damage: +4, Move: none

**Requirements:** improved fireball

**Power Points:** 5

## Iron Claw

**Type:** Grab

**Tag:** Grab

**Description:** The fighter grabs the face of the opponent while holding him, and begins to squeeze...

**System:** sustained hold.

**Advantages/Weaknesses:** Sustained Hold

**Modifiers:** Cost: 1 WP (first turn only), Speed: +1, Damage: +4, Move: One

**Requirements:** Grab 5

**Power Points: 3**

## Jaw Spin

**Type:** Grab

**Tag:** Athletics + Grab + Animal Hybrid + Basic Bite Maneuvers

**Description:** The fighter grabs an opponent's limb in his arm and begins to shake and spin violently.

**System:** To be successful, the fighter must actually allow a slower attack to hit. If the opponent's attack is faster, the fighter cannot play this maneuver. Once the blow has landed (assuming the fighter is still able to attack), he then executes the Jaw Spin. When determining the damage caused, use the Animal Hybrid (or other special background) in place of the Grab Technique.

**Advantages/Weaknesses:** Must Strike Last, Animal Hybrid for damage

**Modifiers:** Speed: +2, Damage: +5, Move: none

**Requirements:** Grab 4, Athletics 3, tearing bite

**Power Points: 3**

## Jump

**Type:** Athletics

**Tag:** Athletics

**Description:** The ability to leap. Sometimes can be used to avoid incoming projectiles and still attack.

**System:** A fighter can play a jump card along with any of the six basic punches and kicks, or by itself. If used by itself, use the following modifiers. Otherwise, use the normal attack modifiers and not those shown here. Using a Jump causes the maneuver to become Aerial. If the fighter plans to avoid a projectile attack, he waits for his opponent to declare him as a target. If the fighter's jump has a higher speed than the projectile attack, he can interrupt the projectile and attempt to avoid it by jumping. The two fighters make a resisted roll, comparing the attacker's Focus Technique to the jumping fighter's Dexterity + Athletics. If the attacker wins the roll, the jumping fighter is hit by the projectile and must immediately end his turn. If the fighter uses a Jump with a Basic Maneuver, he may still be able to deliver damage after a successful jump. The fighter can leap 3 feet for each dot of Athletics.

**Advantages/Weaknesses:** Jump (special modifier), Aerial

**Modifiers:** Cost: None, Speed: +3, Damage: None, Move: +0

**Requirements:** Athletics 1

**Power Points:** 1

## Jumping Shoulder Butt

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter jumps into an opponent, ramming his shoulder into him.

**System:** This maneuver can be used against a standing or an aerial opponent, and can be used to dodge a projectile attack as a Jump.

**Advantages/Weaknesses:** Avoids Projectiles

**Modifiers:** Cost: none, Speed: +0, Damage: +3, Move: -1

**Requirements:** Athletics 2, jump

**Power Points:** 3

## Kick Defense

**Type:** Block

**Tag:** Block

**Description:** The fighter takes his chances and Focuses all attention to possible Kick attacks.

**System:** The fighter is at +4 to Blocking Soak vs. Kick maneuvers, - 2 Blocking Soak vs. all others.

**Advantages/Weaknesses:** Kick Defense

**Modifiers:** Cost: none, Speed: +4, Damage: none, Move: none

**Requirements:** Block 2

**Power Points:** 1

## Knife Hand Strike

**Type:** Punch

**Tag:** Punch

**Description:** The fighter has trained so that his hand is rigid like metal, causing painful stabs.

**System:** use the modifiers below. Unless the opponent is Blocking, he may only use half his Stamina (rounded down) to soak damage.

**Advantages/Weaknesses:** Ignores Stamina (Half Stamina, Limited)

**Modifiers:** Cost: none, Speed: +1, Damage: -1, Move: - 1

**Requirements:** Punch 3

**Power Points:** 1

## Knee Basher

**Type:** Grab

**Tag:** Kick + Grab

**Description:** The fighter grabs an opponents head and bashes it against his knee over and over.

**System:** This maneuver is a sustained hold. Even if the victim escapes, he is knocked down and suffers the normal -2 to speed the following turn. The damaged score uses the fighter Kick technique instead of Grab. If no damage is scored on the initial attack, the fighter is assumed to have missed, and the victim does not suffer a Knockdown.

**Advantages/Weaknesses:** Sustained Hold, Knockdown, X for damage (Kick)

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: One

**Requirements:** Grab 2, Kick 1

**Power Points:** 5

## Levitation

**Type:** Focus

**Tag:** Focus

**Description:** The fighter can fly or levitate by using his inner power.

**System:** The practitioner may move up to their Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi per turn.

**Advantages/Weaknesses:** Levitate

**Modifiers:** Cost: 1 Chi/turn (no bonus: see levitation description), Speed: +0, Damage: none, Move: special

**Requirements:** Focus 5

**Power Points:** 4

## Lightning Leg

**Type:** Kick

**Tag:** Kick

**Description:** The fighter attacks with dozens of kicks in a flash of only a second or two.

**System:** The attacker may make three damage tests on an opponent.

**Advantages/Weaknesses:** Multi-Hit

**Modifiers:** Cost: 1 WP, Speed: -2, Damage: +1, Move: none

**Requirements:** Kick 5, double-hit kick

**Power Points:** 4

## Lunging Punch

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** The fighter dashes forward and delivers a low, sweeping Punch that is quite surprising.

**System:** This is considered a crouching maneuver. The lunging Punch ignores blocks, unless the victim is performing a crouching Block or is using Kick defense.

**Advantages/Weaknesses:** Crouching, Ignores High defenses

**Modifiers:** Cost: none, Speed: +0, Damage: +1, Move: +1

**Requirements:** Punch 3, Athletics 1

**Power Points:** 4

## Mind Control

**Type:** Focus

**Tag:** Focus

**Description:** The fighter takes over the mind of his opponent.

**System:** The maneuver can be used on a character with no WP left, but not a character with an honor of 10. The victim must be within the attacker's Focus + Wits in hexes. Both roll intelligence, and if the attacker receives more successes, he has taken over the mind for a period of time. The victim's Honor vs. the attacker's WP may be rolled when the victim is forced to go against his own morals. It is rumored that conditioning to make a victim a permanent slave is possible.

1 success - 1 round of combat (10 turns)

2 successes - 1 hour

3 successes - 1 day

4 successes - 1 week

5 successes - 1 month

**Advantages/Weaknesses:** Mind Control

**Modifiers:** Cost: 2 Chi, Speed: -3, Damage: none (see above), Move: none

**Requirements:** Focus 5, telepathy, psychic vise

**Power Points: 4**

## Missile Reflection

**Type:** Block

**Tag:** Block

**Description:** The fighter can catch knives and arrows, and similar weapons, used against him.

**System:** The fighter must roll Dexterity (difficulty 6) to deflect missiles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. To deflect bullets or similar dangerous weaponry, the fighter must possess something able to deflect the weapon (a piece of metal, iron bracelets, etc). If the object is caught or deflected, the fighter can send the object back at its owner (or another party) for the same amount of damage it would have caused. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missiles can be reflected in a single turn.

**Advantages/Weaknesses:** Missile Reflection

**Modifiers:** Cost: none, Speed: +3, Damage: none, Move: -1

**Requirements:** Block 4

**Power Points: 3**

## Monkey Grab Punch

**Type:** Punch

**Tag:** Punch + Grab

**Description:** The fighter pulls the opponents guard arm away and delivers a quick punch.

**System:** Treat as a regular punch, but if the opponent blocks, he may not use his Block Technique to his Soak total.

**Advantages/Weaknesses:** Ignores Blocks

**Modifiers:** Cost: none, Speed: -2, Damage: +1, Move: +0

**Requirements:** Punch 1, Grab 1

**Power Points: 1**

## Neck Choke

**Type:** Grab

**Tag:** Grab

**Description:** The fighter strangles his opponent, perhaps lifting him off the ground if strong enough.

**System:** sustained hold.

**Advantages/Weaknesses:** Sustained Hold

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: One

**Requirements:** Grab 3

**Power Points:** 2

## File Driver

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter places his opponents head between his legs and falls into a seated position.

**System:** If the maneuver scores damage, the victim suffers a Knockdown.

**Advantages/Weaknesses:** Knockdown

**Modifiers:** Cost: none, Speed: -2, Damage: +4, Move: One

**Requirements:** Grab 3, Athletics 1

**Power Points:** 2

## Pin

**Type:** Grab

**Tag:** Grab

**Description:** The fighter attempts to pin his foe to the ground.

**System:** To perform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free. The fighter's Strength is considered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets their Stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automatically broken.

**Advantages/Weaknesses:** Specific Attack (Dizzed/Knockdown), Hold, Sustained Hold

**Modifiers:** Cost: 1 WP on the first turn only, Speed: - 1, Damage: +2 (first turn)/+0 (all other turns), Move: +1 (first turn), none (all other turns)

**Requirements:** Grab 2

**Power Points:** 4

## Pit

**Type:** Focus

**Tag:** Focus + Elemental (Earth)

**Description:** The fighter suddenly creates a hole in the earth under an opponent's feet.

**System:** In order to be effective, the fighter must target a victim after he has completed his movement. Otherwise, the elemental must choose a hex to be the target of this power. Any fighter who ends his turn in the affected hex falls into the pit. Use the modifiers below for damage from the fall. The pit is five feet deep plus one foot per dot of the fighter's Focus Technique. Fighters who fall into the pit must spend their next action climbing out. Treat this action as a move maneuver at -4 speed. Once a pit is created, it is permanent. This power will not work if the fighter is not in contact with the earth. Even thin wooden planks will negate the power. Using the Pit in an arena can result in a loss of Glory, depending on the type of arena and crowd.

**Advantages/Weaknesses:** Must be Grounded, Unglorious, Pit

**Modifiers:** Cost: 1 Chi, Speed: -1, Damage: +1, Move: -1

**Requirements:** Focus 3, elemental 3, wall

**Power Points:** 5

## Pool

**Type:** Focus

**Tag:** Focus + Elemental (Water)

**Description:** The body of the elemental becomes pure water, immune to physical attacks.

**System:** Physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.

**Advantages/Weaknesses:** Invincibility, Physical

**Modifiers:** Cost: none, Speed: +1, damage; none, Move: -2

**Requirements:** Focus 2, elemental (or other special) background 4

**Power Points:** 4

## Pounce

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter explodes into a mighty leap at his prey.

**System:** The fighter hurls himself at his opponent. This is considered an aerial maneuver and can be used to avoid projectiles. The fighter lands on top of his opponent; if any damage is scored, the opponent also suffers a knockdown. Use animal hybrids (or other strange backgrounds) in place of Grab when determining damage.

**Advantages/Weaknesses:** Aerial, Placement (Same Hex Ending), Knockdown

**Modifiers:** Cost: 1 WP, Speed: -1, Damage: +2, Move: +4

**Requirements:** Athletics 3, jump

**Power Points:** 6

## Power Uppercut

**Type:** Punch

**Tag:** Punch

**Description:** A powerful Punch using the momentum of the entire body forced upward.

**System:** If this maneuver interrupts an aerial maneuver, it causes a knockdown, if it scores damage.

**Advantages/Weaknesses:** Knockdown (Aerial)

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: One

**Requirements:** Punch 1

**Power Points:** 1

## Psychic Rage

**Type:** Focus

**Tag:** Focus

**Description:** The fighter uses mind manipulation to push the victim into fits of anger and rage.

**System:** The victim must be within the attacker's Focus+Wits. The fighter then must win a resisted (permanent) WP roll. If the attacker is successful, then the victim goes into a rage. The victim will only be able to play fierce or roundhouse combat cards, and his highest damage special maneuvers. He will spend Chi and WP as needed until he runs out. Furthermore, he

will not be able to play a Move or Block maneuver and will not receive any benefits from a combo maneuver. After falling under the control of the PsyChic Rage, the victim can, each turn not including the first, roll an Honor vs. the Manipulation of the attacker to try to break free. The rage will end if the attacker of the victim is knocked unconscious. The victim will lose honor normally while under the power's influence.

**Advantages/Weaknesses:** Range (Focus + Wits), Psychic Rage

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: none, Move: none

**Requirements:** Focus 3

**Power Points:** 4

## Psychic Vise

**Type:** Focus

**Tag:** Focus

**Description:** This fearsome power strips an opponent of his WP, weakening him and his resolve.

**System:** The victim must be within the attacker's Focus+Wits in hexes. The attacker rolls damage using the opponent's Intelligence instead of Stamina to determine soak. PsyChic vise ignores blocks for the purposes of soaking damage. For each damage success, the victim loses one WP and is at -1 to speed for the next maneuver. If the victim loses more WP than his intelligence rating in a single attack, the victim is mentally stunned (dizzied). Victim's who reach 0 WP can still be slowed and stunned with the use of this power.

**Advantages/Weaknesses:** Psychic Vise

**Modifiers:** Cost: 1 Chi, 1 WP, Speed: +0, Damage: +0, Move: none

**Requirements:** Focus 4

**Power Points:** 6

## Psycho Crusher

**Type:** Focus

**Tag:** Athletics + Focus

**Description:** The fighter flies in any direction, surrounded by a glow of awesome energy.

**System:** The Psycho Crusher causes damage as the user flies into his victim's hex. The user of the power may fly in any pattern, but each victim is hit only once even if the user flies into his space again. If the victim is

not blocking, he is consumed in the user's PsychoChic fire, taking full damage from the attack (use the +5 damage modifier). and suffers a knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim can choose which hex). If the victim was blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one dice of damage (a botch bringing the Psycho Crusher to an end). The attacker can continue to push the victim back and do an additional die of damage for every hex left in his movement, to a maximum of five damage tests, at which time the attacker will fly past his opponent.

**Advantages/Weaknesses:** Psycho Crusher

**Modifiers:** Cost: 2 Chi, Speed: -1, Damage: +5/one (see above), Move: +6

**Requirements:** Focus 5, Athletics 3, psychokinetic channeling

**Power Points:** 5

## Punch Defense

**Type:** Block

**Tag:** Block

**Description:** The fighter takes his chances, concentrating on blocking only Punch attacks.

**System:** The fighter is at +4 to Blocking Soak vs. Punch maneuvers, -2 Blocking Soak vs. all others.

**Advantages/Weaknesses:** Punch Defense

**Modifiers:** Cost: none, Speed: +4, Damage: none, Move: none

**Requirements:** Block 2

**Power Points:** 1

## Push

**Type:** Focus

**Tag:** Punch + Focus + Elemental (Air)

**Description:** The attacker mystically pushes a victim away, usually with a gust of wind.

**System:** A blast of air with a width (in hexes) equal to the character's Focus Technique starts one hex-line in front of the character and continues forward for three hexes. Anyone in this path suffers one damage roll, which may be blocked normally. Use the damage modifiers below. Any fighter who suffers damage is moved an equal number of hexes in a

straight line away from the fighter. Jumping or airborne opponents will suffer a Knockdown as well.

**Advantages/Weaknesses:** Projectile (Wave Effect), Range 3 hexes, Knockdown (Aerial), Knockback (Equal to Damage)

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: +1, Move: none

**Requirements:** Focus 3, elemental 3, air blast

**Power Points:** 4

## **Rekka Ken**

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** A quick 1-2-3 combo of punches that can devastate an opponent.

**System:** This maneuver must be used for three turns, and costs 1 WP for each turn used. Each of the three turns, the fighter must use one of the Basic Punches (jab, strong, or fierce). The Basic Punch each turn gets +3 to speed. At the end of the turns the damage caused adds up to cause a possible dizzy, just like a combo maneuver.

**Advantages/Weaknesses:** Rekka Ken Effect

**Modifiers:** 1 WP per turn used, see above for other modifiers

**Requirements:** Punch 4, Athletics 2

**Power Points:** 3

## **Repeating Fireball**

**Type:** Focus

**Tag:** Focus

**Description:** The fighter can launch multiple fireballs at opponents.

**System:** The fighter can throw a number of small fireballs equal to his rating in Focus. Thus, a fighter with a Focus of 5 could throw a volley of 5 fireballs. He can target them at any opponent or opponents he likes. An opponent using a jump or similar maneuver to avoid the fireballs must make a separate jump for each fireball targeted toward him. Range is Wits + Focus.

**Advantages/Weaknesses:** Range: Wits + Focus, repeating Projectile

**Modifiers:** Cost: 2 Chi, Speed: -2, Damage: +0, Move: none

**Requirements:** Focus 5, fireball

**Power Points:** 2

## Reverse Frontal Kick

**Type:** Kick

**Tag:** Kick

**Description:** The fighter makes a fake kick, and then uses his heel to attack the back of the head.

**System:** The Kick hits only once but ignores blocks.

**Advantages/Weaknesses:** Ignores Block

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: -1

**Requirements:** Kick 3, double hit kick

**Power Points:** 4

## Ripping Bite

**Type:** Grab

**Tag:** Grab + Basic Bite Maneuvers

**Description:** The fighter bites down and attempt to rip muscle and ligaments.

**System:** The fighter leaps forward and indicates which limb he wishes to strike. A successful roll that inflicts damage causes the target to suffer -1 on both Strength and Dexterity for the remainder of the combat. This maneuver can be performed multiple times, and can finally impair the victim. When determining damage inflicted by this attack, the Animal hybrid background (or other similar background) is used in place of the Grab technique.

**Advantages/Weaknesses:** Disabling Attack

**Modifiers:** Cost: 1 WP, Speed: -1, Damage: +1, Move: One

**Requirements:** Grab 3, Basic Bite Maneuvers

**Power Points:** 3

## Rising Storm Crow

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter grabs the victim's head and flips over him, then flip throws him forward.

**System:** The fighter must start at least two hexes away from his target. He can throw the target in a straight line forward for as many hexes equal to his Strength. The target takes two damage tests: one at the fighter's Strength -3 (botches for this roll should be ignored and considered to be 0

damage, and the maneuver is NOT canceled) when the forced flip is initiated, then another at twice the fighter's Strength when the victim crashes to the ground. Thus, a character with a high Strength throws farther and harder. The opponent automatically suffers a knockdown whether or not he receives any damage from either test. Both damage tests combine to determine whether or not the victim is dizzied.

**Advantages/Weaknesses:** Rising Storm Crow Effect

**Modifiers:** Cost: 1 WP, Speed: -3, Damage: -3/x2, Move: +2 (minimum move 2)

**Requirements:** Grab 3, Athletics 3, throw

**Power Points:** 7

## Rolling Attack

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps, tucking into a somersault, and slamming into a victim.

**System:** The character must travel in a straight line on the hex map and will stop at the first hex occupied by a target, which can be a character or any sizable object. After damage is applied to a target, the rolling character will bounce off the target and land two hexes in front of the target. This is an aerial maneuver.

**Advantages/Weaknesses:** Straight Line Only, Bounce, Aerial (No Dodge)

**Modifiers:** Cost: 2 WP, Speed: +0, Damage: +3 Move: +4

**Requirements:** Athletics 3, Drunken Monkey Roll

**Power Points:** 7

## San He

**Type:** Block

**Tag:** Block + Focus

**Description:** The fighter's body becomes like an iron statue in invulnerability and immovability.

**System:** The fighter gains double his Block Technique when blocking and using San He. In addition, he cannot be knocked down except by a Grab Maneuver, and cannot be moved from the hex he is in, except with a Grab Maneuver. The fighter may need to roll successes to keep from being

moved by very large objects such as cars and the like. The fighter does not receive the usual +2 bonus to speed from coming out of a Block.

**Advantages/Weaknesses:** Double Block, Immovable, Knockdown Resistant

**Modifiers:** Cost: 1 Chi, Speed: +2, Damage: none, Move: none

**Requirements:** Block 3, Focus 3

**Power Points:** 5

## Scissor Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter leaps, then performs a front flip, kicking out for a one-two hit.

**System:** Aerial, causes two damage tests.

**Advantages/Weaknesses:** Aerial, Multi-Hit x2

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +3, Move: +1

**Requirements:** Jump, Stepping Front Kick

**Power Points:** 6

## Shikan - Ken/Ninja Knuckle Fist

**Type:** Punch

**Tag:** Punch

**Description:** The fighter strikes with the upper knuckles of the hand.

**System:** The opponent struck must make a resisted Strength check or be knocked back a hex. This maneuver will cause a knockdown vs. jumping opponents.

**Advantages/Weaknesses:** Knockback, Knockdown (Aerial)

**Modifiers:** Cost: none, Speed: +1, Damage: +1 (see above), Move: +0

**Requirements:** Punch 2

**Power Points:** 5

## Shock Treatment

**Type:** Focus

**Tag:** Focus

**Description:** The character can generate a powerful electrical field around his body.

**System:** This power affects anyone in the fighter's hex or an adjacent hex (friend and foe alike). Any damaged characters suffer a knockdown. A

blocking character will not be knocked down, but will still suffer a damage test. A fighter must decide when he buys shock treatment whether or not it is a crouching maneuver. The power can be used to short out electrical equipment and as long as the power is activated the character is almost totally immune to electrical shock, and can even Grab electric cables without being hurt.

**Advantages/Weaknesses:** Knockdown, Crouching (optional), Surround Pound

**Modifiers:** Cost: 2 Chi, Speed: +0, Damage: +6, Move: none

**Requirements:** Focus 3

**Power Points:** 5 (6 if crouching)

## Shockwave

**Type:** Punch

**Tag:** Punch + Focus

**Description:** The fighter strikes the ground causing a minor earthquake!

**System:** The shockwave goes in a straight line a number of hexes equal to the character's Strength, starting in the hex next to his own. The shockwave causes the damage test and causes a Knockdown to all opponents in the affected hexes whether or not they suffer damage.

**Advantages/Weaknesses:** Knockdown, Improved, Projectile Wave Effect, Range (Str)

**Modifiers:** Cost: 1 Chi, Speed: +0, Damage: +0, Move: none

**Requirements:** Punch 5, Focus 2

**Power Points:** 6

## Shuto/Sword Hand

**Type:** Punch

**Tag:** Punch

**Description:** The fighter swings his hand in an arc similar to a club or a sword.

**System:** This Punch ignores any special bonuses that provide extra protection, such as armor, toughskin, or similar powers. Anyone without such extra protection suffers an additional +1 damage.

**Advantages/Weaknesses:** Armor Piercing

**Modifiers:** Cost: none, Speed: +0, Damage: +3 (or +4, see above), Move:

**Requirements:** Punch 3, shikan-ken

**Power Points:** 1

## Siberian Bear Crusher

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter grabs his victim, and leaps a great distance into a back breaker.

**System:** The fighter moves into the victim's hex, then grabs his opponent. He leaps into the air, landing in any area up to three hexes away. The opponent drops into an adjacent hex from the fighter at this point, chosen by the attacker. If the victim is grabbed and suffers damage, he also suffers a knockdown. While in the air, this maneuver is considered an aerial maneuver.

**Advantages/Weaknesses:** Knockdown, Aerial, Traveling Slam

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +3, Move: +1

**Requirements:** Athletics 2, Grab 5, back breaker

**Power Points:** 6

## Siberian Suplex

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter bounces his victim's back off the ground, then proceeds with a suplex.

**System:** This move is identical to a suplex, except that the fighters end the move one hex farther back as they land from the second hit. The fighter rolls two damage tests, and if damage is scored the victim suffers a knockdown.

**Advantages/Weaknesses:** Knockdown, Placement (Victim one hex back), Multi-Hit x2

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +4, Move: One

**Requirements:** Grab 4, Athletics 2, suplex

**Power Points:** 3

## Sleeper

**Type:** Grab

**Tag:** Grab

**Description:** A special head lock that lessens blood flow to the brain and causes unconsciousness.

**System:** If the character can maintain his grip for three rounds, he will automatically dizzy his opponent. This is a sustained hold.

**Advantages/Weaknesses:** Sustained Hold Dizzy, Sustained Hold

**Modifiers:** Cost: 1 WP on the first turn only, Speed: - 1, Damage: +2, Move: One

**Requirements:** Grab 3

**Power Points:** 3

## Slide Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter slides an amazing distance into his opponent and kicks his feet from under him.

**System:** If damage is scored the victim suffers a knockdown unless he is blocking.

**Advantages/Weaknesses:** Knockdown

**Modifiers:** Cost: none, Speed: -1, Damage: +3, Move: +1

**Requirements:** Kick 2, Athletics 1

**Power Points:** 4

## Sonic Boom

**Type:** Focus

**Tag:** Focus

**Description:** The fighter can release a bolt of concussive sonic energy.

**System:** have a range equal to the attacker's Int + Focus. The attacker must have line of sight.

**Advantages/Weaknesses:** Range: Int + Focus.

**Modifiers:** Cost: 1 Chi, Speed: +0, Damage: +4, Move: none

**Requirements:** Focus 3

**Power Points:** 3

## Spinning Back Fist

**Type:** Punch

**Tag:** Punch

**Description:** The fighter whirls around in a 180 degree spin and attacks.

**System:** Use the following modifiers.

**Advantages/Weaknesses:** None

**Modifiers:** Cost: none, Speed: -1, Damage: +2, Move: +1

**Requirements:** Punch 2

**Power Points:** 1

## Spinning Clothesline

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** Spinning like a top, the fighter moves in a line and causes total destruction!

**System:** The fighter attacks all opponents in hexes next to him and moves one hex in any direction. Anyone hit is knocked back an hex. He may do this until his movement is finished. Any crouching characters are not hit.

**Advantages/Weaknesses:** Useless vs. crouching, Surround Pound, Push

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +0, Move: -2

**Requirements:** Punch 4, Athletics 3

**Power Points:** 5

## Spinning Foot Sweep

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter spins a full 360 degrees, kicking the feet out from under nearby victims.

**System:** The fighter rolls for damage against everyone in her own hex and the six hexes directly adjacent to her. Any victim who suffers damage also suffers a Knockdown (unless the victim was blocking). The Spinning Foot Sweep is a Crouching Maneuver.

**Advantages/Weaknesses:** Crouching, Surround Pound, Knockdown.

**Modifiers:** Cost: None, Speed: +0, Damage: +3, Move: none

**Requirements:** Athletics 1, Foot Sweep

**Power Points:** 2

## Spinning Knuckle

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** The fighter spins around many times, and delivers two spinning attacks.

**System:** The fighter rolls two damage tests. Also, the fighter may use this maneuver to evade projectile attacks, similar to the Jump maneuver.

**Advantages/Weaknesses:** Multi-Hit x2, Avoids projectiles

**Modifiers:** Cost: 1 WP, Speed: -1, Damage: +1, Move: +3

**Requirements:** Punch 3, Athletics 2, Spinning Back Fist

**Power Points:** 5

## Spinning Pile Driver

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter grabs, spins high in the air, and lands with a powerful Pile Driver.

**System:** The victim suffers a Knockdown in addition to regular damage, and is bounced three hexes away (attacker's choice which direction) after impact. The Spinning Pile Driver can be used like a Jump to interrupt and dodge a projectile attack. The move counts as an Aerial Maneuver after the fighter grabs his opponent and begins the airborne spin.

**Advantages/Weaknesses:** Knockback, Automatic (3 hexes), Knockdown, Aerial

**Modifiers:** Cost: 2 WP, Speed: -2, Damage: +6, Move: Two

**Requirements:** Grab 4, Athletics 3, Jump, Pile Driver

**Power Points:** 4

## Spontaneous Combustion

**Type:** Focus

**Tag:** Focus + Elemental (Fire)

**Description:** The fighter can make opponents burst into flames.

**System:** The fighter must defeat the defender in a contested Focus roll. If the elemental succeeds, the defender bursts into flames, taking the damage listed below. Each round thereafter, the elemental can continue to expend Chi to keep the fire burning. The affected character can counteract this expenditure of Chi by spending one action rolling on the ground to put the fires out. Unfortunately, it is not always wise to do this in combat, as any rolling character's action is at -2 speed on the following round.

**Advantages/Weaknesses:** Destroy Body

**Modifiers:** Cost: 2 Chi the first round, 1 Chi thereafter, Speed: +0, Damage: +5 first round, +2 thereafter Move: -2

**Requirements:** Focus 3, elemental 4, heatwave

**Power Points:** 6

## Stepping Front Kick

**Type:** Kick

**Tag:** Kick

**Description:** The fighter knees the opponent, knocking him back, then kicks him.

**System:** The fighter must move into the hex of his opponent for the knee attack, which forces the victim back whether or not damage is scored. Then the fighter proceeds with a Kick in the same turn. If the fighter cannot reach the same hex but one adjacent, he may still attack with the kick.

**Advantages/Weaknesses:** Multi-Hit, Limited

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +1, Move: +1

**Requirements:** Kick 4, Double-Hit Kick

**Power Points:** 2

## Stomach Pump

**Type:** Grab

**Tag:** Punch + Grab

**Description:** The fighter grabs an opponent and squeezes his stomach or other sensitive organ.

**System:** sustained hold.

**Advantages/Weaknesses:** Sustained Hold

**Modifiers:** Cost: none, Speed: +0, Damage: +4, Move: One

**Requirements:** Grab 4, Punch 2

**Power Points:** 3

## Stone

**Type:** Focus

**Tag:** Punch + Focus + Elemental (Earth)

**Description:** The fighter creates (or obtains) a giant stone and hurls it at a victim.

**System:** This is a projectile attack, very similar to Ice Blast or Fireball (range Wits + Focus). The more Focus the fighter has, the larger the stone is. Because the stone is thrown, the Focus maneuver uses Strength instead of Intelligence to determine the damage inflicted.

**Advantages/Weaknesses:** Range: Wits + Focus

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: Strength + Focus, Move: none

**Requirements:** Punch 2, wall

**Power Points:** 2

## Storm Hammer

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter picks up the victim by the head and smashes his face to the ground.

**System:** The fighter enters the victim's hex, grabs, and both end up in any area up to three hexes away. The victim will suffer a knockdown if damaged. This maneuver is considered an aerial maneuver, and can be used as a Jump to dodge projectiles.

**Advantages/Weaknesses:** Traveling Slam, Knockdown, Aerial

**Modifiers:** Cost: 2 WP, Speed: -2, Damage: +6, Move: One

**Requirements:** Grab 5, Athletics 3, jump

**Power Points:** 6

## Stunning Shout

**Type:** Focus

**Tag:** Focus

**Description:** The fighter can create a sound of high power, stunning opponents.

**System:** The fighter must declare one opponent as the target of a Stunning Shout (although the Storyteller could allow minor thugs to be attacked in groups). The victim of the shout must make a resisted roll between the victim's permanent WP Rating and the fighter's permanent WP rating. If the victim wins, there is no effect. If the attacker wins, one of two things happens, depending on whether the opponent has acted in the turn. If the victim has not acted, he loses all move and remaining actions for the turn. If he has acted, each extra success the attacker won the resisted WP roll by subtracting one from the speed of the victim's next maneuver.

**Advantages/Weaknesses:** Stun Wave

**Modifiers:** Cost: 1 Chi, Speed: +2, Damage: none, Move: -2

**Requirements:** Focus 2

**Power Points:** 1

## Suplex

**Type:** Grab

**Tag:** Grab

**Description:** The fighter grabs an opponent, falls backwards, and uses the victim's head to cushion the fall.

**System:** Victims of a suplex suffer a knockdown. the victim lands one hex behind his original position (attacker's choice of which hex).

**Advantages/Weaknesses:** Knockdown, Placement (Victim one hex back)

**Modifiers:** Cost: none, Speed: +0, Damage: +2, Move: One

**Requirements:** Grab 1

**Power Points:** 2

## Tail Sweep

**Type:** Athletics

**Tag:** Athletics, Tail Basic Maneuvers

**Description:** The bestial fighter preforms a spinning sweep, using his tail.

**System:** Anyone in adjacent hexes are struck by the tail and, if damaged, suffer a knockdown, friend and foe alike. This is a crouching maneuver.

**Advantages/Weaknesses:** Surround Pound, Knockdown, Crouching

**Modifiers:** Cost: none, Speed: +0, Damage: +4, Move: none

**Requirements:** upper tail strike

**Power Points:** 2

## Tearing Bite

**Type:** Grab

**Tag:** Athletics + Grab + Basic Bite maneuvers

**Description:** The fighter chomps down on the head/neck, then flips the target over his back.

**System:** After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's Strength -1. Use the animal hybrid (or similar strange background) rating to determine damage in place of the Grab technique.

**Advantages/Weaknesses:** Throw, Backward, X for Damage (AH)

**Modifiers:** Cost: 1 Chi, Speed: +1, Damage: +4, Move: One

**Requirements:** Grab 2, Athletics 2

**Power Points:** 4

## Throw

**Type:** Grab

**Tag:** grab

**Description:** The fighter picks up the opponent or uses his momentum against him to throw him through the air.

**System:** if the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his Strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, Damage: may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (Stamina or Stamina + block). If a character with a Stamina of 4 strikes a character with a Stamina of 3, one dice of damage is inflicted, for example.

**Advantages/Weaknesses:** Throw

**Modifiers:** Cost: none, Speed: -2, Damage: +2, Move: one

**Requirements:** Grab 1

**Power Points:** 1

## Thunder

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps up his opponent and strikes with an Aerial attack.

**System:** this is an Aerial maneuver.

**Advantages/Weaknesses:** Aerial

**Modifiers:** Cost: none, Speed: +0, Damage: +3, Move: -1

**Requirements:** Athletics 1

**Power Points:** 3

## Thunderstrike

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps right up to the victim and strikes with a shoulder, knee, or whatever in an Aerial attack, then continues moving.

**System:** The fighter's opponent must be standing in the same or adjacent hex when the fighter performs this move. The fighter moves into the opponent's hex, rolls damage for the Thunderstrike, and then finishes his movement. Thunderstrike is an aerial maneuver and enables the user to avoid projectile attacks like a Jump.

**Advantages/Weaknesses:** Aerial, Move-Attack-Move

**Modifiers:** Cost: none, Speed: +0, Damage: +3, Move: -2

**Requirements:** Athletics 5, jump, Thunder

**Power Points:** 7

## Thunderclap

**Type:** Focus

**Tag:** Punch + Focus

**Description:** The warrior can slam his hands together and make a wave of thunder.

**System:** The thunderclap inflicts damage upon everyone within three hexes of the character. The damage is equal to Intelligence + Focus -3.

**Advantages/Weaknesses:** Surround Pound, Improved

**Modifiers:** Cost: 1 Chi, Speed: +0, Damage: -3, Move: none

**Requirements:** Focus 3, Punch 1

**Power Points:** 5

## Tiger Knee

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter crouches down then springs up, driving his knee into his opponent.

**System:** The tiger knee will cause a knockdown and damage to an aerial opponent. This is an aerial maneuver that can be used to Jump over projectiles.

**Advantages/Weaknesses:** Knockdown, Aerial

**Modifiers:** Cost: 2 WP, Speed: +2, Damage: +2, Move: +0

**Requirements:** Kick 3, Athletics 2, jump

**Power Points:** 5

## Triple Strike

**Type:** Punch

**Tag:** Punch + Kick

**Description:** The fighter pulls back, then lashes out with two fists and a kick.

**System:** The fighter makes three attacks, and applies damage from the two that score the most damage. The two punches have +0 damage modifier, the Kick has a +1 damage modifier. remember to use the Punch Technique for the punches, and the Kick Technique for the kicks, naturally.

**Advantages/Weaknesses:** Multiple Technique Strike

**Modifiers:** Cost: none, Speed: -2, Damage: see above, Move: none

**Requirements:** Punch 2, Kick 1

**Power Points:** 5

## Thigh Press

**Type:** Grab

**Tag:** Athletics + Grab

**Description:** The fighter catches the head of the victim in his thighs and flips him headfirst into the ground.

**System:** The opponent suffers a knockdown in addition to regular damage. The fighters switch hexes at the end of the move unless they begin in the same hex, in which case the attacker may decide which adjacent hex the victim falls into.

**Advantages/Weaknesses:** Knockdown, Switchup

**Modifiers:** Cost: none, Speed: -1, Damage: +4, Move: One

**Requirements:** Grab 2, Athletics 2

**Power Points:** 3

## Throw

**Type:** Grab

**Tag:** Grab

**Description:** The fighter picks up the opponent or uses his momentum against him to throw him through the air.

**System:** If the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his Strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, Damage: may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (Stamina or Stamina + block). If a character with a Stamina of 4

strikes a character with a Stamina of 3, one dice of damage is inflicted, for example.

**Advantages/Weaknesses:** Throw

**Modifiers:** Cost: none, Speed: -2, Damage: +2, Move: one

**Requirements:** Grab 1

**Power Points:** 1

## Tumbling Attack

**Type:** Athletics

**Tag:** Athletics

**Description:** A rolling attack that can strike a victim over and over if timed correctly.

**System:** The tumbling attack has simultaneous movement and damage tests each time the attacker moves a space. When the fighter rolls into a space with an enemy, he rolls a damage test and pushes the victim back one hex. The attacker moves in a straight line. This is a crouching maneuver.

**Advantages/Weaknesses:** Crouching, Push, Straight line Only

**Modifiers:** Cost: 1 WP, Speed: -1, Damage: -1, movement +0

**Requirements:** Athletics 3

**Power Points:** 4

## Turbo Spinning Clothesline

**Type:** Punch

**Tag:** Punch + Athletics

**Description:** A faster version of the Spinning Clothesline.

**System:** Identical to the Spinning Clothesline, except it is quicker and travels farther.

**Advantages/Weaknesses:** Useless vs. crouching, Surround Pound, Push

**Modifiers:** Cost: 1 WP, Speed: +1, Damage: +0, Move: -1

**Requirements:** Athletics 4, Spinning Clothesline

**Power Points:** 2

## Turn Punch

**Type:** Punch

**Tag:** Punch

**Description:** The longer the fighter waits, the more powerful his Punch becomes.

**System:** The fighter concentrates from 1 to 4 turns. During this concentration, the fighter can use any other maneuvers, but they will all be at -1 speed, Damage: and move. The fighter can stop concentrating at any time, even on the first turn, and make the Turn Punch, which will have the following modifiers depending on how long the fighter waited.

Turn 1 -1 speed, +4 damage

Turn 2 -1 speed, +5 damage

Turn 3 +0 speed, +6 damage

Turn 4 +1 speed, +7 damage

**Advantages/Weaknesses:** Power Up

**Modifiers:** Cost: 1 WP to declare intent to use the Turn Punch, Speed: special, Damage: special, Move: Two

**Requirements:** Punch 4

**Power Points:** 6

## Typhoon Tail

**Type:** Athletics

**Tag:** Athletics + Basic Tail maneuvers

**Description:** The bestial fighter flies across the area, striking with legs and tail repeatedly.

**System:** The fighter begins the Typhoon Tail by moving up to his designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. An opponent in the final hex of movement will be hit by the attacker's knees and take damage at the +5 modifier. The opponent is also knocked back one hex along the fighter's trajectory. At this point, all fighter's in adjacent hexes, including the one just hit, are struck by the spinning tail and are knocked back one hex away from the attacker. The damage modifier for the second attack is +2. Unlike other animal hybrid maneuvers, the Typhoon Tail uses Athletics as the base of damage, not the animal hybrid background.

**Advantages/Weaknesses:** Typhoon Attack

**Modifiers:** Cost: 1 Chi, 1 WP, Speed: -2, Damage: +5/+2 (see above), Move: +1

**Requirements:** jump, tail sweep

**Power Points:** 3

## Upper Tail Strike

**Type:** Athletics

**Tag:** Athletics + Basic Tail Maneuvers

**Description:** The bestial fighter whips his tail around to attack the head of his opponent.

**System:** Airborne or jumping opponents suffer a knockdown if damage is scored. Substitute the Animal Hybrid Background in place of Athletics for damage purposes.

**Advantages/Weaknesses:** Knockdown (aerial), X for Damage (AH)

**Modifiers:** Cost: none, Speed: +0 Damage: +2, Move: +0

**Requirements:** Athletics 3

**Power Points:** 2

## Vacuum

**Type:** Focus

**Tag:** Focus + Elemental (Air)

**Description:** The wielder can temporarily remove all the air from a given area, a very deadly power indeed.

**System:** The user of this power designates one hex as the target hex. Any fighter in that hex must succeed in a Stamina test or be dizzied the following turn. He then suffers damage according to the modifiers below.

Air elementals are unaffected by this power. A target with a higher speed may interrupt and move out of the affected hex before the vacuum forms.

**Advantages/Weaknesses:** Dizzy vs. Stamina, Useless vs. Air Elementals

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: +4, Move: -2

**Requirements:** Focus 3, elemental 4, Air Blast

**Power Points:** 1

## Vertical Rolling Attack

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter leaps into the air in a somersaulting attack.

**System:** This maneuver is almost identical to a Rolling Attack, except that the fighter leaps up into the air instead of forward. The move is good for knocking down high-jumping opponents or for vaulting over fences or onto rooftops. A character using this maneuver can leap four feet into the air for each dot in Athletics. This maneuver causes a Knockdown to aerial

opponents. It counts as an aerial maneuver itself and can be used to avoid projectiles as a Jump.

**Advantages/Weaknesses:** Aerial, Knockdown, Straight Line Only, Bounce, No Dodge

**Modifiers:** Cost: 1 WP, Speed: +0, Damage: +3, Move: +0

**Requirements:** Athletics 3, jump

**Power Points:** 6

## Wall

**Type:** Focus

**Tag:** Focus + Elemental (Earth)

**Description:** The fighter causes a wall of earth to spring forth, hitting or blocking an opponent.

**System:** The elemental selects a hex other than his own and fills it with a wall of earth. The range of this power is Perception + Focus. Anyone in the hex suffers damage as listed below. To pass it, the wall must be circumvented or beaten down. The fighter must be in contact with the earth for this power to work. The wall has a number of Health levels equal to the elemental's Focus Technique, and a Stamina equal to the Elemental Background.

**Advantages/Weaknesses:** Range (Perception +Focus), Wall

**Modifiers:** Cost: none, Speed: -2, Damage: +2, Move: none

**Requirements:** Focus 1, elemental (or other special) background 2

**Power Points:** 3

## Wall Spring

**Type:** Athletics

**Tag:** Athletics

**Description:** The fighter uses wall-bouncing action to add range and height to a jump.

**System:** The fighter can jump normally up to his full move. Additionally, if he aims for a wall, he can bounce off the wall with a good push of the legs and travel another full move plus two hexes away. The fighter must bounce off the wall at the opposite angle he jumped onto it, unless he jumped straight at the wall, in which case he moves straight backward.

Like a regular jump, the spring may be used with any basic Punch or kick. In this case, use the basic maneuver's speed and damage modifiers, but use the Wall Spring's move modifiers. Thi is an aerial maneuver.

**Advantages/Weaknesses:** Acts as Jump, Bounce, Aerial

**Modifiers:** Cost: none, Speed: +2, Damage: none (see above), Move: +0 first jump, +2 off spring

**Requirements:** Athletics 5, jump, Backflip

**Power Points:** 6

## Weight

**Type:** Focus

**Tag:** Focus + Elemental (Earth)

**Description:** The fighter calls upon mystical powers to increase the gravitational pull of a target.

**System:** This is a projectile attack and may be dodged as such. Otherwise, the target will not be able to jump for the following round, and will suffer -2 speed and -2 move. This effect cannot be sustained but may be used successively.

**Advantages/Weaknesses:** Weight, Range Wits + Focus

**Modifiers:** Cost: 1 Chi, Speed: -2, Damage: none, Move: -1

**Requirements:** elemental 4, wall, stone, pit

**Power Points:** 3

## Whirlwind Kick

**Type:** Kick

**Tag:** Kick + Athletics

**Description:** The fighter kicks into a handstand and spins like a top, kicking, upside down!

**System:** The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who Block may continue to Block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Whirlwind Kick. This is an aerial maneuver.

**Advantages/Weaknesses:** Straight-Line Only, Surround Pound, Push, Aerial

**Modifiers:** Cost: 2 WP, Speed: -2, Damage: +0, Move: -1

**Requirements:** Kick 4, Athletics 4

**Power Points:** 5

## Widowmaker

**Type:** Punch

**Tag:** Punch

**Description:** The fighter makes a short jump, and puts everything he has into one devastating punch.

**System:** The fighter may jump up to two hexes toward an opponent before inflicting damage. Any target damaged by the widowmaker suffers a knockdown. Because of the overhand strike involved with this move, a jumping target will not be hit, as the Punch doesn't develop any real force until the swing is completed. The widowmaker is an aerial maneuver and may be used to avoid projectiles.

**Advantages/Weaknesses:** Useless vs. Aerial, Knockdown

**Modifiers:** Cost: none, Speed: -2, Damage: +5, Move: 2 (maximum)

**Requirements:** Punch 3, jump, .

**Power Points:** 1

## Wounded Knee

**Type:** Kick

**Tag:** Kick

**Description:** The fighter kicks the victims femoral nerve in the shin, making it difficult to use the leg.

**System:** If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.

**Advantages/Weaknesses:** Wounded Knee Effect

**Modifiers:** Cost: none, Speed: -2, Damage: +3, Move: -1

**Requirements:** Kick 3

**Power Points:** 4

## Yoga Flame

**Type:** Focus

**Tag:** Focus

**Description:** The character can breathe out a deadly flame.

**System:** The fighter must decide in which direction to breathe the flames. The inferno erupts in a cone-shaped flame that affects one hex adjacent to the fighter and three hexes just behind that. Any character in the spaces or that moves into them until the end of the turn is a victim of a damage test.

**Advantages/Weaknesses:** Projectile (Wave Effect), Range: 3 Hexes

**Modifiers:** Cost: 2 Chi, Speed: -2, Damage: +5, Move: One

**Requirements:** Focus 5, fireball

**Power Points:** 6

## Yoga Teleport

**Type:** Focus

**Tag:** Focus

**Description:** The fighter can disappear and reappear in another location without physically traveling.

**System:** When executing this move, a player simply announces that his character has disappeared. At any point during the rest of the turn, the player can choose to have his character reappear on the map anywhere within his character's Intelligence + Focus in hexes away from his original position.

**Advantages/Weaknesses:** Teleport (limited to Int+Focus)

**Modifiers:** Cost: 2 Chi, Speed: +3, Damage: none, Move: see description

**Requirements:** Focus 5

**Power Points:** 6

# QUESTIONS

**Q: I have more than one Maneuver as Prerequisites for my new Maneuver. Do I get a reduction in Power Point cost for both required Maneuvers?**

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A: A Maneuver only gets a reduction for the Power Point cost of the most expensive of all required Maneuvers (or only one of them if they are equal in Power Point cost). Although this was not mentioned in the rules (by accident), there is an example under Mind Control.

Thanks to Jazzy Jeff (Jeffery Yurkiw) for bringing this question to our attention!

**Q: Looking over the champs damage stuff...why is Strength + Focus for damage +250 points when the benefit 'X For Damage' is only +30? Should Focus for damage be 25 or 30 instead?**

---

A: No. The Strength + Focus for damage is used as in the Stone Maneuver. That is, Strength is used to calculate damage instead of Intelligence (Intelligence being usual Attribute used in most Focus Maneuvers). Because the damage works like Stone, there is normally no damage bonus (although one can be purchased as usual). As most characters in Street Fighter have a high strength as opposed to Intelligence, this is a great advantage for any Focus Maneuver (and some other types of Maneuvers as well). Thus the expensive cost. Of course, the damage rating is most effective when used with a Focus Maneuver.

Thanks to Jazzy Jeff (Jeffery Yurkiw) for bringing this question to our attention!

**Q: X for damage simply allows you to swap one technique or stat for another when calculating damage. Right?... ..and if it only allows you to throw one source of damage (either stat or technique instead of both) then why does it COST 30 points instead of giving points as a disadvantage?**

---

A: Using "X" for damage gives the character one score with a maximum of 8 for damage (if the Maneuver originally had only one score for damage, see below), a much weaker damage rating. To even get a good damage rating with such a Maneuver you would need superhuman scores, not counting other bonuses that the Maneuver might have (which have their own costs). A Maneuver that originally had more than one score for damage (An Attribute + a Technique, for example) can be altered with the "X for damage" Bonus, replacing an Attribute with a damage score of your choice, an advantage to be sure. For example, a Maneuver with a damage of Strength + Punch could be changed to Animal Hybrid Background + Punch. Backgrounds are easier to obtain than Attributes. The "X for damage" Bonus does not make the Maneuver have only one source for damage (as shown above). It merely changes the source of one of the damage scores.

The "X for damage" should be further clarified by the following statement: If a Maneuver has two Attributes for damage, then this Bonus has a cost of 250, instead of 30.

Further clarification....

**Q: I just have another question about creating the maneuver. I didn't really catch how many PP you withdraw for a maneuver that is in the prerequisite (for example, in your site, why does the psycho channeling remove 3 PP and why the shockwave remove 5PP? I mean how are the PP they remove obtained.)**

---

A: Under the "Cost with required Maneuvers" section of Step Seven of creating a Maneuver, it states:

"If your Maneuver has another Maneuver as a Prerequisite, you must subtract it's Final Power Point score from the final Power Point score of

your new Maneuver, unless that maneuver is a Jump or Throw Maneuver. This could make the Maneuver illegal if it lowers it to 0 or below.

If a Maneuver has more than one Prerequisite Maneuver at the final stage of it's Path, the Maneuver only subtracts the Power Point score of the prerequisite Maneuver that has the highest Power Point score."

Each Maneuver that has a prerequisite Maneuver subtracts the prerequisite Maneuver's final Power Point score (after modifiers) that would be paid by an "any" style. For example, Psycho Channeling costs 5 PP for any character in CHAMPS, so it reduces the cost of a Maneuver by 5 PP if it is a prerequisite. Shockwave costs 6 for "any" style, so it reduces the cost of a Maneuver by 6. Your Maneuver was Monkey Grab Punch, which has a cost of 1 PP for an "any" style, so it reduced Dragon Hand by 1 PP.

## Advantages

|                               |                            |
|-------------------------------|----------------------------|
| Ignores Blocks only)          | Free (Grab Maneuvers       |
| Placement (Same Hex End)      | +5                         |
| Placement (Vic. Back 1)       | +5                         |
| Switchup                      | +5                         |
| Knockdown (Aerial)            | +10 (per +1 dam. mod.)     |
| Increased Dam. Per Hex        | +15 (0 or less Move)       |
| Knockdown                     | +15 (per +1 dam. Modifier) |
| Ignores Blocks (Limited)      | +15 (per damage point)     |
| Aerial, No Dodge              | +25                        |
| Altered Damage Tech.          | +25                        |
| Back Attack                   | +25                        |
| Strikes Aerial Opponents      | +25                        |
| Crouching                     | +25                        |
| Surround Pound, Lim.          | +25                        |
| Increased Dam. Per Hex        | +25 per +1 Move            |
| Speed Bonus, Limited          | +30                        |
| X for damage                  | +30                        |
| Ignores High Defenses         | +45 (0 or less dam. mod.)  |
| Aerial                        | +50                        |
| Punch Defense                 | +50                        |
| Surround Pound (non-ranged)   | +50* (see description)     |
| Kick Defense                  | +50                        |
| Throw (backward)              | +50                        |
| Can be used with Rekka Ken    | +50                        |
| Slow Return Attack            | +50                        |
| Throw                         | +60                        |
| Ignores High Defense          | +70 (per damage point)     |
| Avoids Projectiles            | +75                        |
| Aerial (Affects Crouch)       | +75                        |
| Ignores 1/2 Stamina (limited) | +75                        |
| Ignores Blocks                | +75 x dam. point; no Grabs |

|                                  |                         |
|----------------------------------|-------------------------|
| Knockback                        | +80                     |
| Throw (Str + Kick range)         | +80                     |
| Double Hit, Stationary           | +80 (per damage point)  |
| Act as Jump                      | +100                    |
| Ignores 1/2 Stamina              | +100                    |
| Immovable                        | +100                    |
| Invisible Projectile             | +100                    |
| Knockback, Improved              | +100                    |
| Knockback, equal to Dam.         | +100                    |
| Knockdown, Improved              | +100                    |
| Multi-Hit, Limited (x2)          | +100                    |
| Sustained Hold Dizzy             | +100                    |
| Dizzy (In. Combo, 2 Att.)        | +100* (see description) |
| Wall                             | +100                    |
| Knockback, Automatic             | +100 (+25 per hex)      |
| Sustained Hold                   | +100 (Grab maneuvers)   |
| Stun Wave                        | +145                    |
| Numb                             | +150                    |
| Any Path                         | +150                    |
| Move Behind                      | +150                    |
| Multi-Hit (x2)                   | +150                    |
| Requires Blindfight to Interrupt | +150                    |
| Double Block                     | +150                    |
| Difficult Return Attack          | +150                    |
| Dislocates Arm                   | +160                    |
| Missile Reflection               | +170 (physical objects) |
| Ignores Stamina                  | +175                    |
| Beast Roll                       | +175                    |
| Esquives                         | +195                    |
| Substitute Attributes            | +200                    |
| Attack then Back                 | +200                    |
| Increased. Def. vs. Grabs        | +200                    |
| Knockdown Resistant              | +200                    |
| Sustained Hold (non-Grab Man.)   | +200                    |
| Traveling Slam                   | +200                    |

|                           |                           |
|---------------------------|---------------------------|
| Typhoon Attack            | +200                      |
| Wounded Knee Effect       | +200                      |
| Dizzy (In. Combo, 3 Att.) | +200                      |
| Freeze                    | +230                      |
| Armor Piercing            | +250                      |
| Bounce                    | +250                      |
| Dizzy vs. Stamina         | +250                      |
| Disabling Attack          | +250                      |
| Grab: Ad. Hex Attack      | +250                      |
| Invincibility, Limited    | +250                      |
| Hold                      | +250                      |
| Surround Pound (ranged)   | +250                      |
| Ignores Jump Defense      | +250                      |
| Multi-Hit (x2)            | +250 (+6 or +7 dam. mod.) |
| Weakened Soak (Stamina)   | +265                      |
| Healing                   | +300                      |
| Psychic Rage              | +300                      |
| Psycho Crusher            | +300                      |
| Rekka Ken Effect          | +300                      |
| Knockback, Dam. Trans.    | +300                      |
| Displacement Effect       | +320                      |
| Invincibility, Physical   | +330 (no damage Man.)     |
| Charm                     | +330                      |
| Shockwave Effect          | +330                      |
| Acid Attack               | +340                      |
| Repeating Projectile      | +350                      |
| Cause Mystic Fear         | +355                      |
| Projectile (Wave)         | +380                      |
| Charm (Dizzy Effect)      | +385                      |
| Envelop                   | +385                      |
| Power Up                  | +400                      |
| Push                      | +400                      |
| Weight                    | +400                      |
| Destroy Body              | +400                      |

|                            |                          |
|----------------------------|--------------------------|
| Levitate                   | +420                     |
| Psychic Vise               | +450                     |
| Teleport (Int+Focus range) | +450                     |
| Multiple Tech. Strike      | +450                     |
| Blind, One Turn            | +480                     |
| Double Dread Attack        | +480                     |
| Multi-Hit (x3)             | +500                     |
| Pit                        | +500                     |
| Rising Storm Crow Effect   | +500                     |
| Surround Pound, Imp.       | +500                     |
| Teleport (unlimited Range) | +500                     |
| Invincibility, Physical    | +500 (dam.-causing Man.) |
| Dim Mak Effect             | +500                     |
| Move, Attack, Move         | +500                     |
| Missile Reflection         | +500 (any object)        |
| Blind                      | +555                     |
| Mind Control               | +900                     |

## Drawbacks

|                                                |     |
|------------------------------------------------|-----|
| Starting Position Limitation                   | -2  |
| Must Enter Hex                                 | -5  |
| No Combo (Dizzy Damage)                        | -10 |
| Throw Limitation (Direction)                   | -10 |
| No Combo                                       | -15 |
| Dishonorable                                   | -20 |
| Inglorious                                     | -20 |
| Specific Attack (Dizzied/Knocked Down)         | -20 |
| Easier to Soak                                 | -25 |
| Knockdown (Self if damage scored)              | -25 |
| One Strike vs. Crouching                       | -25 |
| Weakened Sustained Hold Damage                 | -30 |
| Aerial Dodge Limitation (No Projectile Avoid.) | -40 |
| Aerial Dodge Limitation                        | -50 |
| Must Strike Last                               | -50 |
| One Strike vs. Aerial                          | -50 |

|                            |                        |
|----------------------------|------------------------|
| Specific Attack (Aerial)   | -50                    |
| Straight Line Only         | -50                    |
| Useless vs. Crouching      | -50                    |
| Useless vs. Elementals     | -50                    |
| Knockdown (Self)           | -50                    |
| Best Hit Only              | -70                    |
| Easier return Attack       | -75                    |
| Dizzy (No Damage)          | -100                   |
| Ending Position Limitation | -100                   |
| Useless vs. Aerial         | -200                   |
| Useless Bonus vs. Blocking | -25% (see description) |
| Required Action            | -25% (see description) |

## New Maneuver Worksheet

|                      |  |
|----------------------|--|
| <b>Maneuver Name</b> |  |
| <b>Concept</b>       |  |

|                      |  |
|----------------------|--|
| <b>Maneuver Type</b> |  |
|----------------------|--|

|                      |  |
|----------------------|--|
| <b>Prerequisites</b> |  |
|----------------------|--|

Note that Technique/Background and Attribute requirements have different amounts.

|             |  |
|-------------|--|
| <b>Path</b> |  |
|-------------|--|

|                                        |  |
|----------------------------------------|--|
| <b>Prerequisite Construction point</b> |  |
|----------------------------------------|--|

|                |  |                           |
|----------------|--|---------------------------|
| <b>Speed</b>   |  | Construction point Total: |
| <b>Damage</b>  |  | Construction point Total: |
| <b>Move</b>    |  | Construction point Total: |
| <b>Ranged?</b> |  | Construction point Total: |

|                      |  |
|----------------------|--|
| <b>Special Notes</b> |  |
|----------------------|--|

Make sure to check for Doubling Effect and Perfect Maneuver Modifier (page 7)

|                                                 |  |
|-------------------------------------------------|--|
| <b>Damage Power Point Requirement (Page 7).</b> |  |
|-------------------------------------------------|--|

|                                |  |
|--------------------------------|--|
| <b>Chi and Willpower Costs</b> |  |
|--------------------------------|--|

|                                                                   |  |
|-------------------------------------------------------------------|--|
| <b>Chi and Willpower requirements construction point modifier</b> |  |
|-------------------------------------------------------------------|--|

**Bonuses and Weaknesses**

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |

|                                                                        |  |
|------------------------------------------------------------------------|--|
| <b>Total Construction Points (-2 each required Maneuver from Path)</b> |  |
|------------------------------------------------------------------------|--|

|                                                                          |  |
|--------------------------------------------------------------------------|--|
| <b>Basic Power point Total (Total C. Points / 50, rounding normally)</b> |  |
|--------------------------------------------------------------------------|--|

|                                                    |  |
|----------------------------------------------------|--|
| <b>Special power Point Modifiers (see page 24)</b> |  |
|----------------------------------------------------|--|

|                                |  |
|--------------------------------|--|
| <b>Final Power point Total</b> |  |
|--------------------------------|--|

|                |  |
|----------------|--|
| <b>Version</b> |  |
|----------------|--|

Tag

## New Maneuver Worksheet

|               |                                                                         |
|---------------|-------------------------------------------------------------------------|
| Maneuver Name | <i>Neck strike</i>                                                      |
| Concept       | <i>Attacker strikes his opponent's neck with the end of his fingers</i> |

|               |              |
|---------------|--------------|
| Maneuver Type | <i>Punch</i> |
|---------------|--------------|

|               |                                                   |
|---------------|---------------------------------------------------|
| Prerequisites | <i>Punch ●●●, Shikan - Ken/Ninja Knuckle Fist</i> |
|---------------|---------------------------------------------------|

Note that Technique/Background and Attribute requirements have different amounts.

|      |                                                                    |
|------|--------------------------------------------------------------------|
| Path | <i>Punch ●●, then shikan-ken, then Punch ●●●, then neck strike</i> |
|------|--------------------------------------------------------------------|

|                                 |            |
|---------------------------------|------------|
| Prerequisite Construction point | <i>-30</i> |
|---------------------------------|------------|

|         |           |                                      |
|---------|-----------|--------------------------------------|
| Speed   | <i>+1</i> | Construction point Total: <i>+50</i> |
| Damage  | <i>+2</i> | Construction point Total: <i>+75</i> |
| Move    | <i>+1</i> | Construction point Total: <i>+25</i> |
| Ranged? | <i>NO</i> | Construction point Total: <i>0</i>   |

|               |                                                         |
|---------------|---------------------------------------------------------|
| Special Notes | <i>+150 points due to the perfect maneuver modifier</i> |
|---------------|---------------------------------------------------------|

Make sure to check for Doubling Effect and Perfect Maneuver Modifier (page 7)

|                                          |                         |
|------------------------------------------|-------------------------|
| Damage Power Point Requirement (Page 7). | <i>2-4 Power Points</i> |
|------------------------------------------|-------------------------|

|                         |             |
|-------------------------|-------------|
| Chi and Willpower Costs | <i>NONE</i> |
|-------------------------|-------------|

|                                                            |             |
|------------------------------------------------------------|-------------|
| Chi and Willpower requirements construction point modifier | <i>NONE</i> |
|------------------------------------------------------------|-------------|

|                                     |  |
|-------------------------------------|--|
| Bonuses and Weaknesses              |  |
| <i>Weakened soak (stamina) +265</i> |  |
| <i>Useless vs. aerial -200</i>      |  |
|                                     |  |
|                                     |  |

|                                                                 |            |
|-----------------------------------------------------------------|------------|
| Total Construction Points (-2 each required Maneuver from Path) | <i>325</i> |
|-----------------------------------------------------------------|------------|

|                                                                   |                |
|-------------------------------------------------------------------|----------------|
| Basic Power point Total (Total C. Points / 50, rounding normally) | <i>6.5 (7)</i> |
|-------------------------------------------------------------------|----------------|

|                                             |           |
|---------------------------------------------|-----------|
| Special power Point Modifiers (see page 24) | <i>-3</i> |
|---------------------------------------------|-----------|

|                         |           |
|-------------------------|-----------|
| Final Power point Total | <i>+4</i> |
|-------------------------|-----------|

|         |                |
|---------|----------------|
| Version | <i>Scott's</i> |
|---------|----------------|

Tag

*Punch*