

# BETAZOID MARTIAL ARTS

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## The Akai

The akai is the Betazoid collapsible fighting baton. Typically about 3.75 cm (1.5 inches) in diameter, when fully extended it is 50-60 cm long. When not in use, it can be collapsed to 10 cm in length; some fighting maneuvers performed with it take advantage of this property to add the momentum of the extending stick to the blow.

**Size:** Up to 60 cm long

**Mass:** .6 kg

**Parry:** +1

**Damage:** 2d6

A set of Akai, extended to various lengths



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## Tassa' Akai

Meaning, roughly speaking, "Harmony of Mind and Weapon," Tassa' Akai is a Betazoid fighting style which uses the akai, or Betazoid collapsible fighting baton.

The style relies on rapid movement, precision strikes from unusual angles, and dodging, not on brute strength or direct attack. Those facts, by themselves, would do little to set Tassa' Akai apart from dozens of other martial arts styles from around the Federation.

What makes Tassa' Akai unique is its reliance on the practitioner's psionic powers to improve her fighting skills (thus, the style can only be learned to full effect by those with certain Psionic Skills). The fighter uses her psionic abilities to semi-subconsciously determine what her opponent will do next — where she plans to dodge to or block, how she plans to attack, and so forth. She then reacts to that maneuver almost before her foe has consciously conceived of it, which gives her a substantial advantage.

Watching two skilled tassa' akailar fight is almost like watching a ballet, albeit one with deadly intent.

In game terms, a Tassa' Akai fighter with Empathy or Telepathy can make a Routine (TN 10) Test with that Skill every round she uses Tassa' Akai. This is a free Action, but can only be performed once per round against a single target. If the target has Mind Shield, the Test becomes an Opposed Test, but remains a free Action. If the fighter

succeeds with her Test, the TN of her next Tassa' Akai maneuver is reduced by 3. The bonus only applies for the round in which the Test was made; it cannot be "saved" until the next round.

## Maneuvers

### Duna'ras (Feint)

Regarded as dishonorable trickery by many warriors, this blow fools the opponent, creating an opening which it then exploits.

**Prerequisite:** Tassa' Akai +5

**Effect:** The opponent makes a TN 5 Tassa' Akai or Intellect Test to detect the feint. If she succeeds, the attack is made at -3 to the attacker's skill; if she fails, the attack is made at +3. Damage, in the event of a successful attack, is +3

**Upgrade:** The opponent's TN to detect the maneuver is at TN 8. If detected the attacker makes the move at -2, but if not the attack is made at +4. Damage remains at +3. May be upgraded twice for cumulative effect.

### Kel Azra (Blunt Attack)

The character strikes her opponent with the blunt or dull part of an edged weapon.

**Prerequisite:** Tassa' Akai +3

**Effect:** A successful Kel Azra attack forces a Stamina TN vs light stun. Failure indicates the opponent is stunned for 1+str mod in rounds.

**Upgrade:** The TN for resisting stun is now vs medium stun.

### Kurais Azra (Crescent Strike)

The attacker raises the knee, then extends the foot outward then snaps it around in a dorsal arc, with the heel as the intended striking weapon.

**Prerequisite:** Tassa' Akai +4

**Effect:** Opponent gains +1 to block or dodge, but a successful attack yields double damage. Initiative is lost if the attack fails.

**Upgrade:** Adds a Stamina TN vs light stun for the attacker to avoid being rendered unconscious for 3+str mod in rounds.

### Onezh (Parry)

Parries hand-to-hand attack (if attacker is armed, character using Block may need to use a weapon to block).

**Prerequisite:** Tassa' Akai +4

**Effect:** +2 to one Parry or Block combat test.

**Upgrade:** +3 to one Parry or Block test (first upgrade). Bonus to two Parry or Block tests in one round, if defending against the same attacker (second upgrade). Bonus to two Parry or Block tests in one round, even against two different attackers (third upgrade).

### Sar Azra (Side Strike)

The leg is extended in a straight kick to the side while the body continues to face forward from the target. This maneuver may be performed in conjunction with any hand strike on the same opponent without an additional action penalty if the first attack was successful.

**Prerequisite:** Tassa' Akai +4

**Effect:** Damage is 4+str mod. Plus if made as part of a combined attack, the target must make a successful Stamina TN vs medium stun or be stunned for 2+str mod in

rounds.

**Upgrade:** +2 to damage, and upgrade the Stamina TN to vs heavy stun. May only be upgraded once.

### **Shel Azra (Jab)**

A short fast blow, usually aimed at the face, and intended to set the target up for a follow-up attack.

**Prerequisite:** Tassa'Akai +3

**Effects:** A successful Shel Azra does half damage, but the attacker may add +3 to his next roll to hit on the same opponent.

**Upgrade:** The attacker may make two Shel Azra attacks (making two attack tests) in 1 combat action. If both attacks are successful, this yields a +6 bonus to the next attack, but damage is still halved.

### **Ton Azra (Power Strike)**

A devastating blow in which the fist is turned, suddenly, to maximize impact by delivering the back of the hand into the target at a maximum velocity.

**Prerequisite:** Tassa'Akai +5

**Effect:** A successful attack does 6+str mod damage (7+str mod for complete success, 8+str mod for extraordinary success).

**Upgrade:** Adds a cumulative +1 to all damage done. May be upgraded twice.

### **Daath Azra (Flick-Strike)**

While striking with unextended akai, the fighter flicks her wrist in a special way, causing the weapon to extend and add the momentum of the extension to the force of the blow.

**Prerequisite:** Tassa'Akai +5

**Effect:** +3 to damage inflicted by the Akai

**Upgrade:** An additional +1 to damage, per upgrade (Upgradable twice)

### **Teshtar (Riposte)**

Parries armed hand-to-hand attacks., and increases the defender's chances of success on their next attack.

**Prerequisite:** Tassa'Akai +5

**Effect:** Adds +2 to a defending combatant's Armed Combat test to parry using the Akai. If the parry is successful, the next attack, made against the same opponent is made at +5.

**Upgrade:** +3 to parry bonus, as well as an additional +1 to damage. May only be upgraded one time.

### **Zor Azra (Skilled Attack)**

The practitioner makes a special attack with her weapon. Although difficult to execute properly, this maneuver is equally difficult for the target to block.

**Prerequisite:** Tassa'Akai +8

**Effect:** -3 to hit for the initial attack test, but if successful, a penalty of -5 is imposed on any attempt to block or parry.

**Upgrade:** Penalty to hit is lowered to -2 on the first upgrade. On the second upgrade, the block/parry penalty is raised to -6. May only be upgraded twice.

## **Special Techniques**

**Akai Sharais** ("Akai Cloud," +2 bonus to Onezh)

*Requirements:* Empathy or Telepathy +2

**Sinuous Pattern** (+2 bonus for one Azra maneuver of player's choice)

*Requirements:* Empathy or Telepathy +3

**Thunderbolt Strike** (+2 damage for Ton Azra)

*Requirements:* Empathy or Telepathy +4

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## USING BETAZOID ABILITIES WITH OTHER FIGHTING STYLES

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The Tassa'akai was developed by the Betazoids as a method of self-defense. Even the passive Betazoid people realize that sometimes a the best defense is a good offense. And that is what the Tassa'akai provides for the skilled fighter.

But, one does not have to be a practitioner of Tassa'akai to gain some of it's benefits.

The Akai, first of all, can be learned and used by anyone. And skill in using the Akai should be considered an Armed Combat skill, learned similarly to skills with Andorian, or some Klingon weapons.

And, even without skill in Tassa'akai, a Betazoid can use her Empathy, and her telepathic abilities in combat in tandem with other martial arts.

Whether the martial artist is using Klingon Mok'bara, Karate, Muay Thai, or the Ninja arts, Empathy can play an important part in predicting the intended maneuvers of one's opponent. And this can, often, mean the difference between life and death.

When using Empathy in tandem with other Martial Arts styles, a Betazoid must make an Empathy (Combat) test at TN 10. If successful she is able to add half of her Empathy level to any Unarmed Combat test to hit a target. She is also able to apply the same modifier to Dodge, Block, or Parry maneuvers.

This effect lasts for the duration of one complete round, after which the Betazoid must roll another Empathy (Combat) TN to re-engage her mental contact with her opponent and read his moves and intentions.

### ***The Khrysarians***

The secret society of Betazoid Mystics who still practice the teachings of Khrysaros and travel the quadrant seeking out the "demons of pain and anger" (see *Aliens*, pp. 28 & 31) not only use their telepathic abilities as a deadly weapon, but they also use these skills in armed combat.

These Betazoid Mystics will often carry a special two-handed sword as a weapon of choice. And many of them will have the elite profession, Weapon Master, with this blade as their weapon of choice. The sword is known as a Khrysar'akai. And a skilled Betazoid warrior can use a type of telekinetic skill to cause their mental energy to interact with the weapon, making their blows more accurate, and their defenses more effective.

Use of this ability requires a successful Telepathy (Combat) test at TN 15. If the test is successful, then the Betazoid may add half of her Telepathy level to both Armed Attack and Parry tests for the duration of that particular combat round.

The Khrysar'akai is a long sword, wielded two handed and used in a wide, swinging motion. The weapon is wielded very rapidly, and a skilled Betazoid Mystic with the abilities of a Weapons Master can move a Khrysar'akai so fast that the blade becomes blur, slicing through the air with an unmistakable whirring sound.

### ***The Khrysar'akai***

The sword of the Mystic followers of the teachings of Khrysaros. The blade is curved, slightly and sharpened on one edge. It is usually as long as 73cm, but some swords can be as short as 60cm, depending on the height, and reach of the wielder. Each Khrysar'akai is made, by hand, by it's user. And constructing the blade is a rite of passage for a Khrysar'ian Mystic.

Each wielder tunes their mind to the blade, and as a result can apply a type of telekinetic energy during combat that makes it easier for the Betazoid to hit her target, and fend off the blows of her enemies.

**Size:** up to 73cm long (between 60 and 73cm)

**Mass:** 1.5 to 2.5 kg

**Parry:** +1 (+ ½ of wielder's Telepathy skill)

**Damage:** 2d6+3

A Khrysar'ian may use a variation on the Kendo fighting style, or a more aggressive form of fencing when using the Khrysar'akai.

### **The Khrysar'akai (with scabbard)**

