What is it?

This is a system provided for players to design there own or modify existing martial art maneuvers. Players must always consult Game Masters before modifying or purchasing any custom maneuver. This plug-in will attempt to cover all possible types of HTH and melee combat but every case and nuance can not be addressed without writing a novel. Many of the pre-made maneuvers have been created by STUDiO187 and probably don't exist but do reflect the concept of the art it's self. As this is a free download we cannot take the time to do a modern martial art system complete with all the maneuvers it has. As there are over 300 schools of Wushu in China alone, each with their own nuances. However, this system should provide you with everything you need to develop a martial art intensive environment. At the end of this plug-in we list several links to credible and well-detailed martial art sights, should your gaming needs require more information. This system has been devised to accommodate and readily adapt new martial art information into the Fuzion system. So, even if you have developed your own new martial arts or if you have a character that wishes to do so, this is the system for you. Especially if you have recently downloaded Atomic Aliens and you wish to create an alien martial art.

This system brings to mind Chinese martial art movies, arcade video games and Japanese anime. It is great for simulating those conditions but can also accurately simulate real life martial arts. It is also very good for developing the combat of the European fighters. English Knights were trained extensively with their weapon skills and would have naturally developed hand to hand skills during their life times. These maneuvers would not be quite as fancy, nor would they have as many as their Asian counter parts but would none the less be very effective.

With this in mind, be careful not to put together modifiers that conflict with each other. One example might be *throw* and *grounding*. A thrown target is automatically grounded. Also, players are not allowed to build frivolous maneuvers by using loopholes. Most importantly, a maneuver must use all of its parts or none at all. Thus, if a maneuver has *kip-up* then it can only be performed by a grounded player. This is with the exception of the optional modifier. Players must also create a name and describe how the maneuver works. Thus, the player has to choose which part of the

body or weapon is doing the effect. A Jump Kick would naturally indicate that the player is to deliver damage with his foot and thus, must have both legs in working order to perform this maneuver.

When using this system you must accept it as a whole. Anytime a conflict occurs with the main rules, default to the Fists of FUZION.

In this plug-in you will find two terms that reoccur. These terms are "player" and "target". The "player" is the person who is performing the action to be described. The "target" is the other guy.

What belt are ya?

Well, maybe your character doesn't have a belt. Perhaps he's just a guy who can fight; a Street Fighter. Perhaps he's a super guy who's been kicking super villain ass so long that he's developed his own makeshift form. But, more then likely, he has had some formal training. You should choose a type of martial art either from the form lists at the end of this plug-in, use another one you know of or you can even make one up. It doesn't really matter how you do it but you should have a good idea of what the art is about and how it is constructed. That way you will be able to stay feasible and consistent. Plus, it's fun to be able to say "I'm a 3rd degree black sash of Tiger Claw Wushu." It sort of puts the fear in hearts of the standard lackey.

It's not really important what belt (or sash in Chinese arts) someone is for most purposes. A belt is just a measure of how much of a schools program you have learned and does not necessarily reflect your level or how good you are. A high level belt/sash, like black, would be about 6th level. A black belt could easily be 5th or 7th level as well, depending on the school, the instructor and the student. As a standard, use 6th level as black belt/sash, 7th level for an instructor and 8th level as a master. A Grand Master would be 10th.To switch from one art to another usually only involves new maneuvers not necessarily more levels.

Many martial arts have sub forms, which are always fun to play around with. These forms can include such things as animal, drunken and elemental. These forms are designed to imitate the traits of their name. Thus a drunken form will make the artist look as though he is drunk. Animal forms cause the player move and fight in ways that resemble the animal for which the form is named. As is seen in snake style, the artist keeps a low stance weaving from side to side with his hands bobbing like the head of a serpent. Attacks being delivered from the snake shaped fist of the artist with lighting speed.

Weapons are also **very** common in martial arts. They are incorporated as extensions of the body. An artist who is proficient with a weapon will move as though he is one with the weapon. So, with this system you can add melee weapons, ranged weapons and even powers to martial art maneuvers.

When choosing a martial art the player must envision what type of character he is playing and match an art to this character. Thus, a *brick* would not be a very likely candidate for Snake Style Wushu. As a cat burglar would not make the best Sambo Wrestler.

A player can have more then one style and can use any maneuver he has purchased. Every maneuver you purchase will work off of the Martial Arts skill. Try not to spread too thin on types of martial arts. You should have at least 10 maneuvers for an art before you switch to another art.

So what do I roll?

All maneuvers will be based on the players Martial Art Level + Maneuver Modifiers + Statistic + die roll verses the targets Martial Art Level + Maneuver Modifiers + Statistic + die roll. Unlike standard Fuzion, in FOF the opponents make one roll each and compare those numbers. The winner's maneuver is successful. The statistic you will use is determined by the maneuver. If the maneuver effects the target in any way then it will be based on reflexes. Otherwise, it is based on Dexterity. If a player is fighting three opponents and his maneuver only effects one target he will receive his standard evasion against the other two. Thus, his maneuver would be normal against the first target. Or the player can declare a full dodge. This means he

would get his dexterity + Martial Arts level + 2 + d10 (or 3d6) against all targets. If both opponents attack each other then the winner of the roll-off is the one to land his blow. If a tie results, then both opponents hit.

OK then, let's get to it already!

Basic Modifiers	Cost
Strike	+4, +6
Defense	+4, +6
Grapple	+4, +6

Advanced Modifiers	Optional	Cost
Aerial	+1	+2
Abort	+1	+2
Area	No	+2 per
Damage	No	-2
Dislocating	No	+4
Disarm	No	+3
Draw	No	+4
Effect	No	+1,+2
Escape	No	+2
Feint	+1	+1
Flash	No	+3
Follow	No	-1,-2
Ground	+1	+2
Grounded	No	-2
Grounding	+1	+2
Hold 2	+1	+2
Hold 3	+1	+3
Killing	No	+4
Knock Back (KB)	+1	-1,+2
Multiple	+1	+3 per
Off-Hand	free	+1
Prop	No	-1
Rear	+1	+1
Re-Route	No	+3
Roll	No	-2
Specific	No	-1
Stance	No	-1,+1
Standing	+1	+3
Statistic Modifier	No	±1 per
Stunning	No	-2
Throw	No	+3
Vital	No	+4
Weapon / Power	No	+1,+2

When designing a maneuver the player must decide if it is going to be a defense, a grapple or a strike. These are the three basic maneuvers of martial arts and everything else is a modifier of one of these three. If the maneuver is an attack then it is assumed that the player will affect his opponent adversely on a successful roll. If the maneuver is a defense, then it is assumed that the player wishes to counteract an attack. Thus, if both opponents declare a defensive maneuver then nothing will happen that phase. Any maneuver containing a defense portion is considered a defense. The three basic maneuvers are always free. Anyone who has a martial arts level of at least 1 can perform these three things. Any character in Night City better have at least 3 levels of martial arts or he's a walking dead man. Even if it's street fighting, bar brawling, boxing or whatever you want to call it.

When placing a basic modifier into a maneuver the first one is always free and every maneuver must have at least one. For an additional basic modifier it will cost 4 points. If you wish to have the option of using the different basic modifiers on separate targets, it will cost you 6 points. This will be indicated with a (M) in the maneuver. If a player puts a Strike and a Defense in the same maneuver it is assumed that the defense always goes first. This protects the player while he is delivering his blow. When placing a Grapple and a Strike in the same maneuver, the Grapple should always go first. This allows the player to deliver a better hit. And, when placing a Defense and a Grapple in the same maneuver, the Defense will go first to allow a better grab. Simply put: Defense always goes first and Strike always goes last. Here are the three examples: [Defense/Strike] [Defense/Grapple] [Grapple/Strike]. For the maneuver one roll is made and if the player is successful all portions of the maneuver are applied. If the player is able to use the maneuver on several different targets then he will have to compare his result to each opponent's roll (each target and the player only roll the dice once). Those who obtain successes will gain their desired effect. Thus, the player could dodge one guy but get hit by another.

By placing more than one basic modifier in a maneuver, the player will be able to make multiple effects in a phase. Each basic portion of the maneuver must be used on the same target unless purchased otherwise. Each advanced modifier must be purchased for each basic maneuver. This can be tricky, in that, a Strike: x2 KB / Strike would be kind of stupid. The target would be

heading across the room before the second hit landed. A better way would be Strike / Strike: x2 KB so that the second hit would send him flying not the first one. If the player purchases the second Basic Modifier at the +6 (M) cost he may effect any target within his range by either or both portions of the maneuver. Thus, he could block one person and hit another or block and hit the same target.

Strike
This is an attack delivered to the target with a body part or a weapon. This modifier automatically causes the player to deliver damage equal to the player's strength in dice in to the target unless modified otherwise.

Defense
With this modifier the maneuver allows the player to avoid 100% of the intended damage. The damage is misdirected, stopped or completely avoided. Performing a defense has several inherent advantages but you must first choose which type of defense you are doing to determine the modifiers you will receive. There are 4 different types to choose from and they are Block, Dodge, Evasion and Parry. Their descriptions and modifiers are listed below. Another benefit to performing a defensive maneuver is that there is no endurance cost unless the maneuver involves an effect to the target (like damage or throw). For defense maneuvers, as opposed to a standard evade, ties do not go to the defender, they indicate a non-result (no one's maneuver works).

> **Block:** This is an interception using a body part to stop or change the movement of an opponents attacking body part. Blocks are fairly easy to perform so they receive +1 to AV. They also set off an opponent's predicted movement so you will also receive +2 to initiative the next phase if the block is successfully pulled off. If a block is used against a weapon the player will lose the bonus to AV.

> **Dodge:** To perform a dodge, the player must move at least one hex in any direction except the hex occupied by the attacker. If the player has movement left he can use as much of it as he wants or if he has *Aerial* attached to the maneuver he may move up to his entire jump. If the player declares a jump he may even move over the target. If the player has no movement left he may move one hex away from the attacker. The player's movement will give him +3 AV verses the number of targets

the maneuver can account for. Or, it can add +2 to Evasion for all attacks against the player. The maneuver may not include advanced modifiers that directly effect a target. So throw, grounding and holds are out of the question. You cannot add a second portion to the maneuver, like a Grab or a Strike. A dodge is meant to get the player clean out of harms way.

Evasion: This type of defense is very subtle. It indicates a slight sidestep, a duck, a jump, bob or weave. If successfully pulled off the player will receive a +2 to AV and +1 to Initiative in the next phase due to the positioning of the player.

Parry: This defense is the same, as block but requires the use of a weapon (the bonus is not lost if used against another weapon).

Roll: This modifier causes the player to take half damage from an attack in addition to all other damaging effects. This includes normal damage, killing damage and flash effects. Grounding, x2 KB, holds, dislocation and throws are normal. Unlike other defense maneuvers, the player allows the target to strike him and rolls with the blow. This is perhaps the easiest type of defense to perform so the player will receive +3 AV.

Grapple
The effect of this modifier is a Hold I and on a successful roll the player will gain the advantages therein. The player can use this as a defense or an attack. As a defense, he will not be able to dodge, block or parry; his defense will be the grab, like grabbing the hand of an opponent with a sword. Remember, if used as a defense it is subject to defense rules. As an attack there is no damage delivered (unless modified to do so) just the hold and the maneuver is treated as an attack. If the player has a follow-grapple maneuver it will work even if he has had the target in a hold for 10 rounds, because last round he had him in a grapple. Once the player establish a grapple on a target he does not need to roll each phase to keep him in it, unless the target tries to escape. If the target tries to escape then the player will have to make a maintain roll. The advantage here is that it will not cost the player a phase to maintain the hold but it does cost the target a phase to attempt an escape. To escape, the target declares that he is trying to do so. The player and the target roll off, the higher roll wins. This is Dexterity + Martial Arts verse Dexterity + Martial Arts roll. Remember to give the

player any reflex benefits he received from the initial maneuver. If the target wins, he is free. In this case, if the player lost initiative then he would lose his action but if he had won initiative his action would have gone before the escape attempt.

Except as noted, the target can do anything he wants except move away from the player. Thus, if he wishes to punch the player in the head, all he has to do is accept the modifier and then go to it. However, throwing the player any distance would be out of the question. If the target wants to move somewhere other then where the player wants him to go, then you must compare strengths. The character with the highest strength may control the direction and velocity of movement up to a distance equal to his the difference of the opponent's strengths and only up to his move.

If the player has a 6 strength and a 3 move and his opponent has a 2 strength the player could move 3 (or 4 if his move was a 4 or better).

See **Holds** for more information on specific holding modifiers.

Defense / Strike
This can be simulated several ways. It could be a punch that intercepts an attack and continues on into the target. It could be a block done with such force as to damage the striking appendage. In this case the player will not receive a modifier to hit the striking appendage. Another example is when the player blocks with one arm while simultaneously striking with the other.

Defense / Grab
This is a defense that turns into a grapple. It could be a side step into an arm lock or maybe a block that follows through with a hold. Again, in this example the player needs not aim at the striking appendage.

Grab / Strike
Quite popular amongst all fighters, this type of maneuver allows the player to grab his opponent and then strike him. This can be simulated as a grab punch, a grab arm break or maybe a tackle.

Strike / Strike
This is another common combination. It is most commonly used to simulate attacks against two opponents. A double strike to a single opponent is better simulated as a bonus to damage

Defense / Defense

Not too commonly done, this setup is only useful against multiple opponents so the player must purchase the second defense at 6 points. It will allow him to make two separate defenses, one against each opponent. He still only makes one roll.

Grapple / Grapple

Again this is not a very common combination and must be used against two separate opponents. At the successful completion of the maneuver the player will have both targets grappled.

Common Hand Strikes	
Phoenix Eye Fist	A fist with the middle finger's second knuckle protruding as the striking point.
Palm Strike	All fingers pointing straight with either the bottom or the outer edge of the palm as the striking surface.
Finger Tip	All fingers pointing straight with the fingertips as the striking surface.
Leopard Fist	This is much like a standard fist with only the first two digits bent.
Claw Hand	All fingers bent in a clawing shape using the finger tips and nails to deliver damage.
Hammer Fist	Using a standard fist the bottom or the top of the fist is used to deliver damage.
Chop	All fingers pointing straight using either side of the hand as the striking surface.
Common Foot Strikes	
Push / Side Kick	Lifting at the knee and the pushing out to the side striking with the heel.
Crescent Kick	This is a circular kick where the leg completes a circle in front of the player striking the target with the side of the foot.
Axe Kick	The artist circles his leg up and strikes the target from above with the back of his foot.
Hook Kick	The player circles his leg around and at the apex of his circle he bends at the knee and strikes with the back of his foot.
Roundhouse	Lifting at the knee, the player will turn the hip over and snap the top of the foot into the target.
Snap Kick	Lifting the knee, the player then snaps the top of the foot into the target.
Sweep	By lowering the body and arcing the leg across to knock the players legs out from under him.

ADVANCED MODIFIER DESCRIPTIONS

These are modifiers that enhance basic modifiers. These cannot be added to a maneuver unless a basic modifier has already been purchased. Thus, a striking disarm would assume that the player struck the weapon hand causing the target's weapon to go flying. A defense disarm would do the same thing but would also receive the parry bonus. A successful grapple with this maneuver would avoid any damage from the target and remove the target's weapon to the player's hand or place the target in a hold I position causing the target to drop his weapon. The optional cost allows the player the option of not using this portion of the maneuver. In the same token, the player doesn't need the condition to exist to perform the maneuver. An optional modifier will be indicated by an (O) symbol.

If *Standing* is placed in a maneuver then the player must be grounded to perform the maneuver. If the *Standing* portion is optioned (O) then the player can perform that maneuver weather he is grounded or not.

Abort

With this modifier, the maneuver can be defaulted to as a backup for another maneuver. The player must link the abort to a basic modifier (strike, defense or grapple). Aborts also follow the order of initiative. So, if the player wins initiative and the target uses an abort maneuver, then he will also have a chance to abort as well.

Basic Requirements: Any

Aerial

This modifier allows the character to perform an acrobatic stunt during the maneuver. This will allow the player to add up to his leap in distance to the maneuver. This movement may occur before, after or during the effect. Thus, he could flip over the target and land with a kick to the targets back. The target will be at a rear facing minus, while the player will strike normally. Or the player could kick the target as he does a back flip. This would place the player up to his leap in distance away, before the target could respond. Aerial doubles the endurance usage for the maneuver.

Basic Requirements: Any

Area

Some maneuvers automatically effect certain areas of the body. The advantage to this modifier is that the player does not need to aim to deliver the attack, but

the attack must always go to that area. The cost for this modifier is 2 points per minus to hit that area.

Basic Requirements: Strike or Grapple

Damage
By adding this modifier to a maneuver the player will only do half damage. The strength will remain the same for purposes of KB, only the actual damage amount will be halved.

Basic Requirements: Strike

Dislocating
This modifier will allow the player to disable a limb by dislocating it. The target will not be able to use the limb until it has been reset. In addition, the target will be at a –2 AV due to his unbalanced motion. If the target has First Aid level of at least 3 or has a dislocating maneuver of his own he can take 1 phase and reset it. For that phase he can do nothing else and for the next phase he will be stunned due to the pain.

Basic Requirements: Strike or Grapple

Disarm
If added to a strike, the player will strike the hand of the weapon and send it flying in addition to doing strength dice in damage. If added to a defense, the player will use a strategic block to send the target's weapon flying. If this is added to a grapple and the player specifies weapon, he will not only remove the weapon from the target but will gain the weapon for his use. If the player does not specify, the weapon will drop in the hex and the target will be placed into a *hold 1*. If a weapon is securely attached to a body part, this maneuver will not work. If the weapon is attached in manner easily broken, the GM may assign an additional difficulty to the success roll.

Basic Requirements: Any

Draw
This modifier is a very complicated addition to any maneuver. It can take years to perfect so the cost is not always worth the benefit. In combat, however, it can win the battle or save the player's life. It is a very decisive modifier and makes an awesome addition to anyone's arsenal of maneuvers.

Basic Requirements: Weapon

Effect
This will allow a player apply damage as per a special effect. It will do no extra damage but may have an effect on certain types of creatures. If the player delivered a fire effect punch to a Vampire or Zombie it would do non-regenerating damage to him. This is an optional modifier and is subject to campaign and game master consideration. The cheaper cost is for players who already possess a power with the desired effect.

Basic Requirements: A damaging maneuver.

Escape
This modifier is used to counteract a grappling maneuver. It indicates that the player is trained to reposition himself or to use leverage to enhance his potential for escape. When the player uses this modifier he will gain a +3 to his skill roll to break a hold.

Basic Requirements: Grapple

Feint
When added to a maneuver it will allow the player to declare the attack but not follow through with it. This will be an honesty issue so, no lying ladies and gentlemen. The maneuver can still be used as normal so the player must decide beforehand weather he is going to follow through or not. The opponents will roll normally and if the player is successful then next phase he will receive +2 to his AV and +1 to initiative plus any modifiers from the next maneuver he chooses.

Basic Requirements: Strike or Grapple

Flash
Works much like the power but is an existing element in martial arts today. This is an attack that effects one sense group as opposed to delivering damage. A successful roll will disable the target's sensory group for the number of phases indicated. The modifiers are listed in the powers plug-in at this sight. Or, you may use the base fusion rules. When placing flash in a maneuver the designer must indicate which sensory group he is effecting. This can not be added to a power or ranged weapon (use the modifier *Power* for that). If added to strike, no damage is delivered only the effect of the flash. There are no changes for a grapple. To use flash you must aim at a vital area or purchase vital in the maneuver. This could be the eyes, ears or even a nerve cluster. When designing the maneuver, the player should specify which one the maneuver will always effect. Examples would be an eye rake, ear pop or nerve strike. A nerve strike will disable a limb for the indicated amount of time. If the neck is chosen then the

target will become grounded and may only make standard evades until the effects wear off.

Basic Requirements: Strike or Grapple

Follow

This modifier is used to string maneuvers together. By placing this modifier in a maneuver the player specifies a successful basic or advanced modifier that needs to be successful in a previous phase for this maneuver to be performed. Advanced modifiers and maneuvers are worth two point's retribution because there are more of them to occur. Basic modifiers are only worth 1 point of retribution because there are only three of them and every maneuver must contain at lease one of these modifiers. The modifier can also be specified to follow a target's successful maneuver.

Basic Requirements: Any previous maneuver, basic or advanced modifier.

Ground Fighting

Man was designed to fight on his feet. But, he has learned to overcome and even excel in this adversity. Ground fighting techniques were developed to overcome this adversity, but a player must be trained to be able to reap these fighting advancements. Most grapple heavy arts rely on ground fighting techniques. A player who is grounded is at a -2 to initiative, AV and EV. Listed below are the three basic ground fighting modifiers. Also check out standing as a potential addition to your ground fighting arsenal.

> **Ground:** This modifier allows the player to perform the maneuver without suffering any grounded modifiers. The player however will remain grounded.
>
> Basic Requirements: Any
>
> **Grounding:** Designed to unbalance and topple a target off of his feet. At the end of the successful maneuver the target winds up in a grounded position.
>
> Basic Requirements: Strike or Grapple
>
> **Grounded:** Using this modifier the player will leave his feet to complete the maneuver regardless of success. At the end of the maneuver the player winds up in a grounded position.
>
> Basic Requirements: Any

Holds

Holds cover all forms of grappling, grabbing, holding and restraining. Thus, a maneuver must have grappling included in it to perform any restriction. If a restriction is obtained, the modifiers apply until the player is stunned, knocked out, let's go or the defender breaks free.

If the player wishes to grapple a certain area then he must assume the minus to his AV to do so. Thus, if the player were trying to perform an arm lock he would assume a -1 to AV to grab the arm. Once a limb has been held however, the player will no longer receive a minus to hit that area.

If the player had a target in a headlock, he could then pound on the target's face all day without an aim modifier for the head.

> **Hold 1:** This is a basic grab. There is no special maneuvering or holding location. On a success roll the target gains -2 to martial arts AV rolls against the player. In addition, he will be at a minus equal to the amount of strength the player has above him to all evade rolls. If the target's strength is equal to or higher then the player's strength, he will receive no minus for movement.
>
> **Hold 2:** This is a hold or a pin. It places the target in a venerable position by snaring the target's limb(s). The player will entangle and temporarily disable the target's limb(s). The player can disable as many limbs as he sacrifices himself. On a success roll the target gains -3 to martial arts AV. In addition, he will be at a minus equal to the amount of strength the player has above him to his evade rolls. If the target's strength is equal to or higher then the player's strength he will receive no minus for movement.
>
> **Hold 3:** This is lock. The player maneuvers a target's limb(s) into a very painful position so that a nerve is pressed against a joint. This causes the target to abide by the player's discretion or suffer the consequences. On a success roll the target gains -5 to martial arts AV. Treat this as you would a *hold II* for all other aspects of the maneuver. If the target wishes to escape by pure strength alone, he will receive killing damage equal to the player's martial arts level but will be free. In most cases this will snap the limb of the target, rendering it useless. Remember that the limb will only take

as much damage as it has to offer.

Choking: If you place a hold on the targets neck and your strength is greater then half of the targets constitution then the target will lose 1 point of body and have a -1 AV every other phase until the player releases or is forced to release the target. If the target goes below the inverse of his constitution he is dead. Otherwise, he will regain 1 point of body and AV every other phase after being released. If he goes to or below a 0 body he will become unconscious and will half the recovery rate (unless it's a Mook). This is not power drain so power defense will not help the target. If, by chance, the target does not need to breathe or has rigid armor around the neck, this can not be done to him.

Wrestling: Things get tricky when two individuals try to grapple each other. Just remember that you must always keep track of all modifiers. If the player has the target in a Hold II and is trying to knee the target while the target has the player in a Hold I then you must account for all of the modifiers. Thus the player will be at a -2 against the target and the target will be at a -4 to defend against the player.

Basic Requirements: Grapple

Killing
This modifier creates a deadly maneuver. It must be targeted at a specific area like the throat or the elbow. It does not necessarily deliver a killing blow but is generally used to disable an opponent. Like breaking an arm or busting ribs. The player will thus suffer an aim penalty. If the player builds an *Area* into the maneuver he must always strike that area but if he does not add that modifier he may aim at any area. Remember that when attacking a limb, the target can never take more killing damage then a limb has to offer. He will, however, still take all the stun that the original KD would have done.

See *Hit 'Im Where it Counts* in the **In Addition** section for more info on killing attacks.

Basic Requirements: Strike

Knock Back (KB)
Using this modifier the player channels more force into shoving instead of damage to increase the distance of knock back. Or, the modifier can be used to deliver only force causing no knock back. Basically you can cause no KB or x2 KB. If the target is in a hold no knock back occurs unless the player lets the target go. Can not be added to a power or ranged weapon.

Basic Requirements: Strike

Multiple
By adding this modifier the player may play the modified Basic Maneuver and all of its advanced attachments against more than one target without suffering any other modifiers. You can only add up to two extra targets per basic maneuver. If you are building a dual Basic Maneuver and wish to use both Basic sections on more then one target, you must buy multiple for each basic section.

To have a defense that would protect against two people along with a strike that would ground them you would build it in this fashion [Defense: Multiple +1 / Strike: Grounding / Multiple +1].

See **Which Multiple is Multiple** in the **In Addition** section for more detail on multiple maneuvers.

Basic Requirements: Strike or Defense

Off-Hand
This modifier allows a player to perform a maneuver with his offhand without a modifier. This is mainly used for weapon maneuvers being that a GM doesn't generally enforce offhand modifiers with punching. This modifier is automatically optional.

Basic Requirements: Any

Prop
This modifier would require that the player have a certain object to perform his maneuver. The *Prop* will not cause the effect but will allow the player to pull off the maneuver.

Vaulting Staff Kick (Strike: +3 St + Prop - Staff). The player uses his staff to vault himself at the target to deliver damage.

Basic Requirements: Any

Re-Route
Used against weapons, this modifier causes an attacking target to strike himself or another target in an adjacent hex with his attack.

Basic Requirements: Defense (Block or Parry) or Grapple verses a weapon attack.

Specific
This modifier causes the player to rely on the target's maneuver to use his. The player must specify which body part the target must use or at which height the attack must come from for the player to get his modifier. If the player is correct he will receive +2 to his AV. If he is wrong he will receive –2 to his AV and will lose the second half of the maneuver if there is one. This modifier can be used against grapples but cannot be used to escape from an established grapple. This is another modifier that will require honesty from the players.

A duck will only work well if the target swings high.

A kick reversal [Defense: Specific - Kick / Strike: Throw] used against a punch would receive a -2 for the block and the player would lose the Strike: Throw portion of the maneuver.

Basic Requirements: Defense or Grapple

Stance
By adding this modifier to a maneuver, the player gains a point to increase the effectiveness of the maneuver. The stance must be obtained 1 phase before the maneuver can be performed and the player can only do a standard evade while assuming a stance. The player can automatically reassume the stance again at the end of the maneuver. For a cost of 1 point this can be attached to a maneuver to allow the player to assume a stance while performing a maneuver. This will be indicated with a (+) following stance. If Ground is attached to a stance then only ground maneuvers can be performed from that stance and only Ground maneuvers can be made for that stance.

Basic Requirements: Any

Standing
By adding this modifier the maneuver can be performed from the grounded position without a grounded modifier and at the end of the maneuver the player will be standing.

Basic Requirements: Any

Statistic Modifier
For every point you put into or take out of the maneuver you will gain or lose 1 point to a statistic or derived statistic. The maximum modifier for a single stat in a maneuver is 3. These include initiative (In), action value (AV), evasion (Ev) and strength (St). Secondly, if a stat is not used during a certain maneuver, it may not be calculated in the cost.

> **Initiative (In):** Adding this as a bonus will assume that the maneuver is easy to pull off, a long-range effect or that it is very fast. Initiative usually takes a dive in complicated or close range maneuvers.

> **Action Value (AV):** Is a measure of two things, dexterity and reflexes. They both calculate into the equation because each player makes only one roll and the winner gets the desired effect.

> **Evasion (Ev):** This is a measure of the complexity of the player's movements during the maneuver compared to that of collateral targets. This number will be added to the player's standard evade verses targets that are not part of his maneuver effect.

> **Strength (St):** This modifier is to simulate the different levels of power that different maneuvers will deliver. It can also be used to simulate multiple strikes to a single target. This can only be added to restraining or damaging maneuvers.

Basic Requirements: Stat must effect maneuver.

Stunning
This is an attack that delivers stunning damage to a target with a weapon that would normally do killing damage. This could be a pommel strike or a sweep or even a butt stroke from a gun. Damage to be determined by the GM. For ease of play +2 dice is usually a good rule of thumb or you could use the extra killing damage of the weapon as extra stun dice.

Thus, if a sword was +3 dice to KD you could give the player St +3 in damage dice.

Basic Requirements: Strike

Throw

The player causes the target to be launched in a desired direction. See official FUZION rules for distance. If assigned to a strike and the target hits an obstacle along the way he will take strength dice in damage. Killing damage can not be added to a throw. The player could, however, toss the target into a light pole which might do killing damage (GM's call). Don't forget to halve SD if it is converted into killing by an object. The end result is that the target goes flying and ends up in the grounded position. As a defense a throw will also send the target flying but the target's strength and momentum will determine the distance. If the target is attempting a grab or a strike then use his strength (use the modified strength if applicable). If the target is moving then add his current momentum to his strength distance. Thus, you would calculate the distance as if he were throwing himself while adding any momentum he may have as a straight add-on. Knock back cannot be added to throwing maneuvers. Lastly, throw is not designed for great accuracy so to hit a percise (another person, small or moving) target the player must make a secondary Improvised Weapon - Thrown Blunt roll. This is unless he already has it fused into the art. In which case no additional rolls will need to be made.

> **Landing:** If a player is thrown and has *acrobatics* then he may average his martial arts level with his acrobatics. He will then add this number to his dexterity verses the original throw number. If he is successful then he will land in a non-grounded position, probably on his hands and feet. If he strikes a target along the way he may subtract 1 die of damage per success over the acrobatic roll.

> If Suk Bong throws Bung Hol and rolls an 11 verses Bung Hol's 9 then Bung Hol goes flying. If Bung Hol is about to hit a tree along the way he can make an Acrobatic/Martial Arts roll to lessen the damage. He must roll against an 11 difficulty. He rolls a 13 and will now take two less dice of damage from that tree.

Basic Requirements: Strike or Defense

Vital

This is a very specialized form of attack. The player will attempt to strike a vital point on a target. The body is covered with these vital points and upon a successful strike, the target will not be able use SD (PD) as a defense. The player does not need to make an aimed attack but will have to name the strike location just for flavor. Some of the vital points are behind the ear, the solar plexus, the center of the wrist, the temples, the armpit, center of the triceps and the groin. There are no knock back effects delivered from a vital strike and cannot be modified to do so. This is because most vital attacks are done with a small surface attack like finger tip or phoenix eye fist and concentrate all their damage to a very small location. This is technical move not a power move.

Basic Requirements: Strike

Weapon / Power

When applying this modifier to a maneuver the player replaces his body parts with a weapon or power for the maneuver effect. So, with a Strike the player will deliver the attack with a weapon or power rather then a hand or a foot. The amount and type of damage is based on the weapon or power being used. See the main rules for weapon stats and the powers plug-in for power effects. When putting a weapon or a power into a maneuver, you must specify which weapon or power you are using. Also, you must use your weapon (if the weapon is not fused into your martial art) or power AV when performing this maneuver. Sword level (or martial arts)+ reflexes or dex / or UP-Power + ref or dex). The +1 cost is for a melee or thrown weapon and the +2 is for a firearm or a power.

> Adding a power or a ranged weapon to a maneuver is up to the game master.

Basic Requirements: Any

Jujitsu In Action

Weapons of War

WEAPON KATA PLUG-IN

What is a weapon anyway? A weapon is merely an extension of the body. Thus, I have incorporated weapons into martial arts. For simple stuff like swinging, stabbing, parries and blocks you can use a standard weapon skill roll. But for stuff like Spinning Staff take down, you are going to need **Fists of Fuzion**. For each maneuver, you will use your weapon skill AV for the roll unless you fuse the weapon into your form. By fusing it the weapon becomes an integral part of the martial art. To fuse a weapon class into your martial art, add 1 OP to the cost of your martial art for every level of that art for each weapon that is infused.

Thus, a player with a level 4 in Martial Arts who wishes to go to level 5 would normally pay 5 OP to go to that level. If he had staff and rope dart fused into his martial art it would cost him 7 OP. But, when he attacks with Martial Arts, Staff or Rope Dart his level will be 5.

To infuse a new weapon, it will cost 1 OP per level of the existing Martial Art level.

To add Sword to an existing Martial Art level 4, it would cost 4 OP.

Existing weapon levels will only transfer over half of their cost. The player will literally be retraining himself to use the weapon but already has a feel for it. Martial Arts don't always support weapon usage in their forms. Consult the different forms for their incorporation.

Don't forget, any maneuver that specifies a weapon, cannot be used if the player does not have that weapon. We have also divided the weapon list up a little differently. It's a little more realistic for considering mechanics. While there are differences in using a long sword and a scimitar as there are differences between a spear and a staff, these differences are less then more (and this is a super hero game) so I have grouped the following lists as I see fit. Feel free to divide them differently if you disagree (Won't keep me up at night). The bold name is the skill name and the names in parentheses are examples.

Club (Escrima Stick, Cane, Tonfa, Club and Pipe)
This is the most primal of all weapons. It can be any object at least 1 foot long, at least 2 lbs. in weight and of somewhat straight length. If one end weighs at least twice the weight of the other then this weapon should be used as a 1H Hafted.

Blade (Knife, Short Sword, Gladius, Dagger, Dirk, Main Gouache, Wakasashi, Shurikan and Spike)
This is for weapons that have a hilt (one hand) and a blade under 30". The blade must be rigid and should be able to slash and stab.

Flex (Scarf, Rope and Sash)
These weapons are flexible throughout the entirety of their length. They are used two handed in grappling attacks by ensnaring body parts. The player can then break those parts, send the target flying or even kill by choking or snapping the neck. These weapons gain an extra +1 to AV for any form of entangling attack.

1H Hafted (Axe, Mace, Hammer, Kama and Sickle)
These weapons must have a haft longer then the damaging end. It must be designed to deliver its primary damage by swinging in one-handed use. It could have a stabbing purpose as a secondary form of attack but a modifier might be applied to damage and AV.

2H Hafted (Battle Axe, Glaive, War Hammer, Grate Mace, Halberd and Naganata)

These weapons must have a haft much longer then the damaging end. It must be designed to deliver its primary damage by swinging in two-handed use. It could have a stabbing purpose as a secondary form of attack but a modifier might be applied to damage and AV.

Improvised Weapons

These are weapon groups that cover items not designed to be weapons or could not be considered one of the other groups. A pool stick is a staff as a traffic sign is a 2H hafted. I divided them into four categories that are common to one another.

> **Large** (Table, Arcade Video Game, Heavy Chair, Ladder, Human body and TV)
> This will cover all objects that are over four square feet in size or are over ten pounds in weight.

> **Small** (Lamp, Book, Rock, Pool Ball, Severed Head, Stapler and Vase)
> This will cover all objects fewer than four square feet in size or are less than ten pounds in weight.

> **Thrown - Blunt** (Lamp, Severed Head, Rock, Chair, Manhole Cover, Human Body and Vase)
> This category will cover any object that was not intended to be thrown and has a flat or rounded surface. These objects are not going to have that great of a range.

> **Thrown - Sharp** (Ice Pick, Glass Shard and Circular Saw Blade)
> This category will cover any object that was not intended to be thrown and has a flat or rounded surface. These objects are not going to have that great of a range.

Shaft (Staff, Spear and Trident)

These weapons are designed to be most or all haft, sometimes with a small bladed end. Without a tip they are generally used as a swinging weapon can deliver damage by stabbing. When a tip is added, the use is reversed. The weapon becomes a primarily stabbing weapon with an occasional slash or swing.

Sword (Long Sword, Broad Sword, Katana, Scimitar, Cutlass, Khopesh and Saber)

This will cover all bladed weapons that have a hilt (one or two hands) and a blade of at least 30". The blade must be able to slash and/or stab.

Whip (Whip, Chain, Chain Whip, Rope Dart, Cat O' Nine Tails and Gama)

This category is for weapons that are flexible throughout most of their length. They sometimes have a sharp or a small hard object at the end. The flexible end is flung at the person and pulled taught at the moment of impact. This generally leaves a slash on the target. In the case of the chain whip and the rope dart, a small blade or spike is placed at the tip. This blade can also be plunged into the target leaving a puncture wound. These weapons gain an extra +1 to AV for any form of entangling attack.

Unique Weapons

These are weapons that must be learned individually due to their unique design. These weapons are generally harder to learn but this is offset by the fact that they only have one or two weapons in their category (thus, there is no need to raise the cost).

> **Flail:** This is a weapon that has a handle (not necessarily in the case of a ball and chain) attached to a chain with either an elongated weight or a ball at the end. The end weight often has small spikes.

> **Hook Sword:** This is an odd weapon. It has the shape of a sword but the end hooks around like a cane. The hilt has a crescent shaped blade in front of it and the bottom of the hilt comes to a point. Every surface of the weapon is sharp with the exception of the hilt. This weapon is made from on piece of metal and only the hilt portion is left dull. This piece is then wrapped for grip. This weapon is usually used in pares.

> **Kusari-Gama:** This is basically a Kama with a Gama attached to it. The Kama is a short handle with a curved blade at one end. This blade protrudes at a 90° angle from the handle. A Gama is a 3 to 4 foot chain with a weight at one end. The Gama is attached at the bottom of the handle.

> **Iron Fan:** Other then keeping you cool, the iron fan can be a deadly weapon. It is designed like a traditional Chinese hand fan but the wooden veins are made of metal. These weapons can be used much like a knife and can even be thrown.

Nunchaku: This weapon started out as a rice picking tool and has become one of martial arts most popular weapons. This weapon (for those of you who don't know) consists of two small handles attached together by a short chain. The nunchaku is a very versatile weapon. It can be used to block weapons, ensnare limbs and weapons, strike opponents with deadly force and it looks really cool when you use it.

Sai: This weapon is used much like a dagger but can only be used as a stab on an attack. It has two curved portions that travel about two inches from the main shaft on either side. They continue about two inches the distance as the main shaft. These curved portions can be used to ensnare weapons and break them but are mostly used for blocking. Some artists are even proficient at throwing them The Jutte is a Sai with only one curved portion that is closer to the main shaft.

Shield: Generally used as a defensive devise, the shield can also make a formidable weapon in the right hands. It can be used to bash an opponent or push him over. Some shields have been designed with bladed ends for slashing, while others have been designed with spikes for stabbing at opponents. One goof ball even designed a shield for throwing.

See **Raising Shields Captn'**, in the *In Addition* section.

Three Sectional Staff: This weapon looks like a nunchaku with another section. It's not as flashy as the nunchaku but gets the job done just the same. This is a hard weapon to master and not very many martial artists are proficient with it.

Common Jujutsu Weapons
Katana - Wakasashi - Tanto - Bo - Jo
Sai - Naganata - Kusarigama - Kama

Ranged Weapons
It's up to the GM if he will allow ranged weapons to be included in maneuvers. Ancient weapons should not be a problem. Kyodo is a Japanese martial art based around the use of the bow. Throwing weapons are also very common among martial art schools. The knife, shurikan and spike are amongst the most common. Thrown X should be a separate skill, whereas X defines a weapon group. If the GM is not opposed to firearms being included into maneuvers (Gun Fu) then it will be easy to create the mystical gun fighter. Area, disarm, draw, stat modifiers, multiple and aerial are all good modifiers.

Some examples of Ranged Maneuvers:

Quick Draw (Strike + Weapon - Pistol + Draw = 6)
The gunslinger can now draw and fire his pistol at no minus to initiative or AV.

Glancing Blow (+2 St + Strike + Power - Killing Attack Blast + Stun = 2)
The player can now glance the target with his disintegration ray causing only superficial wounds.

Double Arrow (Strike + Weapon - Bow + Multiple (+1) = 5)
The player notches 2 arrows at once and strikes two adjacent targets

Crouching Stance (+2 AV + Strike + Weapon - Pistol + Stance = 3)
This is the typical 2-Hand cop pistol stance that you see on every TV show. It is, however, a very effective stance.

Jumping Woo (+3 Ev + Strike + Weapon - Pistol + Grounding = 3)
If you've seen a John Woo film, then you've seen this maneuver. The guy dives into the air firing and lands on his belly.

Fanning (-3 AV + Strike + Weapon - Pistol + Multiple (+2) = 5)
This is the old gunslinger trick where he holds the trigger down and repeatedly slaps the hammer down, throwing an entire cylinder of rounds at a group of targets.

Eagle Eye (Strike + Weapon - Power + Disarm = 5)
The player fires at the weapon sending it flying out of the target's hand.

These are additional rules for you to use for combat along with more in-depth information on key issues. They mostly apply for martial art maneuvers but can carry over to other combat as well. They are of course optional but can be very handy.

Which Multiple is Multiple
What's the difference? Well it gets very complicated when designing maneuvers. You must remember to think logically when using a free flowing system. Its main weakness is interpretation. Below are two descriptions that should explain the differences between the two modifiers.

> **Multiple Modifier:** Allows one maneuver to be used against more then one target. For every level of *multiple,* the player gets to include an extra target. Targets must be in adjacent hexes to the player and each other because the effect happens to all targets from the hex it is initiated. In addition, only one roll is made. The result is compared against each targets individual defense.

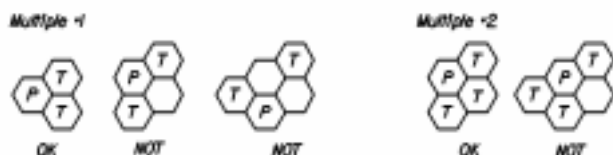**Wide Swing** [Strike: Multiple (+1)]
Allows player to strike two targets who are standing next to each other with one single swing of the weapon.

180 Kick [Strike: Multiple (+2)]
Allows player to hit three targets standing next to each other. One foot sweeps across each target.

Full Sweep [Strike: Multiple (+1) + Grounding]
The player sweeps two targets within the 2 adjacent hexes.

> **Multiple Basic Modifiers:** Allows the player to add an extra portion to the maneuver. The two portions must effect the same target by default but can be purchased to effect different targets. Movement can only occur between basic maneuvers if *Aerial* is applied to one of

the basic modifiers and if the second Basic Modifier is able to strike a secondary target (indicated with an (M)). Being that each Advanced Modifier is assigned to a specific Basic Modifier they will only effect the target that their Basic Modifier is attached to. In the figure below (Strike / Strike (M): Aerial) the player attacks the target in front of him and then flips behind him and strikes the second target. It is not important in the description the order in which the maneuver plays only that the concept is the same. Thus, in the previous example, the player could attack target 1 move and attack target 2 but at a later time he may attack target 1 twice and then move. Below are some examples of how it works.
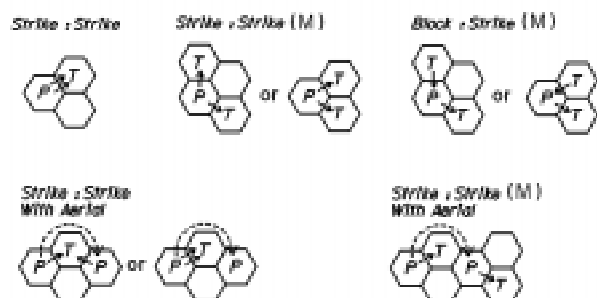
Maximum Cost for Maneuvers
Well, that is up to the game master. There does not have to be a maximum number but if you have a munchkin in your midst then you may have to institute a cap on price. Points are points are points and after a while you get so sick of points you could slam your head into the wall. I usually don't care so much about the points, so long as the player's and I have fun and they don't get carried away with things. Just keep it reasonable and don't get silly. If you must assign a maximum number then make it twice the level. Thus, a player with level 3 Martial Arts could buy or built any maneuver for 6 points or less.

More on Stances
A stance is just a way of standing that allows maneuvers to work better. It takes the player 1 phase to get into a stance. The player can only move his walk while in the stance (unless aerial is attached) but it will give him points to simulate the efficiency of his positioning. What kind of stances is there? Well, I think there are about a hundred or so give or take ten to fifty. Okay, so I don't have a clue but there are a lot of stances. Call it what ever you want; front, low, high, rear, horse, snake, chicken, space monkey. Well,

maybe not space monkey but you get the idea. Stances are **very** common in martial arts and are a great way to get points back.

Adjusting Stats for Maneuvers
How do you come up with the proper stat adjustments for maneuvers? It depends on the type of attack. Here are a few examples to help you decide on how to make realistic maneuvers.

Elbows and Knees do a lot of damage and are pretty quick but they are very close range attacks so they suffer on Initiative but get Strength.

Chops and Palm Strikes will do extra damage and generally come in at hard angles to defend, so they will enhance AV and Strength.

A Double Strike can also be simulated as a bonus to strength. Like a one-two punch or a low high roundhouse.

A Front Kick can be simulated as strike with a bonus to AV. Front Kicks are generally used to shove away incoming targets.

Jumping and spinning maneuvers often land at the end of the phase because of the time involved pulling the maneuver off, so they usually suffer heavily on initiative. They are, however, powerful as hell so pile on the strength. Additionally a jumping or spinning maneuver will make the player a hard target to hit by collateral targets so it's safe to pump up the Evasion.

Roundhouses and Push (or Side) Kicks are the most damaging standard attacks. This is not including spinning or jumping roundhouse. So, strength is a definite but they are fairly easy to block and take time to pull off so AV generally take a hit on this one.

Defenses do not get very many adjustments to their stats because initiative is not usually a factor, strength doesn't usually come into play but AV and Evasion are almost always a plus.

Throws can take time to pull off and can be fairly easy to see coming (but not necessarily) so initiative usually takes the hit. Also, the player leaves a non-moving back exposed so Evasion can take a bit of a dive.

At any rate, these are some of the basic guidelines to adjusting stats for maneuvers but it is not the last word. Some martial artists have unbelievable speed with maneuvers that are normally slow. They have just practiced it for hours on end to build up the speed. You too can improve a stat in a maneuver without having to purchase a new one. Thus, if you have a maneuver with a +1 Initiative and you want to improve it later on; you can spend 1 OP and increase the Initiative to +2. You may only increase 1 stat point on each maneuver per new Martial Arts level.

The GM should feel free to allow the player to make adjustments to his stats in maneuvers. The players must be realistic about the approach. If a maneuver is complex at least one stat should take a hit.

Lastly, when adding stats the players should realize that a straight add system is the easiest. Fuzion is based on an add system and for seamless integration you may wish to stick with it. But, if you feel the need for closer realism then here is an optional rule for your use.

As the system is, you can just add points to stats in a given maneuver. Thus, a +1 is just that, a +1. And this works great so long as we stay within the 3-7 range of stats. What if your character has a 10 strength? Is it really fair that a guy with a 3 gets boosted to a 6 and you go from a 10 to a measly 13 for the same number of points? Think about it. He doubled his damage yours only went up by 30%. If this is a concern to you then consult the chart below to determine your actual stat modifier based upon the comparison of your existing stat verses the applied bonus. The new number will be your stat acting value for that maneuver. This is an optional addition and is by no means required to use this system.

Original Stat	Adjustment Values		
Value	+1	+2	+3
1-2	+1	+1	+2
3-7	+1	+2	+3
8-10	+2	+3	+4
11-13	+3	+4	+5
13-15	+4	+5	+6
16+	Get Real!		

A stat of 16 or higher is getting out the Dark Millennium range. It could happen though, in extreme cases but does a guy like that really need to be using advanced martial arts techniques? Who the hell is he sparring against? If you should happen to need modifiers for numbers that high, then use the chart as an example and continue where I left off.

Hit 'Im Where it Counts

Fuzion does not provide rules for breaking and taking off limbs. In addition I don't care for the process of damage multipliers based on area hit. I have replaced that system for the following one.

A limb can only take 2x Body in hits before it's broken and thus can only take 2x the player's Body in hits total. All additional hits will not count. At which point it is broken or there is a big hole in it and it is useless. If delivered to the head it will simulate a broken jaw, skull or cheekbone. If specifically aimed at the neck the target will a broken neck and that will mean paralysis (temporary or permanent). If an attack is delivered with a sharp object or a large caliber round and does 3x the target's body it can take the limb (or head) off. Should the player be using a chopping weapon like an axe or a sword and specifies an inward chop, he could, at the GM's desecration continue his damage into the body. Additionally, a roll of 18 (3d6) or 10 (d10) might indicate an allowance of damage continuing into the body. 3x KD to the torso or head will kill the player. It's up to the GM how long it will be. A shot to the stomach usually takes hours or even days. But without medical attention the player is dead in that amount of time.

If 3x Body in KD is delivered to a *critical* area the target is dead. The *critical* areas are as follows: Solar Plexus, Temple, Medulla, Nose Bone and the entire Neck. For Melee weapons additional areas could be the Heart, the Eye or even the Aorta. Vital areas differ from *critical* areas because vital areas will include non-fatal spots as well, like the side of the knee. For *critical* areas we are assuming that a deathblow can be delivered. Again if a player rolls maximum on the dice and was not aiming at a particular spot, the GM might allow the hit to land in a *critical* spot.

> **Critical:** A critical area is an area that a deathblow could be delivered to. An example would be an upward blow to the nose bone would drive it into the brain. Another example would be a punch to the throat crushing the Esophagus.

> **Vital:** A vital area is an area that can not be protected by SD. These are pressure points that no matter how much you work out you cannot build muscle around them to build your defenses. A good example would be behind the ear or the balls.

> **Both:** Some areas are both a critical and a vital area. These are vital areas that could

result in a deathblow. A good example would be the Temple or the Solar Plexus.

2x Body in stun from to the head or a vital area will stun the target. 3x Body in stun from a single attack to the head or vital area will knock him out. He will recover in one phase per stun over the 3x amount.

A player with a 5 Body will be stunned if he takes 10 Stun from one attack from a single attack. If he takes 15 Stun to the head from a single attack he will be cold cocked and will wake up next phase in a grounded position. If he takes 18 points of stun to the head he will be out for 3 phases before waking up.

If a Mook is knocked out he will not wake up until the end of the scene.

This system effectively replaces the x2, x1½ and x½ areas in Fuzion. With HTH and Melee Weapons aiming at a limb you will be at –1 to AV with an additional –2 for aiming at the head. There is no minus to aim at the Torso. Critical or Vital areas are -6 to hit.

Area	AV Modifier
Limb	-1
Head	-3
Critical / Vital	-6

Ranged or thrown weapons will get a -1 for aiming at the torso.

Gun Slinging and Power Tricks

This is a totally optional addition to **Fists of Fuzion**. It does add a gun-slinging attribute to the game. Initiative, Action Value and Evasion bonuses are all quite common. As for Advanced Modifiers you could add the following modifiers: Aerial, Area, Damage, Disarm, Draw, Feint, Follow, Ground, Grounding, Grounded, Multiple, Off-Hand, Rear, Stance, Vital (Stunning Weapons) and Weapon / Power (required).

The Hand is Quicker Than The Eye
Although a person cannot dodge a bullet he can dodge someone shooting at him. To simulate this a player can use a dodge maneuver or an athletic skill roll against ranged weapons.

In the same token pulling a trigger is much faster than disarming a guy. However, if the player wins the initiative he will be fully capable of removing a gun from a target's hand before the target can react. The time it takes for the target to realize the martial artist is going for the gun is enough time for the martial artist to pull off the maneuver.

What do I do if I grapple the goon and he still has his gun? So long as you have his gun hand under control your O.K.; he can't shoot you with it. But, if you only have his hand in a Hold 1 then you've got problems. The two fighters will make strength + Martial Arts verses strength + Martial Arts roll. The winner has control of the guns messy end. If you beat him by 5 or more you can point the messy end at him if you wish.

What about making him shoot other people? This would be a grapple with Re-Route attached to it. The shooter would have to declare his shot, loose initiative and loose the attack roll to the player. Then to keep on firing you would have to have established a Hold 2 or 3 during the Re-Route stage. Now you will use your Gun skill level to attack with it. Or you can grapple the target's gun hand and then stun the target (elbow works nice). Now so long as the target is stunned, you can fire away with your hand over his.

The Law of Mook
Mooks are enemies that don't mean dick in the long run. A mook is like a common thug, corporate thug or a beat cop. When a player hits a mook by a certain amount the mook goes down and will be either dead or out cold for the scene, depending on what kind of damage you are doing (KD or SD). This number is known as the MoKON (Mook Knock Out Number).

A +3 mook with a DCV of 12 [3 Dex + 4 Martial Arts + Average roll of 5 (d10 base)] would have a MoKON of 15. If the player scores 15 or better OCV the mook eats dirt. But, if the player rolls between a twelve and a fifteen then the attack will only do superficial damage.

The GM can lower the MoKON during combat if the player hits the target 2 or three times without taking him out, especially if the player is using a high damage yielding attack.

The amount over is dependent upon the GM. If the GM wants to make the player roll through a bunch of guys then make the MoKON a 1+DCV. If the GM wants to express a somewhat trained mook or a *"head"* mook then he can raise the number for the MoKON a few points.

The main bad guy(s) is never a Mook. Mooks will be the agents or the beat cops. SWAT police and Sergeants are usually high level mooks and the detectives are usually named characters.

Mooks do full damage to players. Let's face it, they are going to have a hard enough time hitting the players much less doing any damage.

As for special maneuvers, mooks should only have 1 or 2 per (X)+DCV. A +3 Mook will have 3 maneuvers

Finally, we got the idea for mooks from the **Feng Shui** RPG. It's an excellent game as well, so check it out when you get a chance.

Fightin' Dirty
Fighting dirty is not a trained or a structured thing. That is exactly why it works so well. It's unexpected and quite often frowned upon by martial artists. Some forms, however, embrace it as part of the "what ever works" philosophy. You are usually considered fighting dirty when you take a cheep shot or use elements around you to take the advantage.

The first type of dirty fighting we will explore is the old sand in the face trick. The player will need to fit a few specifications first. He must have a working limb that is free. He must be able reach loose debris that he can hurl at a target with that limb. The player will roll Martial Arts + Reflex. If the player can do this as a surprise, the target will need to make a perception roll to see it coming. If he fails his perception, he will not be able perform a defense maneuver and will make a standard evade roll. If he fails he will fall under the sight flash effect for 1d6 phases.

The second type of dirty fighting is a pain grab. Should the player find himself in a hold and is being held by a wounded target, he may grab the wound to aid himself in escaping the restriction. The wound must be equal to the player's body in hits. The grab is the player's action. If the target tries to stop him the two will make a Martial Arts + stat roll to determine the result. If the player is able to pull this off then the target will be at –2 to all actions next phase. This could also be a grab to the balls or jabbing the target in the eye. This cannot be

done from a Hold 3. If the target beats the player by 3 or more, it means that the target may not try again until he escapes this hold. A player who is not being held could also apply this maneuver to a strike. In this case, he must make a –6 aimed attack at the wound.

A Good Hit is a Good Hit

I hate nailing a guy with a great hit and rolling shit damage. With this optional rule you will be able to do damage that is reflective of the accuracy of your hit. For stun damage, you will assume an automatic 6 for every point over the target number.

Sir Bryant has a 6d punch with a target number of 12 and he rolls a 14. He will receive two automatic sixes on the damage roll. Thus, he would start with a 12 and roll four dice to determine the remainder of the damage.

For killing damage you will assume an automatic 6 for every two points over the target number.

Sir Bryant follows though with a slash from his short sword. In his hands the sword does 5d6 KD. His target is again a 12 and he rolls a 16. He will again receive a starting damage value of 12 and will add the remaining three dice for the remainder of the damage.

I Can Break 3 Bricks With My Head

So you want to Hopsaki Chop your way through a door or show off by smashing a block of ice. OK. Here's how it's done.

The maneuver must be a strike. It must contain Breaking, a modifier unique to this trick. The player must aim one phase at a stationary target and the target must remain staionary until after the player strikes it. The player will deliver damage equal of 1/2 his Strength in KD. The player will add his (St) to the damage dice pool as opposed to his strength. The hit is automatic. Roll the di(c)e to determine a fumble or a critical. A fumble means the player glances off of the target skinning the crap out of his knuckles. A critical indicates full damage on all of the dice.

Jon Batist is going to attempt to punch through Metal Gear armor. The target is stunned and is unable to move. His armor has an SD of 25. Jon Batist focuses on his target and dilivers his blow in the next round. He rolls a 7. A normal hit nothing special to worry about. Now he adds 3 dice for the strength (St). He has an 8 strength of his own so that gives him 4 more dice. He has a total of 7 dice. He rolls a 28. He punches through the armor and delivers 3 hits to the target.

If the target is a rigid substance (like brick or metal) and the player only fractures or bends the target then he will take half of the delivered damage to his striking surface. If he doesn't even phase it, then he will take full damage to his striking surface.

In the same example if Jon Batist had only rolled 23 points of damage, he would have taken 23 KD to his hand. Being that he only has a 6 Body he will take 23 Stun and 12 KD smashing his hand.

That Son of a Bitch Broke My Sword!

Some weapons are designed to do just that. Sais and Juttes are both good for that sort of thing. Any weapon with a breaking hook can accomplish it rather well. Standard weapons can take double their maximum delivery damage +1. Thus if a 2d knife where weilded by a person with a 6 strength we know the delivery damage will be 5d. But the weapon can only handle 25 points of structural damage. So, if the player does not pull his attack by 2 dice he could break his weapon upon attack. If a weapon breaks, the target will only take ½ damage from the attack.

A parry does not indicate a damage effect. A parry is done as a misdirection of force and if it done correctly neither weapon should take damage. When using a weapon with a breaking hook, Game Masters may wish to modify the damage to the weapon.

Raising Shields Captn'

Sheilds were very commonly used in all parts of the world. Most games do not include enough information about sheild usage to reflect that. As is the case with FUZION. Well, now it does!

There are many kinds of sheilds in all shapes and sizes. But we have broken them down into three chategories; sizes 1 through 3. The material will also be a factor in the sheild along with any extra add-ons like spikes or sharp edges. Power Core will handle the actual numbers for generating sheilds but FOF will supply the fighting rules. Some of the following rules have been supplied to be used until Power Core is released and will be more acuratly covered at that time.

If the player uses a multi-part maneuver, the sheild must be acounted for in the maneuver. So, no doubling up on multiple maneuvers. Sheilds have an additional modifier when blocking of +1 per size level. A sheild can be used as a weapon as well, add +2 SD (or +1 KD for for spikes or sharp edge) per size.

The down side is that every round that you use the

sheild you will expend 1 point of endurance per level of sheild. This is weather you attack or defend. Your move will be at -1 for a size two sheild and -2 for a size 3 sheild. Additionaly you should apply a +1 strength requirement per level of sheild.

> Again we will use Sir Bryant as our example. He is weilding a level 2 sheild and his strength is a 6. Every round that he uses his sheild, he will use 2 extra points of endurance. If he uses the sheild for a block, he will recieve an extra +2 on his defence roll. Should he smash his opponent with his sheild the target will take 8 dice of sd (6 strength -2 required +4 sheild damage).

Mounting an Offence and Above all Else
If a player is mounted on an animal or a vehicle (like a motorcycle) or has the advantage of elevation things change a bit. If a player is above the target he will gain a +2 to AV and Evasion to reflect his advantage. If the player is on a moving object like a horse, a motor cycle or flying carpet then don't forget to add his movement modifier to his damage. A ranged attack from a moving target does not get this bonus however.

Last, But Not Least
Here are a few notes that just didn't seem to fit anywhere else, were not covered sufficiently or we felt as though they needed to be reiterated.

- ⊠ Endurance usage is equal to the cost of the maneuver. Unless it's a defense that does not include an attack of any kind or has an aerial modifier.

- ⊠ One roll is made between the player and the target. The winners maneuver is successful. Ties between an attack and a defense indicate a non result. And, a tie between two attacks indicates a duel success.

- ⊠ Any maneuver with a defensive portion in it is considered a defense. Even if it has an attack attached to it.

- ⊠ Powers and Ranged weapons as a part of Martial Art is completely optional. You don't need it, but it's fun.

- ⊠ All maneuvers are subject to GM approval **BEFORE** purchase. He's the one who has to deal with you.

- ⊠ There is not a required cap on maneuver costs but Munchanisim is strongly discuraged. We at STUDiO187 hate munchins.

- ⊠ If it a rule makes things too complicated or bulky, take it out. This is your suppliment!

- ⊠ If a player wants to uses two weapons in an attack he must have a maneuver that allows it. Thus, he cannot use two maneuvers (one per weapon) in a single phase. One maneuver per player per phase.

- ⊠ A player does not need to aim at a limb he is blocking or that he currently has in a hold.

- ⊠ If a player is stunned and grounded he may not get up until he recovers from the stuning effect.

- ⊠ When using a killing attack on a move-through or a move-by the player will take the equivilent damage in SD.

> Sir Bryant charges the Black Knight with his sword. He impales the Black Knight at full speed. His long sword delivers 5KD and has a strength requirement of 2. His strength is 6 so he adds 2KD to his damage. His movement adds another 1KD (2SD coverted) He delivers 8KD total. Sir Bryant will take 8SD (4KD converted to SD) for plowing into the guy.

FORMS PLUG-IN

What kind of Kung Fu do you do?

Forms are structured groups of maneuvers often taught to students along with general fighting concepts. Forms will vary from school to school, sometimes radically. This plug-in consists of forms that are either common or interesting and will make for good game play. Most are 100% accurate in their descriptions. Some forms had limited information at our disposal (and time allowance) so we have taken poetic license with a few things. All maneuvers are made up by us and are our interpretations as to how the art should work and are provided for the players as a guideline for making maneuvers for this form. Players should also choose maneuvers from the standard maneuvers that fit their chosen art. A player may also choose to switch from one school to another and that is perfectly fine. They will still be able to do any maneuver they have purchased.

Forms have a set of numbers in parentheses following their name. These numbers represent the standard construction of the martial art. They stand for Strike : Defense : Grapple and the numbers indicate the ratio of how many of each type of maneuver should exist in comparison to each other. Thus, if a set reads 2:1:1 then for every 2 Strikes the player should also have 1 Defense and 1 Grapple. This would indicate a mostly offensive and probably "hard" art but a 1:0:2 would indicate a defensive or probably "soft" art.

Offensive does not mean hard and defensive does not mean soft. That is how it generally works but is not always the case. Hapkido is mostly defensive but every defense leads to a potential broken bone. Hard and soft are determined by what the victim looks like after the fight. If he is bruised and stunned after the altercation then we are dealing with a soft art. If is bloodied, broken or killed then we are dealing with a hard art. You will find though that most arts have elements of both and will lean towards one or the other.

While martial arts incorporate weapons rather regularly there are some weapons styles that have no martial art attached to them in a verbal sense (by name). Entire Roman troops were trained to use the Gladius and even though there was no formal name or exact style that they were learning, it was **very** effective and would qualify as a martial art for this system. So, if you want to have a guy who is really good with a hammer and has a bunch of maneuvers associated with it then go right ahead. Call it Hammer Fu if you want. Everybody knows about fencing because they gave it a name, it was very popular and it also became a sport. Little John didn't know Kung Fu but he could kick ass with his staff and I'm sure he could punch and kick as well. In this example the staff may or may not have been fused into his martial art. It's up to you how you want your art to work.

STRIKE : DEFENSE : GRAPPLE

Aikido (0:3:1)
A soft martial art based solely on defense. No attacks or weapons are learned in this form. Practitioners are taught how to defeat their opponents by using their opponent's strength against them. This form is heavily enveloped in chi development.

Aikijitsu (1:2:2)
This is a fighting art heavy on defense and throws. Much like Aikido but also includes vital point attacks. No weapons are allowed in this form.

Arnis (3:2:1)
A martial art most popular in the Philippines developed during Spanish occupation and has fencing influences throughout. This martial is not dependant upon but commonly incorporates weapons as a core study. These weapons include Escrima sticks, knife and sword. It is very common that the knife and sword, two sticks or stick and knife are used simultaneously. Escrima and Kali are both variations of this form.

Bandesh (2:2:1)
This is an Asian Indian martial art that is heavy on weapons but disallows killing. This is mostly practiced as a sport whereby the winner is the one still holding his weapon. Its weapon grappling techniques also characterizes this form.

Bando (1:1:1)
The main art practiced in Burma. It is a parental art that combines Wushu, Karate and Judo. It may incorporate Escrima sticks, sword or knife. Unlike Arnis, however, paired weapons are not frequently taught and more focus is placed on empty hand techniques. This form includes the following twelve animal forms: Boar, Bull, Cobra, Deer, Eagle, Monkey, Paddy Bird, Panther, Python, Scorpion, Tiger and Viper. See animal forms near the end of this plug-in for examples.

Bersilat (2:1:1)
A Malaysian Art much like Wushu. It is heavy on kicks and is a very secretive art. Chinese weapons and animal forms are very common. See Wushu for examples.

Boxing (4:2:1)
This could cover many different forms of boxing to include: Burmese, sport (English), street fighting, Savate, Greek or Thai. In the case of Thai or Greek boxing, cestus were often used to wrap the hands to deliver more damage. In the sport of English boxing, practitioners are not taught to deal with kicks or grappling maneuvers. Many gangs and nomads often train in a modern form that is known as Slash Boxing. Opponents are placed in a ring armed with cestus on the hands and shins. This form greatly resembles a mixture of street and Thai boxing.

Capoeria (2:2:1)
A Brazilian martial art based mainly on leg movements. It is masked by dance and can even be done effectively with bound hands. Capoeria was developed by African slaves and will work best under captive situations. No weapon forms are taught. In addition, defenses are based on evasion rather blocking. Most maneuvers are strung together to form a flowing stream of rapid-fire dodges and attacks. Most attacks are preceded by a dodge.

Commando (2:1:1)
This is a martial art designed for Special Forces soldiers of the American Military. However, most countries teach their Special Forces soldiers a fighting art of one kind or another and this could suffice for any of them. This art is designed to be practical, silent and deadly. Soldiers are taught to use rifles, pistols and especially knives as melee weapons as well as a number of powerful kicks, punches and breaking grapples.

El Cuchillo (3:2:1)
Directly translates to The Knife and was a rare martial art that has grown in popularity. It stems from Mexico and has branched out into Central and Southern North American areas. It is most popular with Californian gangs. It has many elements of Arnis but only encompasses the use of the knife. Most maneuvers are designed around knife attacks. Other then knife attacks maneuvers may include unbalancing, disarming blocks and Re-Route defenses. All maneuvers should eventually lead the artist to ultimately deliver the deathblow. This art is never practiced as a sport and other then training it is usually to the death.

Fencing (3:3:1)
This is the most well developed weapon style of Europe. The fighters use a long thin sword (Rapier, Epee, Foil or rarely a Cutlass) and sometimes a dagger (or Main Gouache). This form of fighting resembles Arnis and there seems to be a direct correlation between the two forms. This form is very flashy and calculating. Often putting you in the mind of two chess players using swords rather then pieces.

Hapkido (1:3:2)
This is the Korean version of Aikido. The Koreans added hand and foot strikes but maintained the defensive aspect. Many of the attacks either follow or are built into defensive maneuvers. No weapons are taught in this form.

Jeet Kune Do (No standard)
Based on Wing Chun Wushu this form was developed by Bruce Lee. No forms are taught but different students may develop their own. This form is a completely free flowing system allowing the student to develop that which he does well and to discard that which he does not do well. Most maneuvers should contain multiple basic modifiers (block and damage, block and grapple, grapple and damage, and so on). Weapons are common and if the player has opportunities to learn maneuvers from other styles it is encourage.

Jujitsu (1:1:1)
This is Japan's parental martial art. There are many different types of jitsu to include weapon and grappling arts. Samurai were taught Jujitsu to fight whenever disarmed. Ken-Jitsu, Bo-Jitsu, Kusarigama-Jitsu, Nagatanata-Jitsu, Sai-Jitsu and Jo-Jitsu are all forms that include weapon training.

Kalari Payat (1:1:1)
This is the art believed to be the spawn of Wushu. It is believed that the Bodhidharma brought this art to China and later developed into Wushu. This is an Indian parental martial art and encompasses hand to hand, weapon and grappling combat. It is, however very heavy on weapon usage. Students often start with a weapon before they even learn empty hand techniques. Weapons of choice are daggers, clubs and lances (spear).

Karate (3:2:0)
Karate comes from Okinawa and is a mixture of Jujitsu and Wushu and was developed by peasants to defend themselves because they were not allowed to carry

weapons. However, it did not incorporate grappling techniques into the art. Karate does provide weapon training in the forms of farming tools. The nunchaku, tonfa sticks, long and short staffs are about the only weapons from traditional Karate.

Kenpo (1:1:1)
This is a modernized form of Karate. It was developed in the west in the mid-twentieth century to be more practical and adaptive then traditional Karate. Kenpo teaches the same weapons as Karate but is not very big on weapon usage and it is rare to find a school that teaches weapons at all.

Krabi-Krabang (3:3:1)
This is a Thai weapon form designed around fighting with the sword or staff. Not much is written on the subject.

Ninjitsu (1:1:1)
Much the same as Jujitsu. The differences are that, practitioners are not above using poison and dishonesty to win a conflict. The art itself is based in stealth, disguise and subterfuge and was very popular among assassins. Ninjitsu was also used by farmers but is more widely used by the assassin. Arasaka has developed a more modern version to incorporate rifles, pistols and stun batons as weapons. All of their operatives are trained in Arasaka-Ryu-Jitsu (School of Arasaka Jitsu).

Pankration (1:1:1)
This is a very old art whose origins lie in ancient Greece. It is a parental martial art that includes wrestling, joint locks, punches, blocks and kicks. Not as showy as oriental forms, but just as effective. It is believed that this art had influences in the orient but that has never been proven. The only known weapon taught for this art are the cestas. The Romans probably fused the Gladius, javalin and the tower shield into the art for the soldiers and Gladiators would have fused weapons like the net, trident and spear.

Pentjak Silat (2:2:1)
This is the main form of martial arts in Indonesia and Malaysia. It is a combination of Chinese and Indian arts. It relies heavily on weapons but can be performed without them in a pinch. It teaches strikes with all parts of the body and the weapons of choice are the Kris Knife (almost always), sword, stick, chain and the tjabang (similar to the Okinawan Sai). Secrets of this martial art are sworn to be kept by students and loyalty is sworn to the master teacher.

Qwan-Ki-Do (3:2:0)

This is a Vietnamese art very similar to Karate. Due to Frances occupation in Vietnam this art is most popular in France. The only weapon is the Vietnamese sword.

Sambo (1:2:3)
This martial art was developed in Russia. It is a wrestling art teaching takedowns, throws and joint locks. In combat, winning is usually achieved by injury (usually broken bones), knockout or death (most common). In sport competition, winning is usually achieved by submission or knockout. Broken bones are frowned upon and death is prohibited.

Shotokan (3:2:0)
This is the Japanese version of Karate.

Sumo (0:0:1)
This is purely a sport and basically teaches students to force the opponent off of his feet or out of a ring.

Tae Kwon Do (2:1:1)
This is a modern Korean martial art heavy on areal and kicking maneuvers. All forms of martial maneuvers are taught but kicks seem to be the most focused upon. This art depends heavily on flexibility and agility.

Tai Chi Chuan (1:3:2)
This is a very relaxed and slowly performed art. The artist practices his moves slowly and with ultimate serenity and concentration. It is designed to generate relaxation and harmony throughout the mind and body. This is not an offensive martial art and one would find it hard to use on something like a battlefield or a gang war. Tai Chi should not to be underestimated and those who do generally wind up in a lot of pain. It is mostly used as an exercise and a way of life, generally learned along side Wushu. It is very heavy on chi focusing and many legends of chi usage are rooted in Tai Chi. The sword is the most common weapon used in Tai Chi.

Wrestling / Wrastlin' (0:0:1) / (1:1:2)
Wrestling pertains to college Grecko-Roman grappling. This is a sport and can be used in combat but is rarely done so. Wrastlin' is a popular sport that is highly televised and uses many punches and kicks along with holds and takedowns. Although Wrastlin' is obscenely fake and is quite choreographed it could be used as fighting form. That is what one chain of schools has done. Master Billy Steel opened his first school in Night City and has since opened twelve other schools across North and South America. People soon realized why these fighters didn't really make contact.

Wushu (1:1:1)
This is the most practiced and imitated style of martial

arts to ever exist. There are over 300 different schools of Wushu alone. Wushu is often referred to as Kung Fu or Gung Fu. This is an incorrect reference. Kung Fu means Time and Energy and can be applied to any aspect of life that requires both of these things. Wushu means War Art or Martial Art. There are many forms including animal, elemental and weapon. There are also several forms that have splintered from traditional Wushu but are still considered Wushu forms. Wushu utilizes the following animal styles: Crane, White Crane, Tiger, Snake, Dragon, Eagle Claw, Monkey, Drunken Monkey, Praying Mantis (or Mantis), Leopard. Wushu also has at least one form for each Chinese weapon.

Chin-Na (1:1:3)

This is a form of Wushu that specializes in grappling techniques. It is very heavy on joint locks, dislocations, breaking maneuvers and throws. Almost every maneuver leads to disabling a limb, grounding of or killing of the target. Chin-Na is often referred to as Chinese wrestling.

Choy Li Fut

This is a very popular form of Wushu which is commonly studied by full contact fighters. It is very traditional to the teachings of Wushu and incorporates oriental medicine and philosophy in its teachings. On a special note, the nine-dragon trident is unique to this form.

Drunken

These forms rely on the erratic movements of an inebriated person. In fact, they are not erratic at all but very precise and calculated movements. The purpose of this form is to lure the opponent into a false sense of security and to confuse them. There are not specific drunken maneuvers; the practitioner will use existing maneuvers in a drunken stance. To make a drunken maneuver, modify an existing maneuver by adding stance-Drunken, add one point to initiative, and whatever you subtract from AV add to Evasion.

Wing Chun

This is a direct off shoot of Wushu and was designed to fight soldiers who knew Wushu. It stresses maneuvers with both striking and blocking and is heavy on the use of hands. As opposed to the circular movements of Wushu, Wing Chun uses direct straight-line movements. Wing Chun is not an aerial form and the only leg movement used are low

kicking techniques.

Animal Forms

These are forms that imitate the movements of and exsensuate the characteristics of animals. Many martial arts use animal forms. The same principals carry over from art to art, based on the animal. Below is a list of the different animals and their characteristics. Each style will have rules to create animal maneuvers based on modifying existing maneuvers for that art. Every maneuver coming from an animal style will have the *Stance X* modifier, whereas X is the animal. If an animal style does not list a weapon then that form will have no weapons that can be used in that stance.

Boar

This is one of the 12 Bando animal forms and is a very brutish style of fighting. It relies on strength, body and constitution. It is characterized by elbow and knee strikes. To create maneuvers for this form, keep it simple. Mostly strikes and blocks with enhanced strength and AV. Evasion and initiative often suffer from modification as this form relies on simple movements.

Bull

Another Bando form, bull is quite similar to boar in its concept. This form is also quite brutish and relies on the same characteristics. The difference being that Bull is a wrestling style. There are few strikes and fewer kicks. Mostly grappling maneuvers and ground fighting with enhanced strength and AV. Evasion and initiative often suffer from modification as this form relies on simple movements.

Cobra / Viper

In Bando Cobra and Viper styles rely mostly on blisteringly fast hand strikes often to vital areas. The Cobra stance is a high stance with maneuvers striking the upper portions of the body. To generate these maneuvers, boost initiative and boost AV by sacrificing strength. The Viper stance is a low stance and with maneuvers striking the lower portions of the body. To generate these maneuvers, enhance initiative and boost AV by sacrificing strength. No kicks exist for either of these forms.

Crane

This is a very complex style that requires a lot of balance and dexterity. It is a very flowing style and often puts the player into complex movements. The Crane Fist is always kept in the form unless being used in a grappling maneuver. This form relies on powerful counter strikes. To generate maneuvers for this form simply add AV and Evasion and use follow-defense or Defense / Strike maneuvers frequently.

> **White Crane:** Slightly differing in that it is more of a boxing style and is solely used in Wushu and can incorporate weapons.

Deer

Another Bando animal form, deer is designed as the key to success. It is heavy on footwork, leaps and is usually quite defensive. Boost Evasion at the cost of AV and boost initiative to represent awareness. This is a great form to use against multiple targets.

Dragon

This is a Wushu form that is deadly on offense. It is designed to deliver a series of rapid attacks that do not let up until the opponent is down. The key here is endurance. The player should not purchase many defenses and should develop several strings of attacks. There are no modifiers that are standard to this form except follow. Every attack should lead into another attack and any defense should also be an attack. The flurry of attacks should be like a flash flood sweeping over a small village.

Eagle Claw

This form relies on speed and strength. In Wushu it resembles Jujitsu or Chin-Na in its massive numbers of grappling maneuvers. In Bando it is more of a strike heavy form. The Eagle Claw Hand is used in Bando much the same as the Tiger Claw and is pretty much the same thing. In Wushu the claw is the same but it is used for grabbing. The palm, fist, rolling fist and chop are used to deliver blows. Neither of these forms uses kicks too often. To create maneuvers for this form boost the initiative and strength and you can lower Evasion.

Leopard

This style is based on movement and strength and uses the Leopard Fist. Also known as Pao, this form utilizes a very offence rich technique in addition to pouncing, feinting and complex footwork. To modify maneuvers for Leopard Style you can add feint, aerial, and/or strength.

Monkey

This style relies on tumbling, jumping and rolling techniques along with confusing footwork. The player uses feints and unpredictable movements to defeat his opponent. For every point you add to Evasion or AV subtract a point from initiative or strength. Feel free to add feint, ground modifiers, standing or aerial to any maneuver.

Paddy Bird

This is another of the 12 animal styles of Bando. It is based on the movements of the

Paddy Bird, which jumps to and from. The idea is to stick and move. This style is very heavy on movement and dexterity being that the player never stays in one place for any given period of time. Feel free to add aerial to just about every maneuver. Evasion and AV are common modifiers as strength and initiative are often compromised. There are no holds in this form.

Panther

Differing from other cat styles, the panther is an extremely sleek form. The Panther's Paw is part Leopard Fist, part Tiger's Claw and is used for punches, grapples and clawing attacks. This is the only cat style that uses a variety of kicks and has two stances. The Hunter is a low stance used for aerial "pouncing" maneuvers. The Fighter is a mid-level stance used for grappling and short range attacks. The Panther will engage in ground fighting when going for the kill. To modify maneuvers for this form add Evasion and Initiative. AV can suffer due to complexity. Add aerial to all Hunter stance maneuvers and grappling maneuvers to most fighting stance maneuvers. This is the only style that commonly uses kicks with ground fighting.

Praying Mantis

Northern: This style uses the mantis claw used for grappling, palm strikes for attacking. There are a lot hand strikes and blocks along with complicated footwork but not many kicks. This style emphasizes lightning quick techniques and employs the practitioner to be quick, wary and alert. Add initiative and strength as modifiers to maneuvers for this form.

Southern: Unlike the northern style, the mantis claw is not used. This style uses the Phoenix Eye Fist and palm strike for its damage delivery, relying on a relentless series of blows to disable the opponent. Add initiative and string maneuvers together as much as possible to generate maneuvers for this form.

Python

This is the third snake form for Bando and is used primarily for grappling. The Python Stance is only used to get the player and the target grounded. At which point the player will disable knockout or kill the target. Almost every Python maneuver or strings of maneuvers are designed to this end. This style is mostly used in competition because it is ineffective against multiple targets. To generate maneuvers for this form incorporate holds, reversals, ground fighting and strength while sacrificing Evasion and Initiative.

Scorpion

This is a deadly Bando form designed as a killing art. It is very popular with Burmese assassins and is often associated with poison use. Much like Ninjitsu the practitioners who practice this form are often mistrusted and feared. To modify maneuvers for this form add Area, killing or weapon (knife, shurikin or spike; usually poisoned). See Ninjitsu for some examples.
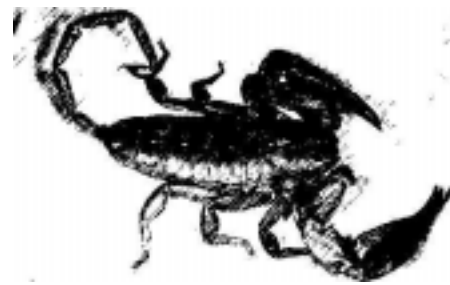
Snake

This is a form that relies on very low stances incredible speed and reflexes. In Wushu snake contains many grappling elements along with Snake Fist strikes. Snake Style is not known for kicking maneuvers. To make Snake maneuvers boost the Initiative, AV and Evasion. For Wushu, make sure to include grappling maneuvers to your repertoire.

Tiger

This style emphasizes power. It is comprised mostly of hand techniques forming the Tiger Claw. For this reason rippers are very common among street thugs who know Tiger Style. To incorporate maneuvers into Tiger Style all you need to add is strength.

Five Elementals

Here is an example custom form. It is an ancient Chinese art that has been resurrected from scrolls found in a ruined Shaolin temple. The temple was secret and no records of it exist other then those found within. Apparently, the students were never allowed to leave or they never revealed their secrets to anyone. The founder of the art was named Li Chow. He developed it from Wushu and incorporated the elements as he saw them in a vision. Oddly metal was included with earth and Sky was added as the most complicated element. It is not known when or how long the school was in operation. Four master Wushu artists were presented with the scrolls by the Chinese government to develop it for their secret service. It took them 10 years to master the form and they began to train top agents. Currently, there are only two of the original modern masters alive. They have managed to train over 100 artists in the form but only 8 of them have mastered Sky Stance.

The elements are Earth, Wind, Water, Fire and Sky. Each element of Five Elementals has it's own stance. The maneuvers listed are a small fraction of each element to give the player an idea of how to develop the style. The stances are described below their form description.

> **Earth:** These movements encompass the powerful nature of combat. Earth is the most tangible and rigid of the elements. These maneuvers are always direct and powerful. No aerial modifiers may be used and strength may be added.

>> **Stance:** This stance is very low to the ground. The player will keep his fists at shoulder height and breath about 18" from his body. Every maneuver is powerful and encompasses the full body to deliver damage. There are few defenses and they are always blocks.

> **Wind:** The wind is elusive, reach out but you can not grab it. Look but you can not see it. These maneuvers are mostly defensive and always enhance Evasion. Aerial and throws are common.

>> **Stance:** The player stands very tall with his arms out stretched. The arms are bent at the elbows (45 degrees) and the palms face the opponent. The player flows back and forth, flattening one foot at a time while raising up on his toes with the other foot. This motion causes him to sway like a leaf in the wind.

Water: It envelops and swirls, holds tight but is slippery to the touch. Grappling is the essence of water. Only grappling maneuvers are allowed and ground fighting modifiers are extremely common.

> **Stance:** The player stands low, one foot in front of the other with knees bent and his ass in level with his knee. His arms are stretched out in front of him with his hands in a tiger claw like formation.

Fire: Flickering flames strike without warning. Speed and Evasion are instrumental with fire. Add Initiative and Evasion and sacrifice strength. All maneuvers should be fast and killing strikes are common.

> **Stance:** This is a hard stance to envision. The player stands bent knee and bobs up and down while stepping left, right, forward and back. It is done in no particular order. The player also moves his arms in front of him in seemingly erratic motion while closing and opening his fists. His attacks seem to come out of no where and his dodges seem like he was never there to begin with.

Sky: The sky resides above all of the elements and will encompass all of their strengths. There are very few maneuvers for sky and only master students are permitted to learn them. They will comprise of additions to 2 or more stat bonuses along with at least 2 beneficial advanced modifiers (modifiers that cost you points) and often have more then 1 Basic Modifier. The average cost for a Sky Maneuver should be about 10 points.

> **Stance:** This stance is the most difficult to perfect. The stance is east to assume but using it with maneuvers is difficult at best. The player practices for hours on end to assume maneuvers from this stance but once

it has been learned the player's maneuvers seem to be unbelievably fast. The player stands straight with his arms at his side slightly bent. One foot and the corresponding arm are slightly in front of the other. The stance is deceivingly simplistic and lures most opponents into a false sense of security. And that is point. Targets never see it coming. The player engages incredibly complex maneuvers that are beyond belief. The first time a target experiences this, he may even be stunned by the sheer magnificence of it.

Most practitioners study two to three elements in their early training and will learn all four upon reaching their instructor level (6th or 7th). They will always be most proficient in the one they specialize in. Upon reaching 7th level they will become instructors or go on to become masters. Only a few hand picked members are permitted to go on to master training. Master classes consist of one to three students and the Master instructor. These students will learn the sky stance and maneuvers for the stance.

What about mystical Chi powers?
As a standard rule of thumb you can place a power within any maneuver. To do this, add 3 OP per PP the power would normally cost. Power modifiers modify the final cost of the maneuver by the same amount they normally do. This should not be done with powers the player already has because it would be waste. He can already use his powers with his maneuvers by purchasing Effect. Remember that he only can use this power with the maneuvers he has purchased them for. Thus, if he had a punch with a power drain attached it would only work with that punch. As always, consult the GM before purchasing any powered maneuvers.

Qi Quan Kane has a punch maneuver and he attaches 3 levels of power drain to it. Normally, power drain would cost him 6 PP. By attaching it to his Strike, it only costs him 18 OP (just over 3 PP). But he must perform that punch any time he wishes to use the power. He must also pay the normal endurance cost for the use.

Mr. Tojo has a Skykick that gives him two power levels of super leap. This would cost him 2 PP normally, so he

will pay 6 OP for this modification but he must do a Sky Kick to get this leap. This is very much like the flying Samurai's of Saturday Morning Kung Fu theater.

The Black Dragon purchases Armor Ignoring for his Chi Strike. He chooses force field as the only defense. The maneuver he is modifying costs him a total of 4 OP's and by adding Armor Ignoring it doubles his cost to 8 .

There are several powers that enhance martial arts and flow very well with the mystical abilities of the ancient masters. These should be purchased by normal means and will cost normal PP's. The player should try to stay true to the ideals of chi legends. Or perhaps you wish to be able to do some of the things your favorite manga characters do. Below are a few good examples of powers that go well with martial arts.

Friends with Shadow. Purchase Radar Sense for being able to sense targets in pitch-blackness.

Ancestor's Armor. The Boxers believed that their ancestor's would protect them from the barbarians bullets by letting them pass through their bodies. It didn't work for them but if you purchase Desolidification it will work for you.

Iron Skin. By purchasing armor, you can say that the player has undergone extensive training to develop the fabled Iron Skin Technique. Try not to get to high a level to stay somewhat true to the genre (stay below 18 points). And no skin-weave can be added.

Lightning Slap. By purchasing missile deflection the player could slap arrows and knives out of the air. In a more Manga like setting a player could even slap bullets and lasers aside.

Chi Healing. Monks are said to possess the ability to heal with the lying of hands. Purchase Aid – Hits for this effect

Achilles Heel. Some fighters have learned how to study their opponent's and are able to spot their weak points. Find Weakness is an excellent power for Martial artists to purchase.

Flying Fist. In many video games the characters can hurl energy beams at their opponents. Buy purchasing Attack Blast with Gestures (Any kind of punching or kicking motion) the player could duplicate this effect.

STANDARD MARTIAL ART MANEUVERS

Below is a basic list of maneuvers for player's to use or modify. Also, feel free to create your own. These maneuvers are provided for example and to give players a basic working set. The advanced list is fairly common to many forms. More specialized maneuvers are listed under their forms below.

Free Maneuvers	In	AV	Ev	St	Modifiers
Punch	-	-	-	-	Strike
Kick	-	-1	-	+1	Strike
Block	+2*	+1*	-	-	Defense (Block)
Parry	+2*	+1	-	-	Defense (Parry): Weapon
Dodge	-	+3*	+2*	-	Defense (Dodge)
Evasion	+1*	+2*			Defense (Evasion)
Slam	-	-	-2	+2	Strike: Follow-Hold
Grab	-	-	-2	-	Grapple
Shove	+2	+2	-	-	Strike: x2 KB + Damage
Chop / Smash	-1	+1	-	+1	Strike: Weapon
Slash	+1	+1	-	-1	Strike: Weapon
Stab / Thrust	-	-1	-	+1	Strike: Weapon
Throw	-2	-1	-1	-	Strike: Throw

*See description in basic modifiers write-up.

Punch: This is your standard hand attack. It can be any kind of punch and is just to simulate a no frills hand strike.

Kick: This is the standard no frills foot attack.

Block: This is an interrupt to a target's attack using one of the player's limbs. It will stop the full brunt of the attack.

Dodge: A defense whose purpose is to remove the player from harms reach. It is a dramatic from of evasion and requires the player to move from his hex.

Evasion: This defense is a more subtle form of evasion and does not require the player to leave his hex. It is representative of a duck, jump, bob or weave.

Slam: Once the player has established a hold on the target in the previous phase he can now slam the target into something and the best part is that if the target doesn't break free, the player will still have a hold next phase. **Slam**… **Slam**… Slam...

Grab: The player reaches out and snags the target. This can be by the clothes or by a limb of even the hair. This is a Hold 1and will be sustained until the target breaks free.

Shove: The player pushes the target with the intention of sending him as far as he can. A player can declare *no damage* and will use his strength only to calculate KB. However, if the target strikes anything along the way, he will then take damage.

Chop / Smash: This is an attack that involves swinging a weapon into the target. It is intended to deliver the full momentum of the attack with about 6" of the weapon. The damage goes to one central location and can continue into other locations provided the GM sees fit to declare so.

Slash: A slash would be for any weapon that has a sharp edge and involves a long shallow cut. This is an attack that involves a swing of the arm from one of the eight angles of attack.

Stab / Thrust: This is an attack using the end of a (usually long) weapon. Stabbing is used for pointed weapons as thrust is used for blunt tipped weapons.

Throw: This is the no thrills throw. The player grabs the targets and launches him in a desired direction.

Strikes	Cost	In	AV	Ev	St	Modifiers
360 Kick	5	-3	-3	+2	+2	Strike: Multiple +2
Advanced Throw	4	+2	-	-	+3	Strike: Follows-Hold
Back Kick	2	-	-	-	+1	Strike: Rear
Back Fist	2	-	+1	-	-	Strike: Rear
Breaking Foot	4	-	-	-2	+4	Strike: Killing + Follow-Hold
Breaking Hand	4	+2	-	-2	+2	Strike: Killing + Follow-Hold
Breaking Move	4	-	-	-2	-	Strike: Killing + Grounding
Deathblow	5	-2	-3	-	-	Strike: Killing + Area (+3 Critical)
Eye Rake	4	-	-2	-	-	Strike: 2 Phase Flash Sight
Flying Kick	3	-2	-2	+2	+3	Strike: Aerial
Flying Punch	2	-2	-2	+2	+2	Strike: Aerial
Jab	3	+3	+2	-	-	Strike: Damage
Offensive Clothesline	3	-1	-	-	+2	Strike: Grounding
Power Disarm	5	-	+2	-	-	Strike: Disarm
Power Punch	3	-	+1	-	+2	Strike
Round House	2	-1	-1	-	+3	Strike
Sweep	2	-1	-	-	+2	Strike: Grounding
Throw	3	-	-	-	-	Strike: Throw

360 Kick: The player launches himself into the air spinning in a full circle while extending his dominant leg. The kick can hit up to 3 targets standing within adjacent hexes to the player.

Advanced Throw: After the player successfully establishes a hold on a target in the previous phase he gains a superior footing over the target and sends him flying.

Back Kick: The player may strike a target to his rear with his kick without suffering any modifiers for attacking a rear target.

Back Fist: The player twists his torso to extend his fist into a target to his rear without rear facing penalty. He may also bring his fist straight up over his shoulder or down past his thigh to strike a "to close for comfort" target to his rear without the rear facing penalty.

Breaking Foot: After establishing a successful hold the previous phase the player may use his foot to deliver a killing attack to the target. The player must deliver the attack to an aimed area.

Breaking Hand: After establishing a successful hold the previous phase the player may use his hand to deliver a killing attack to the target. The player must deliver the attack to an aimed area.

Breaking Move: The player scoops up the target and slams him into the floor, his knee or perhaps a table delivering killing damage. The attack must be aimed at a specific area. This is a good simulation for back breakers and pile drivers. The target will also be grounded at the end of the maneuver.

Deathblow: This is a devastating maneuver designed to kill a target with one attack. The player aims at a critical area with no additional penalty and delivers killing damage. This could be a temple strike, solar plexus blow or even a crushing larynx punch.

Eye Rake: This strike is designed to blind an opponent for 2 phases. The player must make an aimed attack to the eyes (-3 to hit).

Flying Kick: The player will launch himself into the air extending his foot to deliver a devastating kick to an opponent. This may be done after his move and may be done as a move-by or a move-through but the player may not include the move of the aerial for calculating damage as this is already added to his strength by the maneuver.

Flying Punch: The player will launch himself into the air extending his fist to deliver a devastating punch to an opponent. The movement is the same as *Flying Kick.*

Jab: This is a quick shot punch used to dazzle an opponent. The target will take half the player strength in dice damage.

Offensive Clothesline: This clothesline is designed to

stun and topple the target in one move. The target will take the player strength in dice damage and be grounded upon the successful completion of the maneuver.

Power Disarm: Not only with the player damage the target but he will also remove the targets weapon from his grasp.

Power Punch: This is a move devastating type of punch. It could simulate a haymaker, a chop or even a palm strike.

Round House: This is a very common martial arts kick

that delivers awesome damage.

Sweep: This is a kick that knocks the target's legs out from under him. The target takes damage as a result of hitting the ground and he will be grounded at the end of the maneuver.

Throw: The player hurls the target into the air and may direct him in any direction. The damage is delivered as he hits an object or the ground. If the target is hurled at another target the other target will get a dodge (or evade). If the second target is unsuccessful both targets will take the same damage.

Defenses	Cost	In	AV	Ev	St	Modifiers
Abort Dodge	3	-	+1	+1	-	Defense: Abort
Advanced Defense	3	-	+2	+1	-	Defense
Aerial Dodge	4	-	-	+2	-	Defense: Aerial
Break-fall	3	-2	-	+2	-	Defense: Roll + Standing (optional) + Abort
Defensive Clothesline	3	-	+1	-	-	Defense (Evasion): Grounding
Defensive Throw	3	-	-	-	-	Defense: Throw
Disarm Block	3	-	-	-	-	Defense: Disarm
Duel Block	3	-	-	-	-	Defense: Multiple +1
Ground Dodge	2	-1	-	+1	-	Defense: Ground
Grounding Block	2	-	-	-	-	Defense: Grounding
Standing Dodge	3	-2	-	+2	-	Defense: Standing

Abort Dodge: This is a dodge designed for the player to use as an abort maneuver.

Advanced Defense: This is a highly advanced defense. It can be used for any of the defense types.

Aerial Dodge: This defense will allow the player to move up to his leap in addition to avoiding the targets attack.

Break-fall: The player will take half damage from the attack and if he is also grounded by the maneuver he will stand at the end of the phase. In addition, if the target is using a grapple any effect added to the grapple will still occur (player receiving half damage) but the player will be free at the end of the phase. The player may also use this as an abort maneuver.

Defensive Clothesline: The player sidesteps the attacking target while extending his arm. This will avoid all effects of the attack and ground the target in the process.

Defensive Throw: The player either evades or blocks the target and then throws or trips the target in the direction of the target's attack. The target will take no damage from this defense but will be grounded and pissed off.

Disarm Block: The player blocks the target's weapon arm causing the momentum of the targets attack to send his weapon flying.

Duel Block: The player either makes a wide swing with an appendage or uses two appendages to block two targets simultaneously.

Ground Dodge: The player rolls to one side to avoid an oncoming attack.

Grounding Block: While blocking, the player unbalances the target and flattens him on his ass.

Standing Dodge: The player rolls away from the attack and onto his feet in one motion.

Grapples	Cost	In	AV	Ev	St	Modifiers
Chokehold	4	-	-	-2	-	Grapple: Area +6 (Neck)
Escape	2	-	-	-	-	Grapple: Escape
Hold	2	+1	-	-1	-	Grapple: Hold 2
Hold Reversal	4	-	-	-	-	Grapple: Escape + Hold 2
Redirect Weapon	3	+1	-1	-	-	Grapple (Weapon): Re-Route
Take Down Lock	3	-1	-1	-	-	Grapple: Grounding + Hold 3
Weapon Snatch	3	-	-	-	-	Grapple (Weapon): Disarm

Chokehold: By snatching up the target's neck (with no aim modifier) the player places the target into a chokehold. See the *Holds* section for rules concerning chokeholds.

Escape: This is a basic grappling technique used to escape holds and locks.

Hold: By snaring one or more appendages the player gains a control advantage (see Hold 2 in the *Holds* section) over the target.

Hold Reversal: By combining an escape with a hold 2, the player not only escapes the maneuver he is in but places the target into a hold 2.

Redirect Weapon: The player grabs a safe section of the targets weapon (or the targets hands in the case of a knife) and redirects the weapon to strike the target or an adjacent target with the damage normally delivered by the original target. At the end of the phase the player will still have a hold 1 placed on the target. The target will have to break free to deliver damage with the weapon.

Take Down Lock: The player grabs the opponent sends him to the floor in a grounded position and places him into a hold 3.

Weapon Snatch: By grabbing the weapon in a safe location the player wrenches the weapon from the target's hand and has the weapon for his use at the end of the phase.

Defense / Strikes	Cost	In	AV	Ev	St	Modifiers
Back-flip Kick	4	-1	-2	+2	-1	Defense (Evasion): Aerial / Strike
Breaking Block	4	-1	-2	-1	-	Defense / Strike: Killing
Counter Punch	4	-	-	-	-	Defense / Strike
Drop Block	3	-	-	-1	-2	Defense / Strike: Grounding
Power Block	4	+2	-	-	-	Defense / Strike: Damage

Back-flip Kick: The player does a back-flip to avoid the attack while delivering a kick to the target and lands up to his leap in a rear direction.

Breaking Block: After blocking an incoming attack the player uses a second appendage to cross-up the attacking limb and delivers a killing attack to that limb. The player need not aim at specific location being that the target so willingly put it in his face.

Counter Strike: This could be simulated in several ways. The player could block the attack with one arm and simultaneously strike with the other arm. Or, he could punch within the arc of the target's punch deflecting his attack and delivering one of his own. A third option could be a kick that interrupts the target's kick causing damage to the target instead of the player. These are all realistic and existing martial art maneuvers. The player must choose how the effect works upon buying the maneuver.

Drop Block: Much like a *Grounding Block*, the player blocks an attack and drops the target in the dirt. However, this maneuver is done with incredible force so the target will take damage upon hitting the floor.

Power Block: This is a block done with force so as to damage the attacking appendage. The player will not only avoid the attack but the target will take half the player strength in dice damage.

Defense / Grapples	Cost	In	AV	Ev	St	Modifiers
Block & Grab	4	-	-	-	-	Defense (Block) / Grapple
Dislocation Block	5	-1	-2	-	-	Defense / Grapple: Dislocating
Ground Roll Takedown	6	-3	-3	+2	-	Defense: Ground / Grapple: Ground + Grounding
Rear Defense Takedown	4	-	-3	-	-	Defense (Evasion): Rear / Grapple: Grounding
Sidestep Arm-Lock	5	-2	-2	+2	-	Defense (Evasion) / Grapple: Hold 3 + Area (+1)

Block & Grab: The player performs a block and then grapples the limb, placing the target in a hold 1.

Dislocation Block: The player blocks the target and then grapples the attacking limb. He then twists the limb and dislocates it. If that wasn't bad enough, he still keeps the target in a hold 1. If the target doesn't have an escape maneuver he is in a world of trouble.

Ground Roll Takedown: The player blocks the incoming attack ensnares the limb and rolls to the

ground taking the target with him. At the end of the phase both opponents are on the ground but the player has the target in a hold 1.

Rear Defense Takedown: The player avoids a rear attack and snares the attacking limb. He then flips the target onto the ground while maintaining his hold 1.

Sidestep Arm-Lock: The player side steps the attack and snatches the limb up into hold 3.

Grapple / Strikes	Cost	In	AV	Ev	St	Modifiers
Grab Stab & Strike	4	-2	-2	+1	-	Grapple: Re-Route / Strike
Head Cracker	6	-3	-2	-2	-	Grapple: Multiple (+1) / Strike: Multiple (+1) + Area (+3)
Snatch and Kick	4	-2	-	-	+2	Grapple / Strike (Kick)
Snatch and Punch	4	-	-	-	-	Grapple / Strike (Punch)
Take Down Fist	4	-	-1	-1	-	Grapple: Grounding / Strike

Grab Stab & Strike: The player grabs the target weapon (in a safe spot) and jams it into the target (or another adjacent target) and then delivers a strike to the target. At the end of the maneuver he will maintain a hold 1 on the target. If the grapple is used as a defense then the damage will be delivered by the target's specifications otherwise the weapon damage will be determined by the player's specifications.

Head Cracker: The player grabs two targets and slams their heads together. Both targets take the same damage to the head. Additionally, both targets will still be in a hold 1. For this maneuver the player will have to successfully apply this maneuver to both targets for the

effect to happen (all or nothing).

Snatch and Kick: The player grabs the target and then delivers a kick into him. The target will remain in a hold 1 at the end of the phase.

Snatch and Punch: The player grabs the target and then delivers a punch into him. The target will remain in a hold 1 at the end of the phase.

Take Down Fist: The player grabs the target and flips him into the ground. The damage is a result of the takedown and the follow through punch. The player will continue to maintain a hold 1 on the target.

As with the standard martial art maneuvers, player's can use or modify these maneuvers. Also feel free to create your own. These maneuvers are provided for example and to give players a basic working set.

Weapon Maneuvers	Cost	In	AV	Ev	St	Modifiers
Berzerker Swing	4	-1	-2	+1	+3	Strike: Weapon + KB x2
Death Strike	5	-	-2	-	-	Strike: Weapon + Area (+6 Critical)
Deflection Swing	4	-	-	-	-	Defense: Weapon + Re-Route
Disarm Strike	3	-	-2	-	-	Strike: Weapon + Disarm
Duel Strike	4	-	-2	-	-	Strike: Weapon / Strike: Weapon
Hook-Toss	4	-1	-2	+1	+2	Strike: Weapon + Throw
Jab	4	+3	-	-	-2	Strike: Weapon
Lightning Defense	4	-	-1	-	-	Defense: Weapon + Draw
Lightning Strike	4	-	-1	-	-	Strike: Weapon + Draw
Rear Block	4	-	+2	-	-	Defense: Weapon + Rear
Rear Strike	2	-	-	-	-	Strike: Weapon + Rear
Riposte	4	+1	-2	-1	-	Defense: Weapon / Strike: Weapon
Spinning Takedown	5	-2	-2	+2	+2	Strike: Weapon + Aerial + Grounding
Sweep	3	-	-	-	-(+2)	Strike: Weapon + Grounding + (Stunning If a KD weapon)
Trap	3	+1	+2	-1	-	Grapple: Weapon

Berzerker Swing: This is a full-blown swing using every bit of the character's strength, momentum and weight to deliver an awesome level of damage and force. A target that has been struck by this type of blow will be sent reeling and usually quite damaged. Double any knock back received from this attack.

Death Strike: Generally used to end a confrontation between opponents. This is an attack delivered to a critical area such as the heart, throat or aorta.

Deflection Swing: By blocking and redirecting an opponents weapon, the player will cause that weapon to strike the target or another adjacent target.

Disarm Strike: By using this maneuver, the player will strike the attacking limb to deliver damage and cause him the loss of his weapon.

Duel Strike: This is either a simultaneous attack with two weapons or two attacks with the same weapon.

Hook-Toss: By using this maneuver the player ensnares the target, his weapon or even his clothes and then sends him flying.

Jab: This is a quick attack designed to gain the initiative and stagger the opponent before he can strike.

Lightning Defense: This is a technique that allows a player to draw his weapon and defend himself in the same phase without receiving the drawing penalty.

Lightning Strike: This is a technique that allows a player to draw his weapon and strike the target in the same phase without receiving the drawing penalty.

Rear Block: The player will be able to block rear attacks without penalty using his weapon.

Rear Strike: Designed to deliver a blow to a rear facing opponent without having to turn around. The player may strike a target behind him without penalty.

Riposte: This is an attack that allows a player to knock aside an attack and immediately bring his weapon into his opponent.

Spinning Takedown: The player leaps into the air and delivers a blow that not only injures his opponent but also topples him to the ground.

Sweep: This is an attack used to upset an opponent's balance and drop him to the ground. If using a KD weapon add the stunning modifier and +2 to strength.

Trap: This is used to ensnare a target with the player's weapon. This is not generally used with sharp weapons.

EXAMPLE FORM MANEUVERS

There are several examples below of maneuvers that are exemplary to their form. These maneuvers are not the only ones for the form; they are just examples to get you started. Feel free to choose from the standard maneuvers that fit the particular form you have chosen and please generate some of your own. It's pretty safe to assume that any maneuver that a player designs is a maneuver that already exists somewhere and that the players master knows it or of it and will be able to provide instruction.

Akido Maneuvers	Cost	In	AV	Ev	St	Modifiers
Breaking Lock	4	-	+1	-1	+2	Grapple: Killing + Follow-Hold 3
Grapple Throw	3	+1	+1	+1	+1	Strike: Throw + Follow-Grapple
Hip Toss	4	-2	-	-	-	Defense / Strike: Grounding
Tripping Step	4	-	+2	-	-	Defense (Evasion): Grounding
Wrist Lock	4	-	-	-1	-	Grapple: Hold 3 + Area (+1)

Breaking Lock: After establishing a lock in the previous phase the player follows through by breaking the held limb.

Grapple Throw: This is a deadly throw using the player's established advantage. After gaining a hold on the target in the previous phase the player tosses the near helpless target into the air.

Hip Toss: As the target strikes, the player scoops up the attacking limb and leverages him over his knee sending him reeling into the floor. The damage is delivered as the target strike the ground with great force.

Tripping Step: The player leans to one side outstretching his leg causing the target's momentum to send him over the limb and into the dirt.

Wrist Lock: By grabbing a targets hand the player twists it around to place him in lock.

Aikijitsu Maneuvers	Cost	In	AV	Ev	St	Modifiers
Finishing Strike	3	-	+2	-	-	Strike: Vital + Follows-Grapple
Side Step Rib Strike	5	-2	-2	+1	-	Defense (Evasion) / Strike: Vital
Shove Off Kick	4	-1	-2	+3	-1	Strike: Aerial + Grounding + Follows-Defense

Finishing Strike: Once the target is placed in a grapple in a previous phase the player then delivers an attack to a vital point on the body.

Side Step Rib Strike: The player steps to one side to avoid an incoming attack and in one fluid motion delivers a vital strike to the player's ribs.

Shove Off Kick: After successfully evading an attack by the target in the previous phase the player jams his foot into the target and uses his body as a springboard to hurl him up to his leap away from the target. The target is also grounded as a result of the shove off.

Arnis Maneuvers	Cost	In	AV	Ev	St	Modifiers
Drawing Back Guard	4	-	-2	-	-	Defense: Weapon + Rear
Guard Left Strike Right	5	-1	-2	+2	-	Defense / Strike (M)
Pommel Strike	4	-	-	-	-	Defense: Weapon / Strike: Weapon + Stunning
Two Strikes	4	-2	-	-	-	Strike: Weapon / Strike: Weapon
Wide Swing	4	-1	-3	+1	-	Strike: Weapon / Multiple +2

Drawing Back Guard: The player draws and brings his weapon across his back defending himself from a rear attack in one smooth motion. He will receive no modifiers for the draw or the rear facing.

Guard Left Strike Right: The player evades an attack from one opponent in the direction of a second opponent impaling him in the process. It can also be used to simulate an evasion and an attack to the same opponent.

Pommel Strike: After blocking an attack the player comes in with a strike to the target using the pommel of his sword. Add the KD of the weapon in SD damage.

Two Strikes: Very simply, this maneuver allows the player to make two strikes to the same opponent in one phase. For 2 extra points the player can use the second strike on a secondary target.

Wide Swing: This allows the player to strike up to three targets with a single swing. All targets must be within the confines of the multiple restrictions for placement.

Basic Bando Maneuvers	Cost	In	AV	Ev	St	Modifiers
Ground Strike	3	+1	+2	-	+1	Strike: Weapon + Follows-Grounding
Rising Punch	4	-	-	+1	-	Strike: Standing
Roll Punch	4	-1	-1	+2	+2	Strike: Aerial
Stomp Kick	4	-	-	-	+2	Strike: x2 KB
Vital Strike	4	-1	+1	-1	+1	Strike: Vital

Ground Strike: This is a weapon attack that is designed to strike a target that has been grounded in a previous phase.

Rising Punch: The player may use this punch from the grounded position and strike a target as he is getting up.

Roll Punch: The player does a roll in front of the target and strikes the target as he is coming out of the roll.

Stomp Kick: This is a kick designed to send a target reeling away from the player. It is designed to put some distance between the player and the target while also dealing out some damage.

Vital Strike: This is an attack designed to knock out a target quickly. The player must aim at a vital area when performing this maneuver.

Boxing Maneuvers	Cost	In	AV	Ev	St	Modifiers
Elbow	4	-	-	-	+2	Strike: x2 KB
Holding Elbow	3	+2	+2	-1	+2	Strike: Follow-Hold 1
Holding Knee	4	+2	+2	-1	+3	Strike: Follow-Hold 1
Power Front Kick	4	-	-	-	-	Strike: x2 KB + Grounding
Upper Cut	4	-1	+2	-	+3	Strike

Elbow: This is an attack using the player's elbow to deliver the damage.

Holding Elbow: This is the same as *Elbow* but the player must first establish a hold 1 on the target in a previous phase.

Holding Knee: After obtaining a Hold 1 in a previous phase the player delivers a knee into the target.

Power Front Kick: This is a powerful kick that will send the target flying. In addition to delivering double the normal knock back, the target is automatically grounded.

Upper Cut: This is an upward punch and is usually quite devastating. The punch starts low and comes up and into the target.

Capoeria Maneuvers	Cost	In	AV	Ev	St	Modifiers
Cartwheel Kick	4	-	-1	+2	+2	Strike: Stance (+) - Hand Stand
Disarming Kick	4	-	-1	-	+2	Strike: Disarm
Flying Donkey Kick	5	-	-2	+2	+3	Strike: Aerial + Grounded + Grounding
Handstand Kick	4	+2	+1	+2	-	Strike: Stance - Hand Stand
Stance Roll	4	-	+2	+1	-	Defense (Evasion): Stance (+) - Hand Stand
Whirling Sweep	5	+1	+2	+3	-	Strike: Stance - Hand Stand

Cartwheel Kick: The player goes into a cartwheel and strikes his target along the decent of the arc. At the end of the maneuver the player will remain in the handstand stance.

Disarming Kick: The player does a full 360 degree turn striking the targets limb with his foot doing considerable damage and sending his weapon flying.

Flying Donkey Kick: The player leaps into the air traveling up to his leap and then strikes the target with both feet grounding both him and the target.

Handstand Kick: From the handstand stance the player delivers a kick to the target.

Stance Roll: By doing a backward roll the player not only avoids being hit but he also goes into the handstand stance.

Whirling Sweep: From the handstand stance the player whirls around much like the Olympic horse competitors sweeping out the targets legs.

El Cuchillo Maneuvers	Cost	In	AV	Ev	St	Modifiers
Empty Belly	5	-	-	-	-	Strike: Weapon + (Area +6 Critical) + Follow - Block
Empty Hand Pushover	4	-	-	-1	-	Defense: Disarm / Grounding
Frog's Tongue	4	-	-2	+1	+2	Strike: Aerial / Weapon
Happy Dog Slashes	5	-	-1	-1	-	Strike: Weapon / Strike: Weapon
Rat Killer	4	-	-1	-	-	Strike: Weapon (Throwing Knife) / Draw

Empty Belly: The phase after the player blocks he delivers a slash to the target's midsection opening up his stomach.

Empty Hand Pushover: The player blocks an incoming attack and shoves the taget over his leg while twisting his wrist causing the target to drop his weapon and sending him into the dirt.

Frog's Tongue: The player leaps at the target, landing blade first.

Happy Dog Slashes: This attack represents a series of 3-5 slashes. It is supposed to represent the wagging tail of a dog.

Rat Killer: Named so because it is the famed way practitioners lean this difficult maneuver. The player will be able to draw and throw his knife without a drawing penalty.

Hapkido Maneuvers	Cost	In	AV	Ev	St	Modifiers
Dropping Elbow	4	+1	-1	+1	+3	Strike: Follow-Grounding + Grounded
Follow Through Break	4	+1	-	-1	+2	Strike: Killing + Follow-Hold 2
Follow Through Punch	4	+1	+1	-	+1	Strike: Area (+3 Head) + Follow-Hold 2
Limb Trap	4	-	+2	-2	-	Grapple: Hold 2 + Area (Arm or Leg)
Shoulder Drop	4	-	+1	-1	-	Grapple: Grounding + Hold 2

Dropping Elbow: The phase after grounding the target the player drops on top of the target, landing on his elbow and grounding himself.

Follow Through Break: After placing the target in a hold 2 in a previous phase, the player may now deliver killing damage to the restricted limb with no aim penalty.

Follow Through Punch: After placing the target in a hold 2 in a previous phase, the player delivers a punch to the target's head at no penalty to aim.

Limb Trap: The player snatches up the target's limb and puts it into a hold 2. He will not receive a penalty for the aim if used as a defense.

Shoulder Drop: The player grabs the target and flips him over his shoulder while maintaining a hold of his wrist and placing the target in a hold 2.

Jujitsu Maneuvers	Cost	In	AV	Ev	St	Modifiers
Back Throw	4	-1	-	+1	-	Defense (Evasion): Throw + Rear
Breaking Slam	4	-1	-	-1	+2	Strike: Grounding + Killing + Follow-Hold 1
Drop Block	4	-	-	-1	-1	Defense (Block) / Strike: Grounding
Reversal Throw	3	-	-	-	-	Defense (Block): Throw
Take Away Throw	4	-1	-2	-1	+2	Grapple (Weapon): Disarm + Throw

Back Throw: The player sidesteps a rear attack leaving his foot outstretched. He then snags the arm (or leg) of the target and pulls him over his foot tripping him and leaving him in a grounded position.

Breaking Slam: After establishing a hold 1 on the target in a previous phase, the player scoops up the target and slams him into the ground with his full weight. The attack must be aimed at a specific area.

Drop Block: The player blocks an incoming attack and then tosses the target into the dirt. The damage is the result of the target hitting the ground.

Reversal Throw: The player blocks an incoming attack and sends the target rolling across the floor. This maneuver is not designed to harm an opponent, just embarrass and piss him off.

Take Away Throw: The player grabs the targets weapon in a safe location and tosses the target over his hip while retaining the weapon.

Kalari Payat Maneuvers	Cost	In	AV	Ev	St	Modifiers
180 Strike	4	-1	-3	+2	-1	Strike: Weapon (Spear) + Multiple (+2)
Disarming Parry	4	-	-	-	-	Defense (Parry): Weapon + Disarm
Full Sweep	4	+1	+3	-1	-	Strike: Weapon (Spear) + Grounding + Stunning
Split Strike	4	-	+2	+2	-	Strike
Whirling Slash	3	-	-		+1	Strike: Weapon (Kris) + Aerial

180 Strike: The player swings his spear in the three hexes in front of him and is capable of slashing up to three targets (total) in those hexes.

Disarming Parry: The player parries an incoming weapon attack and in the same move circles around wrenching the targets weapon from his hand.

Full Sweep: The player hooks the target's legs and puts him on he ass. The target will take the players strength dice in damage upon hitting the floor.

Split Strike: The player does a split and delivers a punch to the target.

Whirling Slash: The player leaps into the air and spins around striking the target.

Karate Maneuvers	Cost	In	AV	Ev	St	Modifiers
Back Sweep	4	-	-	+1	-	Strike: Rear + Grounding
Knife Hand Knockout	4	-	-	-	-	Strike: Vital (Neck)
Snap Kick	4	+2	-	-	-2	Strike: Vital (Groin or Chin)
Trap Block	4	-	-	-2	-	Defense (Block) / Grapple: Hold 2
Trap Throw	4	+2	-	-1	+2	Strike: Throw + Follow-Hold 2

Back Sweep: The player swings his leg around behind him to knock the target off his feet.

Knife Hand Knockout: The player does a chop the target's neck in an attempt to knock him out.

Snap Kick: This is a quick kick that either hits the chin or the nuts. Either way, ouch!!!

Trap Block: The player blocks an incoming attack and places the target in a hold 2.

Trap Throw: This maneuver directly follows a hold 2. The player then throws the target across the room.

Ninjitsu Maneuvers	Cost	In	AV	Ev	St	Modifiers
Choking Death	4	-2	-	-1	-1	Strike: Killing + Area (+6 Throat) + Follows-Parry
Deathblow Reversal	4	-2	-	-1	-1	Defense (Block or Parry) / Strike: Killing
Neck Snap	4	-	-	-1	-	Strike: Killing + Follow-Hold 2 (neck) + Ground (O)
Side Step Throat Snatch	5	-2	-2	-3	-	Defense (Evasion) / Grapple: Hold 2+ Area (+6 Neck)
Temple Strike	4	-1	+2	-	-1	Strike: Vital

Choking Death: The player strikes the target with a knife hand to the throat crushing his esophagus and leading him to a slow silent death. Even if the damage is enough to kill the target instantly, he will still take about 20 seconds to pass out, although he cannot do anything but die quietly. It's just an effect.

Deathblow Reversal: The player first blocks an incoming attack and then immediately follows through with a killing strike to a critical area. The player must aim for a critical area.

Neck Snap: In a previous phase the player must establish a hold 2 on a targets neck (-6 critical area). In this phase the player snaps the targets neck in an attempt to kill him.

Side Step Throat Snatch: The player side steps an incoming attack and then hooks the target's neck into a chokehold.

Temple Strike: The player delivers a punch to the target's temple delivering damage that he cannot use SD for. There is no minus to hit this area.

Pankration Maneuvers	Cost	In	AV	Ev	St	Modifiers
Arm Hook Throw	4	-	+1	+1	-	Defense (Block): Throw + Specific (Punch)
Follow Through Upper Cut	4	-	+2	-	+3	Strike: Follow - Defense
Headlock Punch	4	+3	+3	-2	+2	Strike: Follow - Hold 2 (Neck)
Holding Punch	4	+2	+3	-1	+2	Strike: Follow - Hold 1
Takedown Arm Lock	5	-	-	-2	-	Grapple: Hold 3 + Grounding + Area - Arm

Arm Hook Throw: The player blocks the target's punch and hooks the arm with his same arm (block a left punch with the left arm). He then continues twisting his body, forcing the target over his leg and sending him flying.

Follow Through Upper Cut: After blocking in a previous phase, the player now delivers an uppercut with devastating force.

Headlock Punch: After establishing a headlock in a previous phase, the player slams his fist into the target's face. This usually continues until the target stops moving.

Holding Punch: In a previous phase the player must grab the target. He then pounds him into submission.

Takedown Arm Lock: The player snatches up the target's arm twisting it into a lock. In this process, the target is forced into a midair summersault. This does no damage but it looks cool as hell. Anyway, the target will be on the ground in a Hold 3.

Sambo Maneuvers	Cost	In	AV	Ev	St	Modifiers
Back Breaker	4	+1	+1	-2	+2	Strike: Killing + Follow - Hold 2
Bear Hug	2	+2	+2	-2	+2	Strike: Follow - Hold 2
Ear Box	4	-	-	-	-	Strike: Vital (Ears)
Man Catcher	4	+1	+2	-1	-	Grapple: Hold 2
Slap	4	+2	+2	-	-	Strike

Back Breaker: After establishing a Hold 2 in the previous phase, the player scoops up the target and then slams him down onto his knee in an attempt to break his back.

Bear Hug: After establishing a Hold 2 in the previous phase, the player squeezes the target to deliver the damage.

Ear Box: The player uses both of his hands to strike the target in both ears. This is a stunning blow and generally screws the target up for some time.

Man Catcher: This is an advanced grappling technique.

Slap: This is a very common form hand attack in Sambo. It is basically the Sambo punch.

Wraslin' Maneuvers	Cost	In	AV	Ev	St	Modifiers
Body Dive	4	+1	+2	+1	+3	Strike: Specific - Grounded + Grounded
Full Nelson	4	-	-	-1	-	Grapple: Hold 2 + Ground (O)
Leg Lock	3	-	+3	-2	-	Grapple: Specific - Grounded + Hold 3 + Grounded + Ground
Overhead Throw	4	-	+2	-1	+2	Strike: Follow - Hold 2 + Throw
Suplex	3	-	-	-	+3	Strike: Grounding + Grounded

Body Dive: The leaps onto the target with a belly flop type dive using his weight to deliver the damage. If a player has density increase, you may wish to add a power trick to this maneuver.

Full Nelson: The player, using both of his arms, entangles both of the target's arms and pushes on the back of his head to force the target's chin into his chest.

Leg Lock: This maneuver can be used on any target that is in a grounded position. The player will then ground himself (if he is not already grounded) and then place the target in a Hold 3. This is also a ground

maneuver so there will be no modifier to his roll to perform it.

Overhead Throw: The player will put the target in a Hold 2 in a previous phase. In this phase he scoops the target up over his head and then throws the target to deliver his damage.

Suplex: The player scoops the target up with the target's legs up in the air. Then he drops back using the target to break his fall.

Wushu Maneuvers	Cost	In	AV	Ev	St	Modifiers
Flip Dodge	5	-2	+3	+2	-	Defense (Dodge): Aerial
Front Kick	4	-	+1	-	-1	Defense / Strike: Damage + Grounding
Hammer Fist	4	-	-1	-	+2	Strike: Area - Neck or Head (+3)
Hurricane Kick	3	-3	-	+3	+3	Strike
Scissors Kick	4	-	-	+2	+2	Strike: Ground + Grounding

Flip Dodge: As the name implies, the player does a flip to avoid getting hit. In addition he may move up to his leap in distance through the air.

Front Kick: This is a defense designed to strike an incoming target. The player reaches straight out with his foot to impact the target that is coming in with an attack. This strike usually goes to the midsection of the target and throws off his center of balance dropping him to the floor.

Hammer Fist: This is an attack using the hammer fist to strike the target in either the head or neck. It is delivered from a full circle swing. The hand drops down to the waist and continues to circle around to strike the

target at the end of its arc.

Hurricane Kick: The player takes one step to complete a 180 degree turn and then completes another 180 degrees in the air striking the target with the same foot he pushed off with.

Scissors Kick: The player leaps at the target landing horizontally with one leg in front of the target's shins and the other behind the target's knees and the players hands on the ground. The player then twists his body to slam the target, face first, into the dirt. Both opponents end the maneuver in the grounded position.

Five Elementals	Cost	In	AV	Ev	St	Modifiers
Earth Stance						
Mighty Oak	3	-	-	-	-	Defense(Block)/Strike + Stance
Mountain Fist	5	+2	+3	-2	+3	Strike: Stance
Punishing Fist	4	-	+1	-	+2	Strike: Stance + Grounding
Punishing Foot	5	-	-	-1	+3	Strike: Stance + Grounding + x2 KB
Transition Step	2	-	-	-	+1	Strike: Stance(+) (Any 5 elemental)
Wind Stance						
Tornado Toss	6	-	-	-	-	Defense (Block) / Strike: Stance + Throw
Transition Step	4	-	-	-	-	Defense (Dodge): Aerial + Stance(+) (Any 5 elemental)
Tsunami Punch	5	+3	+3	-	-	Strike: Follow – Defense + Stance
Whirlwind Step	5	-1	+2	-	-	Defense (Dodge): Stance + Multiple (+2)
Whirlwind Sweep	5	-1	-1	-	-	Defense (Evade): Stance + Multiple (+2) + Grounding
Water Stance						
Drowning Arms	5	-1	-	-2	-	Grapple: Stance + Area (Neck +6)
Flash Flood	4	+1	-	-1	-	Grapple: Stance + Hold 2 + Multiple (+1)
Tidal Step	6	-	+2	-2	-	Defense / Grapple: Stance + Area (+1 Arm) + Hold 2
Transition Step	4	-	-	-	-	Strike: Stance (+) (Any 5 elemental) + Throw
Under Tow	4	-	-	-2	-	Grapple / Strike: Stance + Area (+3 Head)
Fire Stance						
Burning Strike	5	+2	-	-	-2	Strike: Stance + Killing + Area - Critical (+6)
Erupting Hands	5	+1	-	-	+3	Strike: Stance + x2 KB + Damage + Grounding
Flickering Fists	6	+2	-	+1	-2	Strike / Strike (M): Stance
Smoking Embers	5	+3	-1	+3	-1	Strike: Stance
Transition Step	4	-	-2	-	-	Defense: Aerial / Strike: x2 KB + Stance(+) (Any)+ Damage
Sky Stance						
Cyclone Knuckle Punch	12	-	+1	+1	+2	Defense (Dodge) / Strike(M): Stance + Aerial
Cyclone Sword Foot	13	-	+2	+1	+3	Defense (Dodge) / Strike(M): Stance + Aerial
Thunder & Lightning	15	-1	-1	-1	+2	Strike: Stance + Killing + Area (+6 Critical) / Strike: KB x2
Transition Step	14	-1	+3	+3	-	Defense (Evasion) / Strike (M): Stance (+) + Grounding
Whirlpool Grasp	12	+1	+1	-2	+3	Grapple: Hold 2 (O) / Strike: Stance + Killing

Burning Strike: This is a strike to the ribs that does killing damage. It is intended to snap ribs and possibly kill the target by puncturing the lung with the broken rib.

Cyclone Knuckle Punch: The Master (player) leaps into the air doing a full 720-degree spin to fly above the incoming attack. He will land up to his leap in distance away from his original position but within striking distance (beside) of another target. Upon landing he will strike the target with a hammer hand fist to deliver his massive damage.

Cyclone Sword Foot: The Master (player) leaps into the air doing a full 720-degree spin to fly above the incoming attack. He will land up to his leap in distance away from his original position but within striking distance (beside) of another target. Upon landing he will strike the target with the outside bridge of his foot to deliver his massive damage.

Drowning Arms: The player snatches the target's neck in a chokehold. He will have no modifier to aim at the neck.

Erupting Hands: This maneuver is performed when the player lunges both of his palms into the target sending him flying. It is more of a shove then a strike and is intended to give the player room to breathe.

Flash Flood: The player snatches up two targets (one with each arm) and places both of them in a Hold 2.

Flickering Fists: This attack is two quick punches delivered to one or two targets (one strike each in the case of two targets).

Mighty Oak: The player stands his ground firm and blocks the oncoming attack with his fist.

Mountain Fist: A very powerful punch, this maneuver

is delivered when the player leaps straight up and lands with his entire force and weight focused at the end of his fist.

Punishing Fist: This is an uppercut that strikes with enough force to cause the target to lose his balance fall either on his face or back.

Punishing Foot: This is a powerful version of the snap kick that lands not only with the top of the foot but also with the shin. It strikes with enough force to send the target reeling back and land in the grounded position.

Smoking Embers: This maneuver is usually used when fighting multiple opponents being that the player is very elusive to additional opponents.

Thunder & Lightning: The first part of the maneuver is a strike to the solar plexus with the intent of killing the target. The second part is designed to send him off to die quietly.

Tidal Step: The first part of this maneuver is called tide goes out. The player takes a step back (evasion) to avoid the incoming attack. The second portion of the maneuver is called tide comes in. The player steps in and snatches up the target's arm placing him in a hold 2.

Tornado Toss: The player blocks the incoming attack and then ensnares the offensive limb. He then spins around to complete a 360-degree turn lifting the target off of his feet. The player then lets go and sends the target flying to take his damage.

Transition Step: Each of the five elements has a transition step uniquely designed to fit their element and to allow them to blend into another element while also doing a maneuver. It also allows them to effortlessly go from no stance into a stance without having to take a phase prior. Earth has a punch that leads the player into the transition. For wind the player does a flipping dodge landing into the new stance. The water stance is transitioned by the player by scooping up the target and tossing him down like the surf. Fire plants both feet into the opponent and shoves off sending him and the target in opposite directions. When the player lands he will be in the stance he desires. For the Master he side steps the target and then strikes either him or a secondary target. The target that is struck will also be sent into the dirt.

Tsunami Punch: This is a super fast punch that directly follows any form of defense.

Under Tow: The player grabs the target by the knees and pulls up and back forcing the target to land head first. While remaining in a hold 1.

Whirlpool Grasp: The player grabs his target around the waist and squeezes until he crushes the back of his opponent. The optional is for the phase following the initial grapple. It should be noted that both of the targets arms and legs are left free.

Whirlwind Step: The player takes four steps completing a 180-degree turn with each step. He can dodge up to three opponents simultaneously with this one maneuver.

Whirlwind Sweep: Much like the whirlwind step, the player takes four 180-degree steps to avoid his opponents. Not only will he evade up to three opponents but he will also ground each opponent that he successfully evades.

Credits

For inspiration I would like to extend Many thanks to:

Bruce Lee	Contributions to the American martial arts movement
Namco	Tekken series, Soul Edge
Squaresoft	Bushido Blade
Gho's Kung Fu	My Kung Fu training
Jennifer Lawler	The Martial Arts Encyclopedia
R. Talsorian Games	Years of fun and the Fuzion System. Thanks!
Hero Games	Years of fun and the Fuzion System. Thanks!
You	New fans of STUDiO187, this is just the beginning!!!!!!!!

Martial Art Web Links

Animal Forms:	http://www.ma.ultranet.com/~eclipse/ma/animals.html

Weapons:	http://www.connecti.com/~jetstore/

Chinese Martial Arts:
    Wushu:	http://www.webcom.com/~shaolin/
                  http://www.kungfu-wusu.com/
    Jeet Kun Do:	http://home.interlynx.net/~lbrown/jkd.htm

Japanese Martial Arts Info:
    In General:	http://www.shotokai.cl/ingles/index.html
    Swords:	http://www.uoguelph.ca/~kataylor/jjsanow.htm
    Hapkido:	http://www.hapkido.com/

Other Oriental Arts:
    Pentjak Silat:	http://www.cs.pdx.edu/~tellner/magdasil.html
    Arnis:	http://hansa.com/AMAA/
    Kick Boxing:	http://www.martial-arts.shoto.com/muaythai/index.html

European Arts:
    Sambo:	http://www.redrose.net/amerross/rma.html
    Pankration:	http://www.pankration.com/

South American:
    Capoeria:	http://members.aol.com/Bill510/capoeira.html

Compellation of Martial Arts:
                  http://www.bushido.ch/
                  http://www.wmaakarate.com/index.html

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