Thrash

Anime and Fighting Game Martial Arts RPG
Version 1.8
by Ewen “Blackbird” Cluney

Chapter 1: Introduction

"Violent fighting to begin again..."
-- King of Fighters '96

Capcom's Street Fighter II changed the face of video games forever by introducing the world to a new style of game, where two characters faced off in a one-on-one fight to the finish. This has since spawned countless other similar games, to the point that it has created an entire genre of video games, collectively known as Fighting Games.

Thrash is a book-and-dice RPG that deals with anime and fighting game style martial arts. This main rulebook presents only general rules, info on real-world martial arts, and some general fighting game info, though additional sourcebooks will deal with an assortment of popular fighting game worlds.

The **Thrash** system is heavily based on the now out-of-print Street Fighter Storytelling Game from White Wolf, as well as Mekton Z, and, to a lesser extent, Ninjas & Superspies. The martial arts and the whole system are designed to simulate both fighting games and anime and manga based on them, the result being a highly cinematic game with lots of nifty special moves, energy blasts galore, and so forth.

Thrash is not intended to be a particularly complex or in-depth game. The object in roleplaying is to have fun, but in Thrash that may at times be the sole concern. Furthermore, the rules are designed to play relatively quickly, since the game is intended to simulate extremely fast-paced martial arts combat. To play Thrash you will need only this book, some pencils and papers, and some dice (10-sided and 6-sided).

Thrash is public domain. It may be distributed freely provided that no fee is charged and this document remains unmodified. And if you really enjoy it, you might consider sending a donation to the author. ^_^

Before you ask, yes, I did take an awful lot of stuff directly from Warrior's World (my SF:STG sourcebook) and paste it into Thrash (albeit with appropriate changes).

Design Theory of Thrash

One of the most important things to remember about Thrash is they way the system is designed to work. It functions in much the opposite of how other RPGs do. Rather than picking items from a list in the book to define your character, you create your character and their abilities in story terms, and then create that using the rules. This is especially true where a character's maneuvers are concerned. Chances are you won't have to make up a new maneuver to create the special move you want; it's all a matter of combining maneuvers and modifiers, and occasionally combo maneuvers, to create what you want.

The idea is to let the players create precisely what they want (you still have to worry about your point totals, mind you), rather than picking from what the game designers have seen fit to provide. This does, however, have an interesting result on character descriptions; truth be told, they tend to end up as a maneuver followed by a (long) list of modifiers (e.g., "Chi Blast (Flaming, Extended Range, Ground Blast, Moving Blast)"). Even so, once you look at the system in this way, it becomes very easy to define virtually *any* fighting game character, with comparatively little work.

Thrash is not a game for muchkins! Admittedly, the rules are easy to abuse. For example, one GM told me of a player who wanted to create Athena Asamiya, and proceeded to make her a psychic and then selected some four different styles, thereby reducing the cost of all Focus maneuvers to 1 CP each! This is not only abusive of the system, but just plain stupid. Athena's only style is Wu Shu, for one thing (not to mention the fact that cost modifiers aren't cumulative). I cannot stress enough that the whole point of Thrash is the storytelling. The rules themselves are secondary to EVERYTHING. When creating a character do not buy stuff just to make your character more powerful; the statistics are a numerical reflection of the conceptual character, the one that exists before the numbers come into play, and both need to be plausible for the game world and other parameters set by the game master.

Sourcebooks

There are currently two "official" sourcebooks for Thrash; Karyu Densetsu, and original campaign setting, and the Thrash Sourcebook, a collection of generic material.

Planned future sourcebooks include adaptations of Street Fighter, Ranma ½, DarkStalkers, King of Fighters, and Samurai Shodown, plus Metal Rage (crossover rules for Mekton Z) and Road Thrash (a sourcebook on combat racing).

Revision History

0.8 "Pre-Release Version": Basic rules and such, but no appendices.
1.0 This is the complete version, including the appendices not included in version 0.8, as well as a handful of other additions (armor rules, a character creation example, etc.).
1.2 Several corrections made, as well as many revisions to the basic system, based on feedback received. I've tried to close up some of the loopholes in the system, and generally spruce it up a bit.
1.8 Incorporated a lot of the game material and such stuff from Karyu Densetsu and the Thrash Sourcebook, plus made some clarifications and rules changes. Created construction systems for styles and maneuvers, then revised existing styles to account for that, including creation of "Discipline Styles". Revised multiple styles rules considerably.

Net Stuff

The Official Thrash Home Page can be found at http://www.blueneptune.com/~jcluney/ewen/thrash.htm and I can be e-mailed at blackbird@earthdome.com.

Thanks

I would like to thank the following people for support, encouragement, and informing me when I screwed up:
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The Learning Lich
Rob Pool
Sir Sanjiyan
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Disclaimer

Street Fighter, DarkStalkers, CyberBots, and all related characters are owned by Capcom Co., Ltd. King of Fighters, Fatal Fury, Art of Fighting, Samurai Shodown, and all related characters are owned by SNK. Ranma ½ was created by Rumiko Takahashi. Other games and characters mentioned herein are likewise owned by their respective creators. This document is not in any way a challenge to that ownership.

Chapter 2: The Martial Arts

"Once there was a man who tried to make his skill ultimate. Because of that, it was no wonder he was involved in the troubles."

-- Samurai Shodown II

This section gives general information on the martial arts as practiced in and out of fighting games, including general information on learning and practicing the martial arts, tournaments, and various other stuff of note.

Realism and Lack Thereof

Any serious examination of the occurrences in a fighting game will prove that there is no real form of logic operating. In fighting games everyone can take the same amount of damage, knows martial arts, has unlimited amounts of chi energy, can block any attack by holding up their fists, cannot actually be cut by weapons (though blood can fly out everywhere), and if they have an animal companion, that critter is indestructible and immortal.

The point is, Thrash tries to find a midpoint between the insanely illogical and real life. The game is intended to be run with some degree of seriousness and while taking into account the normal laws of the universe, but also to integrate some small measure of its violations of common sense, mainly in that the characters can possess special maneuvers and powers very similar to those presented in the games, and the plots and situations, with certain conventions removed (like the part about using quarters to resurrect the character). For this purpose it would be advisable to think more in terms of anime than anything else; virtually all fighting games are made in Japan with anime/manga themes in mind, and they tend to act accordingly over all.

The World

The scope of a Thrash campaign depends on the particular game world it is taking place in. The generic fighting game-type setting (i.e., late 20th century, martial arts are somewhat more common than in real life, tournaments are a very big deal, etc.) will be the starting point for a lot of Thrash campaigns, and thus such game worlds will tend to be restricted to Earth, but will be rather international. How much this is so varies; Street Fighter features characters from all over the world, but a lot of other games concentrate more on ones from Asia.

Goals

"It has been a year since the incredible tournament took place. Those who fight to find their true selves, those who fight to preserve the future -- they have assembled to fight again, and so the next tournament begins."

-- Battle Arena Toshinden 2

Real-life martial artists usually want to better themselves, and be able to defend themselves if need be. In anime and fighting games, however, most martial artists have other motives. Many want revenge for something or other, most often for killing a relative or friend (as is the case with Chun Li, Terry Bogard, Wolfgang Krauser, Shizumaru, Guile, and others), or some personal sleight, real or imagined (as with Genjuro and a significant portion of the cast of Ranma ½), or in some cases they are continuing an ancient conflict that has raged between two (or more) families or clans (as with Kyo Kusanagi and Iori Yagami).

Other sorts of goals vary a great deal; some fighters have grown greedy for the spoils of winning a tournament, others are merely carrying out the orders of whoever they work for (like Gen-An and Billy Cane). Some merely seek to prove the power of their style, their nation, their creed, or themselves, to the world (like E. Honda and Zangief), and a for a few, the fights themselves have become the only important thing, the quest for perfection coming before all else (as with Ryu).

A few others include carrying on one's family traditions (Ranma and Akane, any ninja, etc.), to further their quest for spiritual attainment (like Dhalsim), and to get into an organization (Birdie). And, of course, there's always the number one motivation; cold, hard cash.

Styles

There are many different styles of martial arts. They are not only from Japan and China, but are a worldwide phenomena. It is true that Asia has more and more developed fighting styles than any other part of the world, but those of other parts of the world can hardly be ignored. All martial artists will be trained in one or more styles. Information on the individual styles can be found in the Styles section (strangely enough).

In general, styles are classified as being external/hard or internal/soft. External styles, such as karate and kendo, concentrate more on the physical aspects; the object is to break the opponent. Internal styles deal more with the spirit and chi, and usually concentrate more on disabling the opponent peaceably. Obviously, not all styles can be fit into one of these two categories (Ninjutsu, for instance).

Honor

Honor is very important to most martial artists. The study of the martial arts is not simply learning to fight, but also encompasses some amount of spiritual and moral instruction. What honor means varies a great deal, depending upon who is asked. In broad terms, acting honorably means acting fairly and so forth. To some, it is a code that one follows always, even to the point of death.

The Power of Chi

It is called *chi* in China, *ki* in Japan, and *prana* in India. All these names describe a kind of energy that flows through all living things like water and burns in them like fire. While in real life some doubt its existence, in Thrash it is definitely a very real force, and one which should not be underestimated under any circumstances.

The cultivation of chi (the name by which it is referred to for game purposes) is difficulty, and best served by the internal styles of the martial arts. In game terms, it is used to power most of the more mystical martial arts abilities; energy blasts, mystic sensitivity, and other such powers all draw upon a character's natural chi.

Like yin and yang, chi is divided into positive and negative. Positive chi is the force of life, and negative chi is the force of un-life. All living creatures normally have

positive chi, and if infused with negative chi they will become incapable of healing or fighting off diseases. Even so, it is said that some have learned to actually adapt to having negative chi within them, and can use this terrible power at will.

The Earth is a living thing as well, and Chi flows through it in the form of lines of mystic energy known as Dragon Lines.

Tournaments

Nearly all fighting games are built around tournaments of some sort. In a tournament several different fighters compete, until finally one emerges the champion. How common such tournaments are in a game world is up to the GM. In all likelihood characters will participate in one to six tournaments per year.

Teams: While most tournaments will rely on one-on-one fights, some will allow for team competition. Teams are usually of two or three people, since that's how team tournaments are usually structured. Matches are usually tag-team (whereby there are two team members, who can switch places by "tagging" their teammate), or single-round elimination (where a match continues until only one side has members left standing), and even a few which are simply all-out brawls, with all of the team members participating at once.

Restrictions: Different tournaments have different requirements. This is especially true in the area of weapons. Firearms are, for the most part, NEVER allowed in tournaments, and melee weapons are frequently disallowed or at least frowned upon.

Gambling: It is very common for tournaments to take bets on the outcome of fights -- this serves to draw even bigger crowds and make even more money. There are two drawbacks to it, however. In many countries it is illegal, so if the police should decide to crack down, those concerned could be in big trouble. It also serves to draw in less desirable elements; certain tournaments are often troubled by mob influences, and some fighters may be bribed or threatened into throwing a fight.

Managers: If you are going to be a tournament fighter, it might be a good idea to have a manager. This is someone who handles the paperwork for you. They will arrange for entrance into tournaments, make sure you're getting paid enough, and other important stuff (and take a certain percentage of your winnings).

Staff: Fighters who really make it big will usually have a small staff to handle things. What this entails varies a great deal, but common employees include: a bodyguard (to handle things diplomatically and without injury), accountant, chauffeur/pilot, publicist, trainer (to keep you in shape), instructors (in nearly anything you deem important), ring doctor, and who knows what else. Of course, you've got to be able to give these people a salary, and that means dealing with tax forms, social security...

Fans: Being in the public eye as much as a tournament fighter is means that characters will often accumulate fans, especially when they become particularly famous. Fighters' opinions of their fans vary a lot. Some all but ignore them, while others pay a great deal of attention to them. Regardless, fans can be very helpful. They are people who like the character a great deal, and if asked to do something, would likely agree, and might even consider it a privilege.

Prizes: Most tournaments give some sort of award to the winner(s). In fighting games these aren't usually all that important, but the prize of a tournament can easily be vastly important to the plot; an ancient mystical artifact, training in a particular style or special technique, a contract to sign up with a group. More exotic prizes could include not having the world overrun by demons (ala Mortal Kombat), immortality, or a single wish.

Tournament Match Rules

The particulars of a match vary between tournaments. For the purposes of Thrash there will generally be relatively few restrictions on what maneuvers the participants can use; as noted before, the only restriction commonly imposed is the prohibition of weapons.

One important factor, though is determining just when a match ends. Generally speaking, a tournament match will end when one of the following happens:

- Many tournaments place a time limits on matches, usually 1-5 minutes, though in game terms this will normally be measured in turns -- from 20 to 60 turns.
- One of the fighters is knocked unconscious.
- One of the fighters surrenders. This is more common than you might think for a few reasons. Firstly, most fighters aren't dumb enough to keep on going against someone who's just beat the stuffing out of them. Second, losing one match doesn't necessarily mean you're out of the tournament.

Teams

For roleplaying purposes, the PCs will most often form a team, which fights together. This may not always be the case (especially if they want to enter a tournament where competition is one-on-one), but outside of the ring they will likely stick together.

Why a team comes together varies a great deal. Some are all students of the same teacher (or sometimes the teacher is a team member, fighting alongside their students), some are simply friends and/or relations (such as the Trio of Garou from King of Fighters), some are working together for business purposes (like the Villains team of KoF '96); whatever the motivation, it had best be strong enough to convince them to stay together for a while.

Women and the Martial Arts

"I'm the strongest woman in the world!"

-- Chun Li, Street Fighter II

In fighting games and anime, female martial artists are generally common, but are still normally outnumbered by the guys by at least 4:1. The role they occupy is a curious one, a result of both Japanese culture as it applies to fiction and the conventions of the anime and fighting game genres. Generally speaking, female fighting game characters will be either Cute (Nakoruru, Rimururu, Sakura, Athena Asamiya, Yuri Sakazaki, etc.) or Sexy (Vice, Mature, etc.) or occasionally both (Felicia, Mai Shiranui). Naturally, the Cute ones are both more common and more dangerous.

Such character's don't have to be scantily clad, but the designers (and for that matter, entirely too many players) seem to think it's a big plus (Felicia, Mai, etc.).

Retirement

"Go home and be a family man!"

-- Guile, Street Fighter II

Sooner or later, a fighter will likely outgrow tournament fighting. When that happens, they'll usually decide to retire. What retirement means to a tournament fighter can vary a great deal. They might try to settle down (after all, you meet a lot of people traveling so much for tournaments; you might just meet that certain special someone...), or start a training school of their style, or just go back to normal life (in the second Fatal Fury OAV, we get to see Terry Bogard working at a construction site). Some retired fighters still want to be near the fights, and become managers of up-and-coming fighters, or hold tournaments of their own, or run arenas.

Weird Powers

Whether and to what degree strange powers show up depends on the game world in question (and thus the GM), but it's Important to remember that this is fantasy, and just about anything can happen. Psychic powers, magic, cyborgs, elementals, and mutant animals all have a place. Of course, those buggers can get pretty damn powerful, so the GM should be careful about allowing them.

Of course, this sort of thing makes being a fighter a much more interesting (and potentially dangerous). You never know just what strange abilities an opponent might be holding back, though some will be more apparent than others. See Appendix 1 for more details.

Chapter 3: Character Creation

The first step in playing is to have a character. This section explains how to do that. The game mechanics of creating a character are pretty simple, but regardless you should always remember that a character is far more than simply a combination of numbers, but a sort of simulated person, who should have a distinct personality, set of goals, and history.

Step 0: Concept

Before you begin coming up with stats, it's best to have some general idea of what your character is going to be like ahead of time. A concept doesn't have to be fancy or anything, just so long as it gives you a general direction in which to decide your character's abilities and such.

Step 1: Attributes

You are given 6d10+20 points to assign among the eight basic attributes. Attributes may not normally be below 1 or above 10. The eight attributes are as follows:

Intelligence: This describes the character's overall reasoning ability, memory, perception, and so on.

Focus: This is a measure of the character's overall mental control. The Focus attribute is critical for most of the more mystical martial arts abilities, and determines the damage of most purely chi-based attacks.

Charisma: This describes how personable the character is overall; how well they relate to other people.

Will: The Will attribute is a measure of the character's determination and force of will, and, amongst other things, is used to resist mental attacks.

Strength: Strength describes the character's overall physical strength, and thus determines both how much damage they inflict with normal, physical attacks, and how much they can lift and carry.

Agility: Agility determines how fast the character can move and how good their reflexes are.

Stamina: Stamina is a measure of how long the character can carry out physical activities without being fatigued, and also determines how much damage they can take in combat.

Appearance: Appearance is a general measure of how good-looking the character is.

Unspent attribute points are doubled and added to the character's available Character Points (see below).

Heroic Attributes (Optional)

Thrash characters are intended to be powerful, but in some campaigns you'll want them to be *really* powerful, mainly because the major villains are even *more* powerful. If this is the case, you, as the GM, may wish to invoke the Heroic Attributes rule; rather than the usual 6d10+20 points, you may give characters a set allotment of points to use, generally between 60 and 75, though occasionally higher. If the GM wishes to allow it, the maximum value for attributes can be raised from 10 to 12 as well.

Secondary Stats

The secondary stats are other statistics of varying importance, which are based on the character's attributes.

Base Action Points: The number of Action Points a character has affects initiative and determines how many different things they can do in a single combat turn. Each maneuver counts as a certain number of Action Points, and when all the character's APs are used up for that turn they cannot act anymore. **All characters begin with 8 APs, plus 1 per point in their various styles.**

Chi: A character's Chi stat is a measure of the power of their life force and spirit. Chi points are spent to make use of certain powerful maneuvers. A character's base Chi is determined as follows: **(Focus x 2) + Will**

Health: Health is equal to **Stamina x 4**, and determines how much damage a character can take before being rendered unconscious.

Dizzying Threshold: This is determined as **Stamina + 8**, and determines how much damage a character can take in a single turn before being briefly dazed.

Rage Threshold: A character's Rage threshold determines how much punishment they can take before becoming "charged up" by it (sort of like the Rage Meters in many fighting games), and is determined as: **Stamina + Will + Focus**. You might be asking why it is that more powerful characters take longer to "charge up." Basically, the idea behind this is that a more powerful character has greater endurance and inner control, so that it takes them longer to get truly pissed off, but when they do – *watch out!*

Basic Damage

The damage for nearly all maneuvers is determined by taking the modifier listed below, as calculated from the appropriate stat, and applying it to the damage of the maneuver. Base Damage for Strength and Focus should be recorded on your character sheet.

Level	Base Damage
1	-3
2	-2
3	-1
4	+0
5	+1
6	+2
7	+3
8	+4
9	+5
10	+6

+1 damage per point above 10

Upper/Lower Body Strength (Optional)

Generally speaking, characters are assumed to have roughly equal upper and lower body. Of course, this may not always be the case; some characters are exceptionally good at kicking (e.g., Chi Li), while others are far better at punching (e.g., ANY boxer character).

To simulate this in game, you take your normal Strength attribute and "split" it. Next to the basic strength you write in parenthesis two numbers, the first being the upper body strength and the second being the lower. They begin equal to the normal Strength attribute, but either may be increased one point by lowering the other one point. They cannot be more than 4 points apart, however.

Upper Body Strength is applied to all punches, most weapon strikes, and similar maneuvers. Lower Body Strength is applied to all kicks. ALL other maneuver types use the character's basic Strength attribute normally, since Athletics, Grappling, and other maneuvers make use of both upper and lower body muscles.

For Example: The player is creating a kickboxer, who has a Strength of 7, but wants his character to be better at kicking than punching, so he puts the lower body strength two higher than the upper; under Strength on the character sheet it will read: 7 (5/9)

Step 2: Character Points

You are given character points equal to your character's Intelligence plus Agility, plus 40.

Skills are bought at a cost of 1 point per level in that skill. *Disciplines* cost 2 points per level, *Styles* cost 4 points per level, and maneuvers cost CPs as noted in their descriptions. You may also select various Advantages (see below), which will cost additional CPs or Disadvantages, which give you more CPs.

Unspent CPs are doubled and become the character's current pool of experience points.

Spending CPs On Secondary Stats (Optional)

The GM may allow players to increase various secondary stats "artificially" at character creation by spending extra character points. The GM may disallow or limit this as her or she sees fit.

Stat	Cost	Maximum Increase
Base APs	3 per +1	+4
Chi	1 per +2	+12
Health	1 per +2	+12
Dizzy Threshold	1 per +1	+6

Specializations and Concentrations (Optional)

A *specialization* is a type of enhancement to a skill whereby the character is better at a particular area involving that skill. For instance, a character with the Swimming skill might specialize in distance, or speed, or whatever. To select a specialization you must have the particular skill at 5 or higher, and when rolling for something involving the skill in a manner for which the specialization is important, roll a d12 instead of a d10.

A *concentration* is similar to a specialization, except that the character has studied their particular specialized area to the point of neglecting others, and thus they roll 2d6 for rolls that involve the concentration, and 1d6 for those that do not.

Specializations and Concentrations may be applied to all Skills and Disciplines, but not to Styles or anything else.

Unspecified CPs (Optional)

With the GM's permission, the character may leave some CPs unspent, so that they can be used to buy additional stuff on the fly, things which the character "just

happens" to know. The character may have any number of Unspecified CPs, up to half of their total available, but they must pay 1 CP for every 4 set aside in this manner.

Step 3: Fill In The Rest

The last step is to basically work out everything else about your character. This means you need to decide on their personality, background, appearance, and so on, name any important equipment/weapons they might carry around with them, and a quote from the character.

Character Creation Example

Obviously, you might have some difficulties with all this. The following is an example of how character creation should work, from step 0 to step 3.

Step 0: So, I decide to make a character. I want a cliché cutesy teenage girl Judoka type (hey, it's anime!).

Step 1: Rolling 6d10+20, I get 51 points for attributes. Divided between the eight attributes, that's roughly 6 points each on average, so, after fiddling with them for a while, I've assigned them like this: Intelligence 5, Focus 7, Charisma 5, Will 7, Strength 4, Agility 8, Stamina 7, Appearance 8

Next is the Secondary Stats. Base APs we'll calculate later. Chi is (7x2)+7, or 21. Health is 7x4, 28, Dizzying Threshold is 7+8, 15, Rage Threshold is 7+7+7, 21, and basic damage is +0 for Strength and +3 for Focus.

Step 2: Now, she gets 40+5+8 CPs, 53 in all. First I make a list of what I want her to have, and then give them all levels.

Skills: Computer 3, Cooking 2, Language: English 4 (Japanese is her native language), Taunt 5 (13 points total)

Disciplines: Blind Fighting 4 (8 points)

Advantages & Disadvantages: Mentor 3 (3 points)

Styles: Judo 4 (16 points, and now we know that her Base APs is 12; add +1 to Agility and thus get one extra CP)

Maneuvers: We have 13 points left now (including the extra one from Judo's Agility bonus). First off, she gets Body Flip, Breakfall, and Foot Sweep for free, in addition to the usual basic maneuvers. Since judo specializes in grappling (and gets such maneuvers with the CP cost reduced by 2 point), I go straight to the Grappling section, and pick Leaping Slam (3 points). Then I grab jump (practically a requirement for fighting game characters) and Tackle (1 point each). Next, since it's anime, I buy a Chi Blast (6 points) but make it a Short Blast to cut down the cost (-2, making it 4 points total). Now there's only 4 CPs left to spend. Since I don't want to bother with disadvantages, I decide to create a Combo Maneuver. This will be a 3-part one (2 points base cost), where she body flips the opponent, shoves a chi blast into their chest, and then does a leaping slam to finish them off. And to make it even more effective, I add a Chi Charge modifier (+2 points), and now the statistical part is done.

Now the important maneuvers need to be named. Her Chi Blast I'll call "Screaming Eagle Shot," her Leaping Slam "Soaring Hawk Cruncher," and the nifty combo maneuver will be… "Great Talon Shredder." The tackle, body flip, and foot sweep are just that and needn't be given names

Step 3: Now comes the fun part. ^_^ Okay, her name is Tomiko Yamada. She is an 18-year-old judo fighter, originally from Kyoto, where she learned judo from her grandfather, despite his total inability to keep different quantities straight. Tomiko began entering tournaments only this year, after she was attacked by and defeated the infamous Pigeon Eddie, a ruthless criminal mastermind and practitioner of the Saiiko style of Karate, whose evil she now wishes to put an end to. Tomiko is friendly and outgoing, but never puts up with any injustice, to the point of occasional megalomania… She is fairly short and rather cute, and has short green hair for no apparent reason. In combat she wears her judo gi, which is bright blue in color.

Obviously this is a very silly character, and as such should only be used in a likewise comedic campaign.

Recreating Characters

Inevitably, you'll probably want to recreate an existing character from your favorite game or anime or whatever. Obviously, it's largely impossible to create any hard and fast rules for this sort of thing -- it's more an art than a science.

So, how the hell do you go about it? ... That's not so easy to explain. Ultimately, you're creating an *interpretation* of a character, colored to some degree by how you perceive them. As such, it is advisable to collect as much information as possible; the less guesswork you have to do, the better. Of course, this may take a whole hell of a lot of digging, especially if you don't understand Japanese.

Armed with a good understanding of the character, the tricky part, the statistics, begins. Games and anime don't generally bother to quantify the characters' capabilities per se, so even if you have every scrap of info ever written, you still have to do some guessing as to just how strong is strong (is Guile's strength higher, as high, or lower than Ken's?). Stats can usually be done without much trouble, and Styles tend to be fairly obvious, and if all else fails you can simply use the Generic Style, and Disciplines likewise are often obvious, at least as far as anime is concerned, though skills may take a bit more thought, simply in that when the character is running around battling villains and such, they don't spend much time doing things that involve too many of their skills.

Maneuvers are one of the most critical things, though, especially for a fighting game character. You have to worry about not only the "special" moves, but the minor things; unusual punches and kicks, such as Ken and Ryu's Cyclone Kick (tap the joystick forward and do a medium kick), and throws.

By and large, this whole process should probably be carried out without regard to point costs; most existing characters are considered to be pretty experienced in the first place, and as such will be more powerful than your typical starting character is intended to be. Even so, especially for a player character, the GM may wish to limit the player to the normal allotment of CPs -- this may necessitate assuming that the character is simply from earlier on in the series than what was seen before.

Skill Descriptions

Weapon Skills: A weapon skill enables the character to use weapons of the types covered by the skill, regardless of the character's style. A weapon skill provides a very basic knowledge of the use of that weapon, and if you want any special maneuvers to go with it, you cannot purchase maneuvers whose cost totals more CPs than the character's level in the weapon skill.

Animal Training: This is the ability, through typical learning techniques, to teach an animal to perform simple tasks, such as training a horse to respond to commands from the reins, or getting a hawk to track and capture rodents for its owner.

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

Basic Repair: This is a very basic knowledge of mechanics, sufficient to fix a toaster or do basic automotive repairs.

Blades: The character is skilled in using swords, knives, and other blade weapons.

Blunt Weapons: Skill in using cudgels, maces, clubs, and similar weapons in combat.

Chain Weapons: The character is skilled in using chain weapons; this includes flails and related weapons, as well as nunchaku, ordinary lengths of chain, and other such weapons.

Computer: This is a general ability to handle computers. A low level in this skill (+1 to +3) indicates just computer usage skills, while higher levels in it mean that the character is capable of programming.

Cooking: The character is versed in how to prepare meals well. Nearly anyone can cook, but this character has practiced at it, and probably has at least a small repartee of memorized recipes.

Dance: Self-explanatory.

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

Disguise: The ability to make oneself look like someone else. This requires makeup, clothes, and possibly some other items. This may be seen through (Intelligence roll), but is unlikely.

Drive/Pilot: This is a general ability to pilot/drive various types of vehicles. Each different type of vehicle counts as a separate skills (i.e., Drive Autos, Pilot Airplanes, Pilot Boats, etc.).

Engineering: This is an advanced knowledge of some area of engineering (electrical, mechanical, avionics, etc.).

Escape: The character has the ability to free themselves from handcuffs, straitjackets, and similar items. This typically involves careful muscle control, and the often painful process of dislocating joints.

Expert: The character is an expert in some area or other. The Expert skill can be used for a wide variety of skills, including hobbies, artistic skills (art, writing, playing a musical instrument, etc.), and even science (biology, chemistry, psychology, etc.).

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

Firearms: This is general skill with using guns.

First Aid: Skill in administering simple medical help, such as bandaging wounds and performing CPR.

Games: What seems like a mere game to some is often an expression of the meaning of life to others. Martial artists and eastern mystics are particularly notorious for this sort of thing, and will often be expert players of games such as go, shogi (Japanese chess), tiao qi (Chinese checkers), and xiang qi (Chinese chess). Such games, especially go, will be played for hours on end, in search of not a victory per se, but a perfect game.

Groundfighting: This skill allows the character to fight while prone. A successful roll on the Groundfighting skill enables the character to use any reasonable maneuver (i.e., any ones that logically could be used while on the ground; GM discretion). Characters without this skill will receive a -4 penalty to all combat rolls, and anyone attempting to attack a groundfighter will likewise be at -3 to attack with maneuvers not designed for such opponents.

Hojoujutsu: This is a series of techniques for binding/tying up others such that it is exceedingly difficult to escape. If hojoujutsu is used successfully, attempts to escape are at -6.

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

Interrogation: The ability to question an unwilling subject, and in doing so get information out of them that couldn't be gained otherwise. This may include torture, either physical or mental, deception, playing "good cop/bad cop", and depriving of sleep or food.

Intimidation: Techniques of intimidation range from subtle suggestions to outright physical threats; characters with this skill understand how to get what they want by being imperious. Intimidation can be used to attempt to "psych out" an opponent before a fight. To determine the rate of success, make a contested roll; 1d10 + Charisma + Intimidation Vs 1d10 + Will + Focus. If the intimidating character wins, the opponent is at -4 on initiative and loses half their APs for the first turn only.

Language: This skill grants knowledge of a language other than your native one(s). **All characters are considered to know their native language at a skill level of 3**; this can be increased higher if so desired.

Leadership: The ability to take control of a situation and convince others to follow you, though the GM should apply a penalty to attempts to lead others into danger, especially if the commander is not going himself.

Lore: The character has a general knowledge of a particular area of mythology. Each area counts as a separate skill. Such myths may differ from the truth, but will still give the character *some* useful clues most of the time.

Medicine: This is knowledge of how to heal others. What form this takes may vary, ranging from a Western-

style medical degree, to a knowledge of holistic medicines, or anything in-between. When the Medicine skill is used successfully, half the level of the skill is added to the total Health restored per day.

Mimicry: A difficult skill to be sure, this allows the character to convincingly imitate the voice of another person. The character can imitate any accent they've heard before, but imitating a specific person requires that the character study that person's voice, and make a skill roll. Regardless, the character cannot fool electronic detection.

Missile Weapons: The character is skilled in using primitive projectile weapons, including bows, slings, crossbows, and so on.

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

Philosophy: This skill grants knowledge of a particular philosophy, such as Buddhism, Taoism, Confucianism, Shinto, Hindu, Maoism, etc. Each type of philosophy counts as a separate skill.

Polearms: This is skill with using polearms, including halberds, naginata, and similar weapons.

Seduction: This is the ability to seduce another person appropriate sexual orientation.

Shield: Skill in using shields to parry blows.

Sing: Self-explanatory.

Staves: This is skill in using staff weapons in combat, including quarter staves, the bo and jo, escrima sticks, and similar weapons.

Stealth: The ability to move quietly, unnoticed, by moving with appropriate balance and footing, slowly to avoid detection. The character is not invisible, but unless an observer actually *sees* the character, detection is highly unlikely.

Streetwise: A general knowledge of the various gangs, dealers, and other criminals that may be found in an area familiar to the character, as well as being able to avoid conflicts.

Survival: This is the ability to survive in a wilderness area. The character knows how to find food and water, avoid hazards, build shelters, and so on. Make one skill roll per day spent trying to survive; failure means the character has made some kind of mistake (in general, this can be condensed to saying that the character has managed to take 1d6 damage in all by some means or another).

Swimming: This is the ability to move while in water, keep from drowning, and so forth. Swimming characters effectively use their Strength as Agility for the purpose of determining how far they can move in a turn.

Taunt: This is the ability to make fun of your opponent, by variously jeering at them, making weird faces, or whatever suits your fancy. A successful taunt roll will take off Rage points from the person it is directed at as per the Base Damage table using their Charisma. Taunting takes up at least 10 APs.

Thrown Weapons: Skill in using thrown weapons, including shuriken, darts, and even rocks.

Whip: Skill in wielding a whip or similar weapon (blackjack, cat-'o-nine-tails, etc.) in combat.

Disciplines

Disciplines are a somewhat unusual category of abilities, falling somewhere in-between skills and special powers. Disciplines grant abilities that are beyond what is common, but not beyond what normal humans are capable of.

Armor Fighting

A character with discipline is practiced in fighting while wearing armor, such that they do not feel its encumbrance as other characters do. For every level of Armor Fighting, reduce the encumbrance penalty for any armor the character wears by 1 point, to a minimum of 1.

Arts of Invisibility

"And from him I learned the art of Ninja, the art of… invisibility*."*

-- Splinter, TMNT the Movie

The Arts of Invisibility, originally based on the techniques of puppeteers in Kabuki theater, were developed by the Ninja in order to carry out their clandestine activities. Practicing the Arts of Invisibility requires a mix of ingenuity and mental control that few are capable of.

1. Move Silently: This is effectively the same as the Stealth skill, and uses the level of Arts of Invisibility for such.
2. Hiding: The character learns how to become one with their environment, thereby hiding, motionless, with almost no chance of being noticed by the naked eye. The character is generally considered to automatically succeed, though when under close observation they must make a roll to maintain the illusion.
3. Evasion: This ability lets the character hide behind someone, following their every movement so that they perpetually remain in that person's blind spot. Again, this works automatically unless the other person is attempting to find them.
4. Escape: This is effectively the same as the Escape skill, and uses the level of Arts of Invisibility for such.
5. Disguise: This is effectively the same as the Disguise skill, and uses the level of Arts of Invisibility for such.
6. Vanish: This ability allows the character to appear to vanish; in truth they create a distraction of some sort, and then quickly move out of sight. Obviously, this requires somewhere to disappear to, as well as a successful roll, the difficulty depending on who they're dealing with, the lighting, and the accessibility of hiding places.
7. Mystic Invisibility: This mystical power allows the character to cloud the minds of observers, such that they simply do no perceive him, even if it was activated while they were looking right at him. This costs 4 Chi and 8 APs to activate, but additional chi must be expended any time they move – 1 Chi per 10 APs they expend.
8. Mystic Disguise: A more complex illusion, this power causes others to perceive the user as being someone (or something) else. So long as it is maintained the illusion is convincing to most any visual inspection, though it will not work at all for physical purposes. Maintaining the

illusion costs 2 Chi per minute, and a roll is required to produce a convincing illusion.

Blind Fighting

This discipline teaches the character how to use all of their other senses to fight when blinded. Any time the character cannot see and attempts to fight, they may make a Blind Fighting roll to negate the usual penalties for blindness (-5 to all rolls, APs are halved) as they pertain to fighting for the duration of the turn, though they will be at -2 APs.

Body Hardening

Martial artists will do all sorts of things to make themselves, stronger and tougher, and a lot of them are pretty painful. Body Hardening refers to any number of exercises which make the body resistant to damage. This can include standing under waterfalls, chopping wood, taking blows from other students, and other fun things.

For every level of Body Hardening, add +3 to the total of all Soak Rolls (see the rules section for more details).

Feng Shui

Feng Shui, or Geomancy, is an understanding of how the power of Chi flows through the Earth. A character with this discipline can recognize how the flow of the Dragon Lines will be affected by different factors, especially architecture, for which bad designs can often create a hurtful flow of chi.

Iaido

Considered a style in and of itself, Iaido is the Japanese art of sword-drawing. The original combat form, Iaijutsu, was based around the idea of striking down an opponent with a single, lightning-quick blow. It enables them to draw the sword and strike in one smooth, fluid motion, with lightning speed.

When a character uses Iaido as the first attack of a fight, add +2 to Initiative per level of Iaido. The Iaido strike uses 5 APs total, and adds +1 to damage per level of Iaido.

Iron Fist

Through arduous training and body hardening exercises, the warrior's hands are made as hard as steel. Normal punches see their damage increased by +1 per 3 levels of Iron Fist, and the character can execute a **Power Punch**, as follows:

Accuracy: -1
Action Points: 9
Chi Cost: None
Damage: 1d6+3
Move: None

Iron Will

The discipline of Iron Will essentially serves to build mental fortitude, providing a defense against any attack that affects the character's psyche. For any such attack, the character may add the level of Iron Will to their total for attempting to resist it.

Kung-Sool

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

Kyudo

Kyudo, "the Way of the Bow," is a form of archery derived from Zen philosophy. The object is not to hit the target, so much as to position bow, mind, and body in perfect harmony. Those skilled in Kyudo perform astonishingly well with bow and arrow, gaining the following benefits.

- The level of Kyudo may be used for archery (except with crossbows).
- Practicing archery effectively counts as Meditation at the level of the Kyudo discipline.
- The character can fire arrows while unable to see, using the level of Kyudo in place of the Blind Fighting discipline, or it is added to Blind Fighting if they already have it.
- By spending 2 Chi the character can increase the Damage and Accuracy of a shot by +1 (to a maximum of half their Focus).

Meditation

Meditation is a technique whereby the body is kept motionless and the mind stays in a clear, calm, restful state. Although by no means a substitute for sleep, meditation is very relaxing, and further allows for more rapid restoration of spent Chi points.

A character may spend up to 30 minutes meditating per level of the Meditation Discipline. For each 30 minutes make a roll on 1d10 + Focus + Meditation against a difficulty of 18; for every point that the total exceeds 18, the character regains one Chi point.

Negative Chi

The Discipline Negative Chi is perhaps one of the most dangerous and destructive to learn, for it requires that the character rely on Negative Chi, the opposite of *life itself* for power. To learn this Discipline a character must have the Negative Chi disadvantage (likewise they cannot learn Positive Chi if this is the case).

1. Sense Chi: The character is granted a natural awareness of the forces of chi around them, and this can sense the type and approximate quantity of chi in anyone within line of sight.
2. Dragon Chi: This power enables the character to draw Chi from the Dragon Lines. To do this they must stand on a line (they are quite common) and concentrate, drawing 1-3 Chi points per turn (depending on the strength of the line; GM discretion), which is used to restore their current Chi total.
3. Hardened Chi: The power of "Hardened Chi", or Shi Jin enables the character to focus their chi into hard lines of force, thus boosting the damage of attacks. Thus, the character can increase the damage of a direct physical attack by +1 for each point of Chi spent, though every +2 to damage also increases the AP cost by +1. It can also

be used to defend, adding +2 to the character's soak roll for each Chi point spent.

4. Soft Chi: Soft Chi, Chao Jin, enables the character to shape their chi into arc of force, but of a soft sort, such that it can be used to parry blows and use flips and other less direct attacks on opponents. By spending 2 Chi, the character can reduce the AP cost of the basic parry maneuver to ONE AP, and boost its accuracy by +3 for a turn. Also, they can boost the accuracy of Grappling maneuvers (except directly damaging ones such as Slam) by +1 per 1 Chi spent, to a maximum of the character's Focus.

5. Control Body Weight: This effectively grants the character the equivalent of the Reduce Weight Maneuver, except that it costs 3 Chi per turn.

6. Body Chi: This power enables the character to focus their chi directly into their physical abilities, temporarily boosting their physical attributes (Strength, Stamina, Agility). This costs 1 Chi per +1 increase per turn.

7. Negative Empty Chi: This power allows the character to hurl their chi as a disembodied force. This is effectively equivalent to the Kongjin maneuver, except that it costs 6 Chi per use. This attack does no damage to those with Negative Chi.

Positive Chi

While Chi can be used to harm, it can just as easily be used to heal. Those skilled in the use of positive Chi know how to use its powers for health and defense.

1. Sense Chi: Same as the Negative Chi ability.

2. Chi Healing: By channeling their chi, the character is able to heal others. They can restore up to 2 health per Chi point spent.

3. Dragon Chi: Same as the Negative Chi ability.

4. Soft Chi: Same as the Negative Chi ability.

5. Hardened Chi: Same as the Negative Chi ability.

6. Control Body Weight: This effectively grants the character the equivalent of the Reduce Weight Maneuver, except that it costs 3 Chi per turn.

7. Body Chi: This power enables the character to focus their chi directly into their physical abilities, temporarily boosting their physical attributes (Strength, Stamina, Agility). This costs 1 Chi per +1 increase per turn.

8. Radiate Chi: This power allows the character to convert their chi into light that emanates from their body. This can come out of their eyes or even their entire body. To simply create illumination costs 1 Chi per turn, but the character can also create a much stronger light, covering a radius equal to their Focus x 2 in feet, in which Negative Chi effects simply do not work! This costs 8 Chi per turn it is maintained.

Vital Points

The art of touching vital points, known as *atemi* or *kyusho* in Japan, *tien-hsueh* in China, *kuepso* in Korea, *huyet* in Vietnam, and *raihasia* in India. Whatever you call it and however you use it, it is the ability to touch different points on the body to trigger nerves and thus cause the body to react in different ways. Those skilled in the art of vital points can be very powerful, able to kill or heal with a touch.

Defending against vital point strikes is possible, but can be difficult. The trick is to cover one's vital points if possible (though that requires at least a passing knowledge of Vital Points in the first place), or preventing the attacker from hitting the point they wish to; this usually lets one avoid the effects of an attack, but occasionally results in a different vital point being struck, which may have better or worse results.

Because it is so powerful, Vital Points counts as a Style in terms of cost.

Needless to say, this knowledge is extremely rare, and GMs should be hesitant at best to allow PCs to learn it, especially given how powerful it can make them.

Below is a list of the various vital points abilities. A character who possesses the Vital Points Discipline is considered to have all of the abilities numbered up to their level of Vital Points. Characters may not have Vital Points at a level higher than their Focus-2.

1. Healing: The first thing anyone who learns the vital points is taught is how to heal. By making a successful Vital Points roll, they can undo the effects of the Vital Point attacks of Pain, Paralysis, Deafness, and Blindness with but a touch. When caring for someone who is injured, they will increase the rate of healing by 1d6 Health per day.
2. Advanced Healing: The character's healing abilities are now improved to the point that they can undo any vital points attack, and when caring for someone increase the rate of healing by 1d10 Health per day instead of 1d6.
3. Pain: With a touch the character can strike a vital point that will cause victims excruciating pain, resulting in a -3 penalty on all die rolls, and a reduction of -3 points to the character's available APs for the next 1d6+(Vital Points level) turns.
4. Partial Paralysis: The character is capable of paralyzing one of an opponent's limbs with a touch. If a given limb is successfully paralyzed, the character loses the use of that limb for the next 2d6 minutes, and this incurs a penalty of -3 to all rolls, and -5 to Move if it is a leg.
5. Finger Snap: By performing a special sort of "finger snap," the attacker can disrupt an opponent's inner ear, thus causing them to lose all sense of balance, and thus be at -7 to all rolls, and incapable of kicking for 3d6 minutes. Performing a Finger Snap attack requires that the attacker be in the same hex as the opponent, and make an attack roll (1d10 + Agility + Vital Points).
6. Blindness: By making a precise strike just below the victims eyes, the attacker can render them completely blind for 1d6 hours. attempts to make such a strike are made at -5 on the roll. A successful roll with impact or breakfall will reduce the duration to 4d6 turns.
7. Fully Paralysis: By making three successful partial paralysis strikes, the character can completely paralyze an opponent for 2d6 minutes, rendering them helpless.
8. Blood Flow: By carefully striking at veins, the character can deliver a painful attack whose effects are virtually impossible to resist. This must be used with a narrow-impact hand strike, such as a Fingertip Attack or Knuckle Fist, and inflicts an additional +3 damage, which cannot be soaked.

9. Dislocation: Dislocation gives the character a knowledge of damaging bone-locking techniques which have been outlawed from most styles. Using this requires that a Joint Lock be initiated. If it is successful and dislocation is used, the attacker can choose to inflict normal rather than stun damage with the Joint Lock.
10. Chi Disruption: This powerful technique allows the character to completely disrupt the capacity to control chi in another person. If this strike is delivered successfully, the victim cannot use any maneuvers which require chi. If they are able to roll with impact or breakfall, they will merely lose 2d6+3 Chi points. Using this attack requires that the attacker determine where the opponent's chi center is (as it varies from person to person), and thus must observe them for ten minutes (or 1d6 rounds if they are making use of their chi in some way).
11. Amnesia: True masters of the art of vital points can cause amnesia in others by careful application of pressure to different points on the head. This ability cannot be used in combat, since it normally requires at least a minute or so to perform, without interruption. It can be used in three ways; victims can be made to forget an event a few minutes ago (in which case the memory erasure is complete and permanent), to make a victim forget their normal morals (in which case it lasts 1d6 days), or to erase a person's entire identity (in which case it will last only a few hours, unless the attacker spends ALL of their Chi, in which case it will last 1d6 days).
12. Puppet Dance: This rather eerie technique allows the character to grasp another person by the neck and, by applying pressure, animate them like a puppet. Using Puppet Dance requires that the attacker grab the back of the victim's neck (make an attack roll), and then spend two turns to get a feel for the different pressure points that must be used; during this time the victim can attempt to pull away, but after that, they cannot. Once the attacker has control of his victim, he can make them carry out most any normal activities, though those which require rolls are made at -8. Also, while using this power, the character cannot use any maneuvers which require chi or any other forms of vital point attacks. Further, the distraction of working their "puppet" means that their APs are halved and they are -4 on all combat rolls.

Weapon Art

A Weapon Art is a discipline that allows the character to specialize in the use of a *particular* type of weapon, excelling at its use. *When they are using that weapon*, the following modifiers apply:

- The character's Base APs are increased by +1 per level of Weapon Art.
- The level of Weapon Arts is used as the weapon skill.
- The damage inflicted with the weapon is increased by +1 per 3 levels of Weapon Art.
- Possessing a Weapon Art enables you to select appropriate weapon maneuvers for that weapon, with the cost reduced by 1 point (to a minimum of 1) -- this is *not* cumulative with any other Cost Modifiers.

Weapon Improvisation

A lot of things make a Jackie Chan movie cool. One of them is the way he can use nearly anything as a weapon. In *First Strike* it was a 12-foot-tall aluminum ladder, and in *Rumble In the Bronx* his antics included making use of a *refrigerator*. Now your characters can take a hand at this sort of thing, though not usually on that kind of scale.

To learn Weapon Improvisation requires that the character have Weapons Mastery at at least +2.

In general, Weapon Improvisation lets the character use any random object as a weapon to some degree. When the character grabs something to use as a weapon, they must spend 2 APs and make a roll on 1d10 + Intelligence + Weapon Improvisation to Attempt to figure out how to use it. The difficulty should depend on the type of object; a stapler, broom or a rolling pin is easy. A VCR, ladder, or refrigerator is *very* hard (even if you *can* choreograph it in advance 8)

Once the character does that, they can use it as a weapon. Of course, many improvised weapons will have big penalties, but the actual modifiers are left up to the GM's discretion.

Weapons Mastery

Weapons mastery is a discipline that grants the character the ability to use virtually any melee weapon imaginable just by picking it up. In game terms, the level of Weapons Mastery may be used as the skill level for any melee weapon. However, the cost of Weapons Mastery is 3 points per level during character creation.

Advantages & Disadvantages

An Advantage is some special ability or benefit of some kind, while a Disadvantage is a shortcoming or detriment of some sort. Advantages cost you character points, while Disadvantages give you more points to spend.

Advantages

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

Alertness (1/level): The character is naturally alert and tends to react quickly. For the first turn of combat when there is a surprise attack, add the level of Alertness to the character's initiative total.

Allies (4 each): The character has one or more friends or associates who will support them if need be. Allies will not always be available, but can usually be counted on in times of need. Allies can take on nearly any form imaginable.

Ambidextrous (4): The character is able to use both hands equally well, and thus does not suffer a penalty for using their off hand (usually -4 to the roll).

Animal Companion (2/level): An animal companion is an animal with which the character has an empathic rapport. The level of the Animal companion background determines how deep the rapport is, and

thus how well they can command their "pet." Such companions are very rare in fighting games an anime, the only really notable exception being Nakoruru and Galford from Samurai Shodown. See Appendix 2 for more details on animal companions.

Area Specialization (3): The character is particularly adept at a certain class of maneuvers (Athletics, Evasion, Focus, Grappling, Kick, Weapons, etc.; characters may not specialize in Super Attacks). As such, increase the accuracy of all such maneuver by +1, and reduce their AP cost by 1 point.

Artifact (2/level): An Artifact is a magical item of some sort, most often (though not necessarily) an enchanted weapon. Artifacts are measured in terms of their level, usually from 1-5, which describes how powerful they are and thus how much they cost. Appendix 2 includes a selection of artifacts, but the GM should feel free to create new ones as needed.

Attuned (4): The character naturally attuned to the spiritual nature of things. By making a Focus roll, they can estimate the Chi of an opponent (requires one turn/1 AP of concentration). Also, by spending 2 Chi points, you can open yourself up to the forces around you, thus sensing the general levels of Chi and other energy forms in the immediate area for the next few hours.

Aura of Power (3): The character radiates a sense of incredible power. Those who face them that are less powerful (GM discretion) will be overcome by a sense that the character is stronger and can crush them (even if that isn't really the case). The Aura of Power adds +4 to any intimidation rolls, and incurs a -2 penalty to all rolls for any opponent less powerful than you.

Calm (1/level): The character is nearly always calm and serene. As such, any time the character would gain Rage points, roll 1d10 + Calm, reducing the amount of Rage gained by that amount, to a minimum of 1 point. Naturally, this makes it very rare for the character to reach their Rage Threshold, and thus they will have a hard time doing Super Attacks. Instead, they can attempt to use the Super Attack through their mental control -- this requires a roll on 1d10 + Focus + Calm, against a difficulty of 20 or more.

Costume (2): The relatively minor advantage serves no real purpose other than to look cool. In essence, it grants the character the power to stay in their chosen fighting (or whatever) costume. When they are wearing it, stuff that would burn, cut, or otherwise damage it may be ignored if so desired. Further, if the character is not wearing their costume, they can do the "instant costume change" trick used by many anime characters, whereby the character tears off whatever they're wearing, by grabbing the fabric at the shoulder and pulling so that the clothing being removed flies in front of the camera, obscuring them from view for a brief moment, after which they are back in costume and ready to kick some ass. For that matter, if the character is really pissed off (see Kim in Fatal Fury the Motion Picture), they can just cause the fabric to tear/melt away by sheer force of will. Depending on the campaign, the GM may wish to simply declare that this applies to ALL characters and be done with it.

Desperation (6): It's said that when death is staring in your face you tend to move beyond the realm of what is normally possible. And just wait until this happens when the Epic Battle Rules have been invoked… A character with this advantage can and will do so; any time they have 1-6 Health remaining, they receive the following modifiers:

- They are considered to always be able to attempt to use super maneuvers, regardless of Rage.
- They may spend any number of Chi points to increase the damage of a maneuver by +1 per point spent.
- They may perform a "berserker attack" version of any non-focus attacking maneuver, which is at +2 to Damage and Move and -2 to AP cost, by spending 2 Chi points, but they will be completely unable to defend themselves the following turn.

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

Exceptional Attribute (2/level): Normally characters cannot have their basic attributes above 10; for every level of Exceptional Attribute purchased, the character may have one attribute one point higher than 10, to a maximum of 15. Exceptional Attribute does NOT actually give you points to raise the attribute (you must reassign them appropriately), but merely facilitates it being that high.

Fame (2): You are well-known and even liked by other fighters and the public. Add +4 to all social rolls when dealing with other martial artists.

Fury (1/level): Fury means that the character is constantly seething with rage and hatred. In game terms this also means that they always have some Rage. They are considered to always have Rage equal to the level of their Fury.

Inverse Rage (3): While most people gain Rage points by having the tar beaten out of them, a character with this advantage gains Rage by doing the same to others. The total damage rolled on any blow the character lands before blocking and whatnot is added to their current Rage. They do *not*, however, gain rage from being hit.

Light Feet (6): The character is naturally very light on their feet, and thus is able to move faster, jump higher, and generally move around quickly. Examples of characters with this ability include Vega (Balrog in Japan) and Rolento, both of Street Fighter fame. All character's with Light Feet receive a bonus of +1 to the Move of all maneuvers they possess (assuming the character can move while using that maneuver in the first place).

Manager (1/level): The character has a manager, who handles the business end of their career (i.e., arranges fights, transportation, schedules, etc.). The level of the Manager Advantage determines how well-connected the character is.

Mental Link (2): This advantage grants a telepathic link between two (or occasionally more) characters, usually ones who are twins, and nearly always by psychic characters. Mental Link must be paid for

once by each person involved. Characters with a mental link can communicate telepathically over any distance, though the messages sent become more and more indistinct when they are get further away.

Mentor (1/level): The character still has contact with their teacher or another mentor. The reputation of one's mentor can have an effect on how they see the character. The level of the Mentor Advantage determines the Mentor's overall skill level and renown.

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

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

Resources (2/level): Resources determines how well-off the character is financially, as follows:
Level 1: $10,000
Level 2: $30,000
Level 3: $50,000
Level 4: $100,000
Level 5: $500,000
Level 6: $1,000,000
Level 7: $5,000,000
Level 8: $10,000,000

Self-Taught (2): Beyond the basics, the character taught themselves most everything they know about the martial arts. This has both advantages and drawbacks; the character will not be quite as skilled as someone with formal training, but will be much more flexible overall.

Spontaneous Moves (4): In anime, the acquisition of new maneuvers is not accomplished by months of practice. Rather, it sort of happens suddenly. Out of nowhere, they think of a new way to do something, or they see someone else do it and imitate. Even if it's a chi blast or something else.

To use this ability, the character must make a roll on 1d10 + Intelligence + Style; if successful, they can learn a maneuver, be it observed, thought of, or whatever, instantly, though they must still spend experience for it.

Disadvantages

Amnesia (-2): The character remembers nothing about his or her past, or anything about themselves or their family. However, their past may some day come back to haunt you.

Anachronism (-2): For whatever reason, the character is ill at ease with the modern world. They may have been raised in a monastery or some other odd place. Regardless, the character tends to dress and act strangely by most people's standards, sometimes drawing unwanted attention.

Area Difficulty (-3): The character has trouble with one category of maneuvers (this cannot include Supers). For all maneuvers in this category, the character is at -2 Accuracy, -2 Damage, and all such maneuvers cost an additional 0.1 APs.

Blind (-8): The character is blind, lacking any sense of sight. As such, they must rely on their other senses for doing anything. Attempting activities for which sight is usually required will have penalties ranging from -3 or so, to being completely impossible.

Curse (Varies): There character has had some kind of curse placed on them. The details of this and its cost are left to the GM, and the effects can range from a minor inconvenience to instant death when certain conditions are met. Certain types of curses can be considered a Transformation instead (see Weird Powers for more details).

Deaf (-6): The character is unable to hear at all. They must communicate by writing, gestures, or sign language. The character receives a -4 penalty to combat rolls.

Delusion (-1,-2,-4): The character firmly believes in something that simply isn't true. (-1) Something minor, which doesn't usually keep you from functioning normally, (-2) Something relatively major that can cause major problems sometimes, (-4) Something major, which may prevent them from functioning in normal society.

Infamy (-2): For whatever reason, you have a bad reputation amongst other fighters as well as the public at large. Apply a -4 penalty to social rolls when dealing with other martial artists.

Negative Chi (-2): Somehow, the character has negative Chi, yet you live on and heal normally. This is not outwardly obvious to others most of the time, unless their Focus is 8 or higher, in which case their physical appearance is affected by it, becoming more sinister and demonic. Energy and flame attacks you perform are typically black or purple in color.

Regardless, the Negative Chi's biggest effect is on the mind and soul. The more powerful the character becomes, the more warped each becomes, and the more power they will desire. Mundane concerns, especially those relating to others quickly become unimportant, and they start to lose touch with humanity. Reduce the dice pool for all social rolls by half (rounded down) of the character's Focus, except for intimidation, for which it is added.

No Kick Training (-3): The character simply does not know how to kick properly; they never learned how for some reason or another. This Disadvantage is only appropriate for characters whose styles do not rely too much on kicks. Thus, it would be reasonable for a character who knows Brawling, Wrestling, or Boxing, but should be disallowed completely (and not wanted in the first place) for Wu Shu, Karate, and especially kickboxing.

In game terms, the character does not have the normal basic kick maneuvers. If you do have to kick, you do so somewhat awkwardly, and the statistics of the maneuver are as follows:
Prerequisites: None
Character points: Free
Accuracy: -2
Action Points: 1
Chi Cost: None
Damage: -3
Move: None
If you want to learn the normal kick maneuvers later, they cost one CP each.

Phobia (-1): The character has an overwhelming fear of something, from which they will illogically retreat and avoid. There are numerous types of phobias, though among the more common are insects, crowds, open spaces, certain types of animals, closed spaces, etc. Going near the object of the character's fear requires a roll on 1d10 + Will.

Pacifism (-1, -2, -4): The character considers violence immoral. Consequently, they (-1) may fight, but will not kill, (-2) will fight for self-defense only, or (-4) will not commit any acts of violence for any reason.

Paranoia (-4): The character is paranoid, constantly worried that everyone is out to get them. Of course, in some campaign worlds this is justified, but regardless, being unwilling to fully trust *anyone* can cause some problems.

Power Self (-2): This are and often terrible disadvantage means that the character (who must be a Psychic or Elemental) has an alternate personality which has near total command over their power, but little or no compassion or humanity (or vocabulary, for that matter), acting as a force of nature rather than a person. The Power Self may be brought out under any number of conditions, though usually only when the character is under great stress (the old "Incredible Hulk Syndrome"), and at times simply when they reach their Rage Threshold.

Psychics see the level of their Psychic advantage double and the chi costs of all maneuvers and psychic disciplines halved (round up).

Elementals will perpetually have Elemental Form and are considered to have Fury 4.

The Power Self will usually only stay active for as long as the danger/object of anger/whatever that brought it out passes. The character will normally have no memory of what happens, or if they do it will be only bits and pieces.

Chapter 4: Styles

"The way of Koukugenryu Karate is invincible! Real tough!"

-- Takuma Sakazaki, King of Fighters '95

The Thrash system is designed to encompass nearly any style of fighting. The following are descriptions of a some 23 real-life martial arts. They vary a great deal in sophistication and accessibility, some limited to only a few locations in the globe, but in many cases teachers of these styles can be found all over the place.

For fighting game/anime purposes, the most common styles are probably karate, ninjutsu, muay thai, and kung fu, in that order, but practitioners of nearly any style can be found from time to time.

Learning Multiple Styles

In the Thrash system, characters can learn as many styles as they have points for (though styles cost 4 character points per level). A character can use maneuvers that move from one style to the next freely, though the accuracy is always determined by the level of the style that it is considered to fall under.

Another option is to combine two styles into a single, general fighting ability, called a **Hybrid Style**. This is similar to a normal style, but it costs 8 CPs for level one, and 5 CPs per additional level. A Hybrid Style provides the Basic Maneuvers of both original styles, though additional maneuvers are purchased at whichever modified cost is lowest -- cost modifiers may NOT be combined.

Style Descriptions

Discipline Style: A style with "(Discipline Style)" next to its name means that it counts as a Discipline with regards to cost -- only 2 CPs per level at character creation -- but only increases the character's Base APs by +1 for every 2 levels.

Availability: This is a description of how readily and where training in the style is available.

Prerequisites: Certain styles have requirements to be met, usually in the form of skills of some sort, attributes above a certain level, etc.; if any such prerequisites are listed, your character must meet them in order to learn the style.

Bonuses: Styles may provide bonuses of some sort to attributes or skills; these should be added to the character's total for those stats. Attribute bonuses from styles ignore the normal maximums for attribute levels.

Basic Maneuvers: These are maneuvers which are automatically gained when the character learns this style.

Cost Modifiers: This section determines what additional maneuvers are available and if their cost will be different from the basic cost given in the Maneuvers section.

Quote: A quote from a practitioner of the style that sort of sums it all up.

Aikido

Partly derived from the earlier Aikijutsu style, Aikido was created by Morihei Ueshiba in 1942, in an attempt to create a more disciplined, philosophical approach to self-defense. It is a defensive martial art based around using

the opponent's motions against them, concentrating more on disabling than harming opponents. Offensive strikes are not absent from Aikido; they are sometimes necessary to provoke an opponent to attack, thus resulting in something to counteract, and some schools of Aikido train (to varying degrees) with melee weapons, most often the jo, bokken, and tanto (a knife), in order to deal with armed attackers, as well as to further improve the student's understanding of Aikido's movement, distancing, and timing.
Availability: Aikido schools can be found in most major cities throughout the world, though the best training can only be had in Japan.
Prerequisites: None
Bonuses: +1 to Agility, +5 to base Chi
Basic Maneuvers: Body Flip, Joint Lock
Cost Modifiers: Reduce the cost of all Focus and Grappling maneuvers by 1 point (to a minimum of 2). Increase the cost of all Kicks and Punches, except for Knife Hand and all foot sweeps by 1 point. Breakfall costs only 1 point.
Quote: "Anchor yourself, and do not allow yourself to be moved. That is the essence of Aikido."

Arnis/Escrima/Kali

These are three closely related styles that are all stick-fighting arts from the Philippines. Although they provide some training with knives and basic unarmed techniques, they primarily rely on a pair 30" wooden sticks. The primary forms within these styles are *muton* (one two sticks), *solo baston* (one stick), and *espalda y daga* (a stick and a knife). Kali stylists use knives more than practitioners of Arnis or Escrima, though there are dozens, even hundreds of substyles within these three. A practitioner is known as an *estocador* or *bastonero*.

The statistics for this style can also be used for Jojutsu, the Japanese art of fighting with the *jo*, or short staff.
Availability: These styles are usually only found in large cities, though in the Philippines they are very common.
Prerequisites: None
Bonuses: +1 to Agility
Basic Maneuvers: Double Strike, Riposte
Cost Modifiers: Reduce the cost of all Weapons maneuvers by 2 points (to a minimum of 1). May not select any Punch maneuvers (except for Head Butt).
Quote: "I use *two* sticks; you might avoid one attack, but not both."

Bojutsu (Discipline Style)

Bojutsu is the Japanese art of staff-fighting, using the rokushakubo, or bo, a six-foot-long wooden staff. The bo is a deceptively simple weapon, and can be lethal in the hands of a skilled user. Further, it has a greater reach than most weapons, including swords.

The stats for Bojutsu may also be used to describe the English Quarterstaff Fighting style, or any number of other staff-fighting styles throughout the world.

The level of Bojutsu may be used as a skill for using any type of staff.
Availability: Bojutsu schools can only be found in Japan.
Prerequisites: None
Bonuses: +1 to Agility
Basic Maneuvers: Staff Sweep
Cost Modifiers: Reduce the cost of all Weapons maneuvers by 1 point. May not select any Punch maneuvers (except for Head Butt).
Quote: "I don't have to get close to hit you."

Boxing (Discipline Style)

Boxing is a style of fighting that relies solely on punching, and various forms of boxing were practiced by many different civilizations. The form of boxing that is widely practiced today, a multimillion dollar sport, is said to have begun some 700 years ago when St. Bernard taught it to young men to keep them from fighting with knives. Matches were fought bare-fisted and illegally, until in 1865, when the Marquis of Queensberry created a formalized set of rules for boxing that made it a safer, more "merciful" sport.
Availability: Although it is not taught in the manner of other fighting arts, finding a gym or somewhere similar to learn boxing is exceedingly easy.
Prerequisites: Strength 6
Bonuses: +2 to Strength
Basic Maneuvers: Head Butt, Uppercut
Cost Modifiers: Reduce the cost of Block maneuvers by 1 point (to a minimum of 1). May not select Kick or Weapons maneuvers.
Quote: "Don't give me any of that fancy crap. I hit 'em, they go down. Simple."

Brawling (Discipline Style)

Brawling is not so much a martial art as a practiced skill in kicking ass. Brawlers are rarely a match for real martial artists, but a handful (like Birdie in SFA2) insist on trying anyway.
Availability: If you live on the streets, you can learn to brawl.
Prerequisites: None
Bonuses: None
Basic Maneuvers: None
Cost Modifiers: May not select any non-Grappling maneuvers that cost more than 2 CPs, and may not learn any Focus maneuvers other than Focus Rage.
Quote: "If you think I can't fight, you got another thing coming."

Capoeria

Capoeria is an unusual martial art that originated in Brazil. It was created by slaves brought to Brazil from Africa, who created it in a manner parallel to karate, using whatever was available to them for defense, including sugar cane knives and 3/4 staffs. As slaves, they had to disguise their study of the art, and did so by making dance central to its principles, making it a highly acrobatic, rhythmic form. It was also designed to allow them to fight while their hands were chained, and thus relies heavily on kicks and little on maneuvers which require the use of the hands.

Capoeria is normally practiced almost as a stylized dance, carried out in a circle known as a *roda*, to the tune of various percussion and other instruments.

Availability: Capoeria is virtually unheard of outside its native Brazil, though there are a few schools scattered here and there throughout the world.
Prerequisites: Agility 6
Bonuses: +1 to Agility
Basic Maneuvers: Foot Sweep, Spinning Thrust Kick
Cost Modifiers: Reduce the cost of all Kick and Athletics maneuvers by 1 point, may not select Punch maneuvers (except for Head Butt).
Quote: “Let’s dance a little...”

Generic Style

If you can't figure out how to represent a particular style or can't decide on what the character should practice (maybe they just use a hodgepodge of "martial arts stuff"), this "style" lets you create such.
Availability: Special
Prerequisites: GM Permission
Bonuses: Add +1 to any one attribute of your choice, or +5 to your Chi points.
Basic Maneuvers: Select one or more maneuvers with a total cost of up to 7 CPs.
Maneuver Modifiers: None
Quote: "What style do I practice? Well... er... uh... "

Hwarang-Do

One of the most complex of the martial arts, Hwarang-Do is a Korean style created some 2,000 years ago. It originated with a Buddhist monk named Won Kwang Bopsa, who developed the style that ultimately became Hwarang-Do.

A master of Hwarang-Do prefers to take time to evaluate his opponent before attacking, and tends to counter incoming attacks more than initiating his own. The response to an attack will usually be in some way opposite; linear attacks such a punches and kicks will be countered by circular responses such a parries or throws. Hwarang-Do makes considerable use of weapon techniques, and also is reputed to grant a number of supernatural abilities.
Availability: Finding a Hwarang-Do school is difficult in the U.S., and the easiest way to find such a school is to go to Korea; in South Korea there are a number of monasteries where it is taught, and in North Korea the Communist government has converted two monasteries into martial arts schools, often used to train agents for other Communist countries.
Prerequisites: None
Bonuses: +1 to Will
Basic Maneuvers: Crescent Kick, Foot Sweep, Wheel Kick
Cost Modifiers: Reduce the cost of all Kick maneuver by 1 point and increase the cost of all Punch maneuver by 1 point.
Quote: “The ability to fight is a gift to be used for self-defense. You must never fight to create violence.”

Jeet Kune Do

Jeet Kune Do, “the way of the intercepting fist,” is the martial art created by the legendary Bruce Lee. He assembled JKD after studying countless other styles, cataloguing the various techniques and ways in which the human body could be used in combat, and synthesizing them into a simple, versatile fighting style with no patterns or preconceived notions.
Availability: Since Lee’s death, JKD has become an extremely popular and widely taught style, and instructors of the style can be found in nearly any city.
Prerequisites: None
Bonuses: Add +1 to Agility, Strength, or Stamina (choose one)
Basic Maneuvers: Select any punch or kick maneuvers totaling up to 7 CPs in cost.
Cost Modifiers: None
Quote: “Hey, whatever works.”

Jujutsu/Judo

Jujutsu is a Japanese fighting style based on fighting techniques that go back more than 1,200 years, though the term “Jujutsu” (also spelled “Jiujitsu”) was not used until the 1600s, a time when Japanese martial arts as a whole were moving away from weaponed styles to weaponless ones, which were collectively called Jujutsu.

Jujutsu is primarily a grappling art, the various strikes and weapon techniques having been removed some time ago. Practitioners can make use of leverage, weight, and momentum to throw opponents three times their weight.

More popular is the modern sporting form of Jujutsu, called Judo, which is a little bit simplified. Judo is commonly taught for self-defense purposes, and also distinguished as being the only martial art to be included in the Olympics.
Availability: Jujutsu and Judo can be found in schools all over the world.
Prerequisites: None
Bonuses: +1 to Agility and Stamina
Basic Maneuvers: Body Flip, Breakfall, Foot Sweep
Cost Modifiers: Reduce the cost of all Grappling maneuver by 2 points (to a minimum of 1), may not select any Punch maneuvers (except for Disarm and Ear Pop), or any Kick maneuvers (except for Iron Broom).
Quote: “The harder you attack, the harder you will fall down. You must bend and become stronger for the flexibility it affords.”

Kalaripayit

Kalaripayit, “battlefield practices,” is a style from southern India, based on a form of boxing used by the Brahman caste which dates back to the 6th century AD Kalaripayit stylists train in four levels of fighting; *verumkai* (unarmed), *kolthari* (stick-fighting), *angarthi* (other weapons), and *marumadi* (knowledge of vital points).

Master of Kalaripayit are known as *gurus*, who are skilled in the Ayurvedic healing system of India.
Availability: Kalaripayit is not taught outside India, where practitioners train under gurus whose training compounds also serve as “hospitals” for the practice of the healing arts.
Prerequisites: Medicine at 2 or higher, at least one level in Vital Points.
Bonuses: +1 to Will and Focus, +5 base Chi
Basic Maneuvers: Body Flip, Breakfall
Cost Modifiers: Reduce the cost of all Focus maneuvers by 1 point.

Quote: “Fight only for self-defense; whenever possible, heal rather than hurt.”

Karate

Karate-do, or “the way of the empty hand,” is a martial art that originated in Okinawa, and has since spread all over Japan. It is believed to have been started when Kung Fu was mixed with the Okinawan style known as “te,” meaning “hand,” which, at the time, was a very rough fighting style similar to Western boxing. There are countless different substyles of karate, largely divided into the categories of being Japanese or Okinawan, the difference being that Okinawan styles tend to concentrate more on rigorous physical training, while Japanese styles have longer, more stylistic movements.

Most Okinawan forms of karate also train to some degree in kobudo, the “ancient martial ways.” This is essentially training in a variety of melee weapons, including the bo, sai, nunchaku, rope/chain, kama, and tonfa, and occasionally others.

Availability: Dojos for various styles of karate can be found all over the world. It has become one of the most widespread martial arts in existence.

Prerequisites: None

Bonuses: +1 to Strength

Basic Maneuvers: Knife Hand, Roll With Impact

Cost Modifiers: Reduce the cost of all punch **or** kick maneuvers (choose one) by 1 point.

Quote: “A fight shouldn’t be about money, or even winning or losing. It’s about giving all you have and improving yourself through combat.”

Kenjutsu

Kenjutsu, the art of the sword, is the swordfighting style of the Samurai, which uses various types of Japanese swords, including the katana, wakizashi, and no-dachi. Begun in the fifth century AD, Kenjutsu was a very popular style among Japanese warriors, and in present times has been converted into the sport of kendo.

Kenjutsu is divided into many styles, but all place little emphasis on blocking, as the valuable katanas would be damaged by it. Instead, warriors are taught to strike first. The styles vary in terms of their preference for speed or power, choice of weapons (though the Nito style, which uses the combination of a katana and wakizashi is probably the best known).

Very closely related to Kenjutsu is a more advanced Japanese swordfighting art known as Zanji Shinjinken-Ryu. It is a killing art, even more so than Kenjutsu, and it trains the warrior to carefully evaluate an opponent and react to their actions instantly. Training in this style is generally much more rigorous. Even being accepted by a teacher of the art usually requires months of rejection, repeatedly asking for instruction and being turned away. Once accepted the instruction is a constant, one-on-one ordeal, with constant discipline and physical punishment. The student is made to change everything about themselves; the way they stand, think, move, even the most minute habits of everyday life.

The level of Kenjutsu may be used for the use of any sword weapon.

Availability: Kenjutsu is taught all over Japan, and occasionally in some hard-to-find schools in major cities in other parts of the world. Zanji Shinjinken-Ryu, on the other hand, requires seeking out a master of the art, which nearly always requires going to Japan.

Prerequisites: None

Bonuses: +1 to Agility, +2 to Will

Basic Maneuvers: Fleche, Foot Sweep, Power Block

Cost Modifiers: May not select any Punch Maneuvers (except Knife Hand) or Kick maneuvers. Reduce the cost of all Focus and Weapons maneuvers by 1 point.

Quote: “The value of swordfighting cannot be seen within the confines of swordfighting technique.” (Miyamoto Musashi)

Kempo

Kempo is an unusual art which dates back hundreds of years. It is believed to have originally been based on a form of Kung Fu known as Chuan Fa (“fist method”), which at that time integrated portions of both the original Chuan Fa style and the art of Shih Pa Lo Han Sho, the original series of exercises that became the basis of Kung Fu, which has been lost until then. Chuan Fa ultimately came to Okinawa, Ryukyu, and Japan, supposedly from a wandering Chinese monk who taught the style to other monks all across Japan. The Chuan Fa style was also brought to Japan by many others over the next few centuries.

In the 17th century Kempo came to the island of Kyushu in Japan, and was modified over the years to reach its current form, which mixes techniques from different styles of Kung Fu and Jujutsu, though it also shows similarities to Tae Kwon Do, Karate, Aikido/Aikijutsu, Ninjutsu.

Availability: Kempo is taught to varying degrees all over the world, though it is most common in Japan.

Prerequisites: None

Bonuses: +1 to Strength, +1 to Agility

Basic Maneuvers: Knife Hand, Roll With Impact

Cost Modifiers: Reduce the cost of all punch **or** kick maneuvers (choose one) by 1 point.

Quote: “The road to perfection is always paved with difficulties. If you have the strength to overcome them, then you will be a true warrior.”

Kung Fu

Kung Fu (“skill and effort”) is an ancient martial art that originated in China. It is said that a Buddhist monk named Bohdihama traveled from Tibet to China, and came upon the Shaolin monastery. The monks there sought spiritual enlightenment, but while doing so neglected their bodies, and thus were weak and frail. The Tibetan monk taught them a series of exercises for health, that were ultimately developed into the Shaolin Kung Fu style, which is regarded as the first.

No other style has more sub-styles than Kung Fu, however. There are estimated to be over 1,500 of them, though many are closely guarded secrets, known only on mainland China. Kung Fu includes both internal and external styles, though it is common for students to study two or more such styles.

Because of the tremendous variety of kung fu styles, a character who selects this style is assumed to have

studied a number of such styles to some degree; see the Thrash Sourcebook for information on specific styles of Kung Fu..
Availability: Various styles of Kung Fu are taught in schools all over the world, and is up there with Karate in terms of being widespread.
Prerequisites: None
Bonuses: +1 to Strength, +1 to Will
Basic Maneuvers: Crescent Kick, Knife Hand
Cost Modifiers: Reduce the cost of all Focus maneuvers by 1 point.
Quote: "Just because you have found peace with yourself doesn't mean you've found peace with others."

Muay Thai

Muay Thai, also known as Thai Kickboxing, is the national sport of Thailand, and one of the most brutal martial arts in the world, dedicated entirely to combat. Training is as intense as the application of the style, and all aspects of it are mixed to some degree with ritual and superstition. Every fight is begun with a ritual dance, known as the Ram Muay, which can tell a great deal about a fighter.

Practically every boy in Thailand dreams of being a champion kickboxer, and there are some tournaments for women as well, though these are a relatively recent development, resulting from them finally overcoming superstitions regarding women bringing bad luck to matches.
Availability: Muay Thai is, for the most part, taught primarily in Thailand; outside its native country it is very rare.
Prerequisites: Strength 6, Stamina 7, Agility 8
Bonuses:
Basic Maneuvers: Crescent Kick, Drop Kick, Elbow Strike
Cost Modifiers: Reduce the cost of all Kick maneuvers by 2 points (to a minimum of 2).
Quote: "You must train hard, fight hard, and honor your school with victory!"

Ninjutsu

Ninjutsu, the "art of perseverance," is derived from traditional fighting techniques that originated in the Iga area of Japan. The style is a combination of the Taijutsu fighting techniques and the stealth and disguise abilities of Ninjutsu. The art of Ninjutsu was most widely used during Japan's feudal era, from 1200 to 1600 AD, when they were employed by samurai to spy on and assassinate their enemies. Legends also attribute the ninja with mystical abilities, using complex hand signs to mesmerize opponents, and other applications of chi power. Whether this is true is a source of controversy, but for roleplaying purposes these legends will be assumed to be quite true.

The ninja are warriors of the night, who use a powerful arsenal of tricks, gadgets, and techniques. They are taught to finish a fight as quickly as possible, by whatever means are necessary. Killing the opponent is unimportant unless absolutely necessary.

Not everyone who learns ninjutsu is a ninja, but those who are not will not be able to learn all of the secrets of the art. To become a ninja is to become a member of a ninja clan, and thus become part of a secret society. There are many different ninja clans, thought the Mie and Omi (the modern-day incarnations of the ancient Iga and Koga, respectively). There are believed to have been more than 70 different "ninjutsu ryu," though the majority have since died out.
Availability: To learn the physical aspects of ninjutsu is comparatively easy, though most such instructors can only be found in Japan. To learn the "true" Ninjutsu, with the mystical aspects included, requires that one be accepted by a ninja clan,
Prerequisites: Agility 6, Focus 6
Bonuses: +1 to Charisma, +1 to Agility
Basic Maneuvers: Foot Sweep, Knife Hand
Cost Modifiers: Reduce the cost of all Athletics and Focus maneuvers by 1 point.
Quote: "The ninja do not fail."

Pentjak-Silat

The national defense style of Indonesia, Pentjak-Silat (literally, "self defense by fencing/fending off" or "to fight by regulated, skillful body movements in various combinations") is believed to have originated in the Sumatran Minangkabau kingdom and proliferated during the Srivijaja kingdom (seventh to fourteenth centuries). Legend attributes it to a peasant woman who observed a tiger and a large bird fighting for several hours; at the end of the day her husband came and, enraged, tried to strike her, but she easily evaded his attacks, using the methods of the animals she'd seen. She then taught it to her husband and the art began to spread (currently there are over 150 recorded sub-styles). Scholars, however, believe that there is some Chinese influence to be seen in Pentjak-Silat.

Pentjak-Silat is considered a *pusaka*, a holy ancestral inheritance, and as such many of the masters of the art are descended from the original Minangkbau practitioners. The style uses a wide array of melee weapons as well as a number of unarmed techniques, though the overall focus varies a great deal between sub-styles. Students learn basic combat methods, followed by etiquette, then rahasia, or vital points, then weapons. The final stage of the art is to pursue *kebatinan*, or spiritual training (essentially chi powers).

The stats for Pentjak-Silat can also be used for *Bersilat*, a Malaysian art believed to have been heavily influenced by Pentjak-Silat. Bersilat is composed of two parts; *pulut*, dance-like movements used for public displays, and *buah*, a highly pragmatic combat form used only in secret.

It can also be used to represent *Kun-Tao*, a somewhat generic form which, though not directly connected to silat (taking much influence from Chinese styles), shows certain similarities. Even today, it is taught in the most stringent secrecy, and is most popular in Java, Sumatra, the Celebes, Borneo, Singapore, and many parts of Malaysia
Availability: Pentjak-Silat is very rare outside of Indonesia.
Prerequisites: None
Bonuses: +1 to Agility, +1 to Focus
Basic Maneuvers: Elbow Strike, Knee Strike, Musical Focus

Maneuver Modifiers: Reduce the cost of all Weapons and Focus maneuvers by 1 point, to a minimum of 1. Grappling maneuvers are not available.
Quote: "Know yourself, know your weapons, and know your opponent. Then you will not fail."

Kris

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

Hands: 1 *Accuracy:* +1 AP *Modifier:* +0 *Damage:* +3 *Move:* +0

True Kris

For the purposes of roleplaying, we'll assume that most of the kris one will encounter are mundane, but the legends refer to the "true" ones, forged by master smiths and imbued with mystical powers (i.e., Artifacts). The exact abilities of each True Kris vary, but any enchanted weapon ability, as well as any of the following special ones can be applied.

Animated Fighting (3): This enchantment allows the Kris to be made to become animated, fighting seemingly by itself. When this is activated (at a cost of 5 Chi), the Kris will fight anyone (other than its owner) who comes near it with a skill of 8.

Danger Sense (2): When sheathed, the Kris will rattle in times of eminent danger, as per the Danger Sense maneuver.

Footprint Death (4): This enchantment allows the wielder to stab the Kris into someone's footprints, and magically attack the person in doing so. Make a normal damage roll; the victim takes half that much damage (normal Soak roll). Costs 6 Chi.

Shadow Death (3): This is effectively the same as Footprint Death, but is performed by stabbing the victim's shadow. Costs 5 Chi.

Tuju -- Distance Death (5): One of the most feared powers of the Kris, Tuju is the ability to inflict wounds simply by pointing at a victim. This power is effectively the same as Kongjin, in that it allows the wielder to perform a maneuver and have it affect someone at a distance (one hex per point of Focus), and like a Kongjin strike, Tuju cannot be parried. Costs 6 Chi, and the maneuver is at +1 Accuracy, but costs 2 additional APs.

Water Spray (3): To use this enchantment, the wielder rubs the flat of the blade with his thumb and index finger. After one turn, there will be a dribble of water, and after two turns, it will become a stream like a garden hose, and after four turns, it becomes almost like a fire hose (hitting someone does 1d6 damage). This costs 4 Chi per turn.

Savate

Savate (also known as *la boxe* Franciase) is the French art of kickboxing. It is said to have been developed from the fighting techniques of French mariners (who are rumored to have picked up some techniques from Eastern ports) in the 1600s.

Savate is based primarily around kicking, though it also includes some punching techniques derived from conventional boxing and fencing. A practitioner of Savate is known as a *savateur*, and such people are ranked by means of a colored band on the wrist of the gloves (the colors, from lowest to highest, are: purple, blue, green, red, yellow, bronze, silver and gold). A schools of Savate are known as a *salle*, though the best are located in Marseilles and Paris.
Availability: Savate is practiced primarily by people of French descent, though others may learn it -- the difficult part is finding a *salle*.
Prerequisites: Agility 6
Bonuses: +1 to Agility
Basic Maneuvers: Displacement, Spinning Thrust Kick
Cost Modifiers: Reduce the cost of all Athletics and Kick maneuvers by 1 point.
Quote: “If it were just boxing, you might have a chance. But it’s far more.”

Special Forces

Special Forces groups were first implemented after World War II. Elite military squads, they were and still are taught an advanced form of the basic commando hand to hand training, a fairly powerful and very pragmatic style of combat. For fighting game purposes, most of the various military-type characters will know this style; examples include Guile and Cammy of Street Fighter, Ralph, Clark, Heidern, and Leona of King of Fighters, and others.
Availability: Characters must have had advanced military training to select this style.
Prerequisites: The character must have been part of a military organization of some sort, and must have the Firearms skill at at least level 2.
Bonuses: +1 to Agility, +1 to Strength
Basic Maneuvers: Body Flip, Foot Sweep, Pin
Cost Modifiers: Reduce the cost of Disabling and Killing maneuvers by 2 points (to a minimum of 1), reduce the cost of Grappling maneuvers by 1 point (to a minimum of 1), and increase the cost of all Acrobatics, Focus, and Super maneuvers by 1 point.
Quote: “And while you were a little kid, taking karate classes, I was busting my ass for Uncle Sam!”

Sumo

Sumo wrestling is the single oldest form of combat from Japan, and is still very popular among the Japanese people. The sumotori who practice this style are often treated like kings, and the grand champion, the *yokozuna*, as a god. To practice sumo, one must build up both overall weight and muscle as much as possible, such that the average sumotori will weigh at least 250 pounds, often over 300.

Sumo wrestling is highly ritualized and requires as much discipline of the mind as the body. Even so, it is relatively simple in its actual combat methods, but can be remarkably effective. In a sumo match the object is to push the opponent out of the ring, though without these rules in place, a sumotori will simply flatten the opponent.

The basic stats for Sumo can also be used for *Kumi-Uchi*, a variant of sumo created for use on the battlefield. Kumi-Uchi allows a warrior to grapple with armored an unarmored opponents with equal ease, and was usually practiced while wearing lightweight armor.
Availability: Sumo schools can be found throughout Japan, but apart from these and the three in Hawaii, they are virtually unknown throughout the rest of the world.
Prerequisites: Focus 5, Strength 4
Bonuses: +1 to Focus, +1 to Stamina
Basic Maneuvers: Palm Strike, Tackle
Maneuver Modifiers: Reduce the cost of Athletics and Grappling maneuvers by 1 point (to a minimum of 1).
Quote: “You think Sumo isn’t a real fighting style? Well, step into the ring, and I’ll show you what a ‘fat Japanese guy’ can do!”

Swordfighting

The sword has been the weapon of the bravest warriors all over the world for centuries. Characters who practice the Swordfighting style are skilled in one or more such styles. This covers fencing, knightly swordfighting, Florentine fighting (rapier and dagger), and any number of other styles. Japanese swordfighting is a separate style (see Kenjutsu, above).
Availability: Of the various styles of Western swordfighting only Fencing is formally taught, and then as a sport -- though it certainly can still be used in combat; it is practiced by people in all walks of life. Other swordfighting styles are a little harder to come by, except among the growing subculture of medieval enthusiasts and live-action role-players, who make use of swords (preferably wooden or padded) in their activities.
Prerequisites: Blades at +3 or higher
Bonuses: +1 to Strength
Basic Maneuvers: Fleche, Riposte
Cost Modifiers: Reduce the cost of all appropriate Weapon maneuvers by 1 point. May not select and punch maneuvers (except for Disarm and Head Butt).
Quote: "The blade is a means to victory. You must choose the right one, and know it as yourself."

Tae Kwon Do

Tae Kwon Do, "the way of kicking and punching," is a Korean style that dates back to the seventh century AD, which was constantly refined until it was forced underground by the Japanese invasion of Korea in the early 1900s. Since W.W.II is has spread across the world.

Like most of the Korean fighting arts Tae Kwon Do favors kicks over punches. Depending on the teacher, it can be a simple sport or a deadly combat art. A place where Tae Kwon Do is taught is known as a *dojang*, and the uniform of a Tae Kwon Do stylist, similar to a karate *gi*, is called a *dobok*.
Availability: Tae Kwon Do schools can be found all over the world.
Prerequisites: None
Bonuses: +1 to Stamina, +1 to Agility
Basic Maneuvers: Drop Kick, Foot Sweep, Knife Hand
Cost Modifiers: Reduce the cost of all kick maneuvers by 1 point. May not select Weapons maneuvers.
Quote: "Punches may seem more direct, but kicks are more powerful, and, with the proper training, faster."

Tai Chi Chuan

Derived from Taoist philosophies, Tai Chi Chuan ("Supreme Ultimate Fist") is one of the greatest pacifist martial arts. It is very common all over the world in its basic form as a means of exercise, but further training, over the course of many years, allows it to be used as a form of self-defense which exemplifies the Taoist ideal of "effortless motion;" a Tai Chi master in combat seems to act almost in slow motion, yet anticipates every attack of the opponent and responds gently, thus defeating the opponent with ease. He acts in harmony with the Tao and understands the use of opposites, countering a hard attack with a soft defense and vice versa.
Availability: Tai Chi is taught all over the world as an exercise form, but to learn it to the point that it is useful in combat requires finding a highly skilled teacher.
Prerequisites: None
Bonuses: +5 to base Chi, +1 to Will
Basic Maneuvers: Backhand, Chi Push
Cost Modifiers: May not select any Kick maneuvers (except for Crescent Kick, Foot Sweep, Iron Broom, Slide Kick), or Punch Maneuvers (except for Backhand and Monkey Grab Punch), or any Weapons maneuvers. Reduce the cost of all Focus maneuvers by 2 points and all Evasion maneuvers by 1 point.
Quote: "To be come strong, one must first become weak. To become tall, one must become short. To become rigid, one must bend. That is the way of the Tao."

Wrestling (Discipline Style)

Wrestling is perhaps one of the oldest fighting styles known, easily going back more than 15,000 years. It was and still is practiced all over the world, known to countless different cultures. Wrestlers rely on speed, coordination, strength, and leverage to grapple with opponents. Basic wrestling is commonly taught as a sport in amateur clubs, high schools, and the local YMCA.

Other styles of wrestling, especially the more formalized ones such as Japanese Sumo and Russian SAMBO are a bit harder to come by, and require far more of the student.
Availability: Common wrestling styles can be learned nearly anywhere by nearly anyone. More intensive ones, like Sumo and SAMBO require that one go to the style's native country and find and instructor.
Prerequisites: None
Bonuses: +1 to Strength
Basic Maneuvers: Bear Hug, Roll With Impact
Cost Modifiers: Reduce the cost of all Grappling maneuvers by 1 point. May not select any Kick or Weapons maneuvers.
Quote: "Yeah, 'yer mom! I was captain of the wrestling team in high school! Let's see what you've got!"

Wu Shu

Partly derived from Kung Fu, Wu Shu ("military art") was created during the period between 2,000 and 771 BC, ultimately forming a complete martial art. During the Warring States period (770 to 221 BC), the leaders advocated Wu Shu in their armies, and hoarded masters of this art. Over time, Wu Shu was further refined, ultimately reaching its present-day form. In communist China, Wu Shu is the official national martial art, and is practiced by millions of people, including virtually all Chinese espionage agents.

Today, it is a highly structured style of kung fu, which emphasizes continual motion and highly acrobatic movements, and attacks are by far emphasized over defensive maneuvers. Students will spend time mastering bare-handed and melee weapon fighting techniques, and will also receive some amount of political indoctrination.
Availability: Wu Shu can be found nearly anywhere in China, but is very rare elsewhere.
Prerequisites: Agility 6
Bonuses: +1 to Agility, +1 to Base APs
Basic Maneuvers: Axe Kick, Crescent Kick, Knife Hand

Cost Modifiers: Reduce the cost of all Athletics, Evasion, and Kick maneuvers by 1 point, to a minimum of 1. Increase the cost of Focus and Punch maneuvers by 1 point.
Quote: "I do not seek merely to fight; I seek to find perfection in fighting technique."

Creating New Styles For campaign Purposes

It may often be necessary to create one or more new fighting styles to make a game fit together. This is especially true where villains are concerned. In fighting games the villains nearly always have one of two types of styles. Either a very deadly form known to very few, often created by them (e.g., Shan Tsung's style, Bison/Vega's Ler Drit style, Krauser's House Strolheim style), or a reversed, "dark side" version of the style used by one or more of the heroes (like Akuma/Gouki's version of Shotokan Karate). The latter is a bit easier to create in that you basically need to just beef up the original style a little and make up some really nasty new maneuvers.

And of course, if you're going to be doing a silly campaign, then anything goes (so to speak); martial arts based around the preparing of food or ice skating or other equally ludicrous combinations, or Dark Catch-As-Catch-Can, Llap Goch (the secret Welsh art of self-defense), and so forth. But let's avoid a Jackie Chan does Monty Python for now…

For guidelines for the creation of new styles, refer to Appendix 3.

Chapter 5: Maneuvers

"You'll have to defeat my Dragon Punch to stand a chance!"

-- Ryu, Street Fighter II

In Thrash, the term "maneuvers" is a fairly inclusive one. It covers not only a character's "special moves," but all of their various throws, punches and kicks, and so forth. They make the character more powerful in combat, and, for the purposes of this genre, are simply vital for cinematic purposes.

As was aforementioned, Thrash takes an unusual approach to the selection and creation of special abilities; as the player, you need to try to think about what you want, and then let the rules describe it. Thus, it's not so much a matter of "choosing" special moves as "designing" them. It will *occasionally* prove necessary to create a new maneuver or modifier, but with the existing maneuvers and modifiers, as well as combo maneuvers, super attack combos, mega-attacks, and super normals, the possibilities are nearly limitless.

Purchasing Maneuvers

All maneuvers will cost your character CPs. The base cost of a maneuver is listed in its description. Styles, Weird Powers, and the like can reduce the cost of various maneuvers. However, styles, powers, and such *cannot reduce the cost of any maneuver by more than half* (round up the final cost if need be).

Maneuver Modifiers (see below) can also applied to maneuvers, though these are applied *after* cost modifiers as noted above, and cannot push the cost of a maneuver below 1 point.

Using Maneuvers

Appearances: Especially with flashy chi-based maneuvers, you can make a move look however you want. A chi blast can be a standard fireball, a sphere of crackling energy, or something stranger; a playing card, a flaming kanji, or whatever. Some characters, like Kibagami Genjuro, will have all their special moves with special effects along a common theme (for him that's the Hanafuda cards).

By Any Other Name: One important thing to remember about special maneuvers is that the character can call them whatever they want. Further, the appearance of maneuvers can be determined by the character as well. The quintessential example of this is the chi blast; everyone has a different style and name for theirs (e.g., Bison/Vega's Psycho Shot, Ken & Ryu's Hadouken, Athena's Psycho Ball, the Koukugenryu Tiger Flame Punch, etc.), and each is a different color and shape. When creating a character, you should name all of their major special maneuvers as you wish. Most of the maneuver names given here are pretty bland, and it shouldn't be too hard to think of more interesting ones.

Power Words: Characters will frequently, though not always, shout out the name of their special moves as they used them. This comes from anime and manga, where characters did that basically just so that the audience would know the nifty name that the creators had come up with. Since it started, it has become cliched

beyond belief. As such, you may wish to include these Power Worlds in Thrash games. Normally, they don't really do anything in the game (other than sounding cool), but characters with the Ki-Ai maneuver can use the Power Words as a Ki-Ai, thus receiving the usual bonuses.

Outside Combat: Not all maneuvers in Thrash are designed to hurt people. *Most* are, mind you, but some aren't, especially in the Focus category. Maneuvers such as Healing, Ghost Form, and so on can be very useful at times.

Naming Special Moves

"Hiryushotenha Revised! Horizontal Blast!"

-- Ranma, Ranma ½

For fighting games and anime, most character will have names for their various "special moves," which will be as cool-sounding as possible (to Japanese sensibilities, anyway), and which the character will typically (though not always) yell out while doing the maneuver. There are two basic ways to make up such names; English and Japanese.

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

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

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

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

Modifiers

Modifiers are special additions to various maneuvers to make them more or less effective in various areas. Certain maneuvers will include additional maneuver modifiers unique to them. Certain modifiers also have Prerequisites; as with maneuvers, these *must* be met before the modifier can be selected.

Modifiers must normally always be used. However, certain characters may wish to have more than one variant of a single maneuver (this is especially true of Chi blast). If this is the case, you must purchase the maneuver once at full cost, and each additional variant of the maneuver costs only 2 CP (1 if the base cost of it is 1, or zero for Basic maneuvers), plus/minus the cost of the various modifiers.

Aerial Usage (+1): This modifier allows the maneuver to be used in the air. It only applies to those maneuvers for which it would be logical for this to be the case, but normally isn't possible; most punching and kicking maneuvers can be used in the air anyway, though Chi Blast, Whirlwind, and other maneuvers with a Move of None normally cannot. With this modifier, they can be used during a jump or other times when the character is airborne.

Air Charge (+2): Regardless of whether is would be logical to do so, the character can perform the maneuver in mid air; this differs from Aerial usage in that for all intents and purposes, the character creates a tiny patch of ground out of chi to push off of. Thus, it can be applied to a Rising Uppercut, Body Missile, Flying Reverse Turning Kick, Blade Runner, Slice Upper, etc. All such maneuvers will see their Chi cost increased by 4 points. Prerequisites: Focus 6

Chi Charge (+6): Using Chi energy, you propel yourself forward at incredible speed while performing the maneuver. This requires that 4 Chi points be spent when performing it, but provides the following bonuses: +4 to Accuracy, reduce AP cost by -3, and add +2 to damage. Prerequisites: Focus 7

Dashing Move (+5): While performing the maneuver, you run at your opponent. This reduces the AP cost by -3 and increases the Move to 6 (or adds +3; whichever is higher). Prerequisites: Agility 5

Enraged Use (-2): The maneuver can only be used when the character reaches or exceeds their Rage Threshold, though the maneuver does not affect the character's current rage unless otherwise stated. Obviously, this cannot be selected for Supers.

Extended Duration (+2): This modifier allows a given maneuver to be carried out for an extended period of time; this is normally applied to Focus maneuvers. In this case, the AP cost is increased by +2, and that amount must be spent each turn it is maintained. Damage (if any) is reduced by 20%, and applied each turn of use. If the maneuver has a Chi cost, this must also be paid each turn it is maintained.

Extended Range (+1): For projectile attacks only, this effectively doubles the range of the attack.

Extra Force (+3): You deliver the attack with such force that it inflicts +2 damage and counts as a Knockdown. This requires the expenditure of one Chi point.

Flash Strike (+6): This modifier allows the maneuver to be executed with blinding speed, such that the motions of performing it become a blur. The AP cost of the maneuver is HALVED (round up), and the Accuracy is increased by +1. Prerequisites: Agility 10, Focus 8

Grabbing Maneuver (+1): When using the maneuver, the character grabs onto the opponent first. This means that the character must attempt to slip out of the way rather than parrying, in the manner of a Grappling maneuver (see Thrash). The AP cost of the maneuver is increased by +3, however.

Increased Chi Cost (-1 per level): For every level of Increased Chi Cost, the Chi Cost of the maneuver is increased by 2 points.

Increased Speed (+3): You can deliver the maneuver with exceptional speed, reducing the AP cost by -3, to a minimum of 1.

Lunging Strike (+3): The maneuver is performed while lunging forward, making it highly overextended. This increases the Move of the maneuver by +1 (or to 2 if it is None), and ups the damage by +2 as well, but the AP cost is also increased by +3.

Multiple Strike (+5/+6): This modifier makes the maneuver considerably more powerful in that the character can repeatedly lash out with it several times in a turn. Each strike does 1d4 damage, and uses APs equal to one third (rounded up) the AP cost of the original maneuver. For +5 points the Move is None; for +6 points it is 1 per three strikes made. Prerequisites: Agility 7

Power Boosting (+2): This modifier enables the character to increase the overall power of the maneuver by expending additional energy. For every additional Chi point spent, the damage is increased by +1 and the range (if it is a projectile type attack) is increased by 30% over the original. However, for every 2 Chi spent in this way, the AP cost is increased by +1.

Power Strike (+2): The maneuver can be performed with the fist/foot/weapon/whatever surrounded by an aura of energy/fire/electricity/etc., increasing its damage by +3 at a cost of 2 Chi and +1 AP. This can be used with nearly any physical attacking maneuver, though in the case of Grappling maneuver, the energy is force into the opponent, causing them to be zapped on impact.

Preparation Time (-1/-2/-3): The maneuver requires additional time to prepare, spent concentrating, before it can be used. For -1 points this is 10 APs, for -2 it is 26, and for -3 it is two turns spent more or less totally motionless.

Prepared Strike (+1/+2/+3): One to three points can be spent on this modifier, which allows the character to increase the accuracy and power of the maneuver by concentrating and preparing. Mystical martial artists do this by meditative techniques and whatnot, while more down-to-earth types are simply moving around, lining up for a good shot. For +1, the character can prepare for 1 turn, for +2 they can go up to half their Focus in turns, and for +3 they can go up to their full Focus in turns. Each turn of concentration takes 16 APs out of their total, but when they do attack, the Damage and Accuracy will be increased by +2 for each turn spent concentrating, though the attacker must spend 2 Chi for each turn after the second to gain the benefits. This can be used with virtually any type of attack, including projectiles.

Reduced Chi Cost (+2/level): For every level of Reduced Chi Cost purchased, the Chi cost of the maneuver is reduced by 1 point, to a minimum of 1.

Reduced Force (-2): The character is somewhat limited in how hard they can deliver this maneuver; reduce the damage by -3.

Reduced Speed (-2): The character is a little slow on the draw with this maneuver. As such, increase the AP cost by 3.

Rising Strike (+3): There are a handful of maneuvers that functions like this already – the character essentially performs the maneuver while leaping upwards. The maneuver becomes and Aerial one which can be used to Counter other Aerial Maneuvers, and further adds +3 to damage.

Stunning Strike (+1): For whatever reason (striking a pressure point, or a special energy discharge, or whatever), the maneuver causes others to be disabled rather than physically harmed. The damage is increased by +3, but it becomes stun damage.

Combo Maneuvers

"What's the matter? Are my combos too much for you mon?"

-- Dee Jay, Super Street Fighter II

In fighting games a combo is simply a series of hits done in rapid succession. For the purposes of Thrash, this definition, however vague, still holds, but combos are used a little differently. For game purposes there are two types of combos; Combo Maneuvers and Spontaneous Combos.

A **Combo Maneuver** is basically a combo that the character has practiced and can perform consistently; the sort that in a fighting game you do just by making a single controller motion and button press as though it

were a fireball or whatever. A combo maneuver costs a number of CPs equal to the number of maneuvers it is to include, minus one (i.e., a 2-hit cost one, a 3-hit costs two, etc.). There are no particular limits on what maneuvers may be combined into a Combo Maneuver, except that the total base APs of the maneuvers used cannot exceed the number of hits times 7. A Combo Maneuver is considered to be one maneuver for the purpose of declaring actions, APs (find normal total and multiply by 0.8, rounding up) and further, all strikes in the combo count as one for the purpose of determining dizzies. Although each individual strike in a combo requires a separate roll, if the first hit of a Combo Maneuver hits, attempts to defend against the others are made with a -5 die roll penalty. If the character dodges a blow, however, they may move out of range, and thus avoid the rest of the combo. If a combo maneuver uses more APs than the character has, it will carry over into the next turn. You may use Modifiers for Combo Maneuvers as normal.

A **Spontaneous Combo** is one that comes up on the fly, made up by the character as they go along. These won't be as powerful as a normal combo maneuver, but also don't cost anything, and can be made up at any time. In essence, a Spontaneous Combo is simply stacking a number of maneuvers into a quick series of attacks. You must declare all of the strikes to be used in the combo (the number of maneuvers cannot exceed the character's Agility) in advance, though if the character misses with the first strike it can be aborted (though they will lose an extra 5 APs). A Spontaneous Combo does receive the usual -5 penalty to defend against strikes after the first, but not the AP modifier.

Simultaneous Combo Maneuvers

A simultaneous combo is a special type of combo maneuver in which the character delivers two or more blows at a time. Obviously, this one requires a little bit of common sense, since it has to be a combination that the character can actually pull off physically. These may be flashy to the point of uselessness, but that's beside the point. A character could, for example, punch with both hands and kick with one foot all at once, or throw two chi blasts at once, or whatever. For that matter, simul combos can be designed for use against more than one opponent (a punch and a back kick, for example), or just be used that way.

In any case the cost of such a maneuver is equal to the total number of maneuvers involved (usually no more than 2 or 3) plus 1. The AP cost is equal to that of the maneuver with the highest AP cost, plus 2 per additional maneuver. To determine damage, take the most damaging one, and add the bonuses (*not* the damage from the base attribute) of the others. The Move for such a maneuver is None.

Team Attacks

Joined Attacks

A *joined attack* is one in which the various participants all contribute power to one mammoth attack, in a manner reminiscent of the Double and Triple Techs of Crono Trigger. Joined attacks normally cost one CP from each of the characters who participates.

This is most often used with chi blasts and other ranged attacks, by having all of the participants fire a projectile that combines into one big one (like Ken and Ryu did in the Street Fighter anime movie). For such projectiles, the damage and range are equal to the sums of the component blasts. Such attacks are considered to take place during the turn of the character with the lowest AP total. Needless to say, such a joined attack requires that the character possess such a ranged attack in the first place.

Other types of joined attacks are trickier to create in game terms, and are generally left up to the GM. They will usually require that a full maneuver description be created, and for especially difficult maneuvers the cost may be 2 CP from each character, or occasionally even more.

Team Combos

"I see! We all have to get you at once!"

-- Tai Kwon Lee, Boot to the Head

A *Team Combo* is a special type of combo used by a group of people. Each of them contributes a single strike to the combo (and must spend one CP for its purchase). Needless to say, audiences love these. Team combos are divided into two types; *Instant* and *Extended*.

In an **Instant Team Combo** all of the team members attack at the same time (thus effectively using the initiative total of the slowest among them). For this, the maneuvers used need to be such that they can be used at the same time (no throws, etc.) The opponent can only block up to two of these attacks (and then with a -5 penalty to the roll). The damage of all the attacks is also considered cumulative for the purposes of determining Dizzying.

An **Extended Team Combo** works just the same as a normal combo (including the defensive penalties and AP cost reduction), except that each blow is carried out by a different team member.

Maneuver Descriptions

In addition to the basic description and rules, all maneuvers include the following information:

Classification: Certain maneuvers will have an additional label written in parenthesis next to its name; these are used primarily to determine where cost modifiers apply for certain styles. Among these classifications are *Acrobatics* (maneuvers which involve great agility and speed), *Disabling* (maneuvers intended to incapacitate but not kill the opponent), *Killing* (maneuvers intended to incapacitate and kill the opponent), *Energy* (chi blasts and the like – ones that create an energy outburst), *Mental* (maneuvers that primarily involve the mind)

Prerequisites: These are requirements which must be met in order to learn that maneuver. If there are any prerequisites (which isn't always the case), the character must meet all of them; these usually consist of other maneuvers that must be known, and/or attributes (typically Focus or Agility) that must be at or above a certain level.

Character Points: This is the cost of the maneuver in Character points.

Accuracy: This is a bonus or penalty to the roll for using the maneuver.

Action Points: This is the total number of APs needed for using the maneuver. If you wish to use a maneuver whose AP cost is greater than your available APs, you may, but the difference is subtracted from your available APs for the next turn.

Chi Cost: Certain maneuvers (mostly Focus ones, but nowhere near all) require that a certain number of Chi points be expended for them to be used.

Damage: This is the bonus to damage (assuming the maneuver does damage) which is added to the appropriate damage base (normally Strength or Focus).

Move: This is the maximum number of hexes the character can move while using this maneuver. You cannot move more hexes in a turn than your character's Agility.

Maneuver Advantages

Maneuver Advantages are various special abilities given to certain maneuvers. If they are possessed by a given maneuver (or granted by a modifier, etc.), then the effects listed in the appropriate descriptions below apply.

Aerial Maneuver: An Aerial Maneuver is one that involves jumping or otherwise being airborne, and thus cannot be affected by Crouching Maneuvers and cannot be used against those who are using Crouching Maneuvers.

Counter: A Counter is a maneuver which, under the right circumstances, can interrupt other maneuvers in progress, thus causing them to be forfeit *if* the character's attack roll exceeds that of the opponent.

Crouching Maneuver: These are maneuvers which are performed very close to the ground, and thus cannot normally be interrupted by Aerial Maneuvers, and cannot be used against characters who are performing Aerial Maneuvers.

Knockdown: When a maneuver causes a Knockdown, the opponent is thrown off his or her feet. As a result, they spend the remainder of the turn getting up (only defensive maneuvers can be used). For the next turn the character's APs are halved, and they are -4 to initiative.

Stun Damage: Certain maneuvers are notes as inflicting *Stun Damage*. Stun damage is kept track of in a separate total from normal damage, but if the sum of the normal damage taken and the stun damage taken is greater than the character's total Health, they are knocked out.

Sustained Hold: A Sustained Hold is a grappling maneuver which allows the attacker to grab the opponent and keep holding them, inflicting damage each turn.

Maneuver Index

Basic Maneuvers: Light Punch, Heavy Punch, Light Kick, Heavy Kick, Grab, Dash, Movement, Dodge, Parry, Grapple

Basic Weapon Maneuvers: Light Strike, Medium Strike, Heavy Strike, Block

Athletics: Air Jump 4, Backflip 2, Body Missile 5, Breakfall 2, Drunken Monkey Roll 2, Jump 1, Kippup 2, Roll With Impact 2, Shoulder Smash 2, Somersault 2, Tackle 1, Wall Spring 3

Block: Circular Parry 4, Power Block 3, Projectile Deflection 4, Projectile Reflection 2, Weapon Block 2

Evasion: Displacement 3, Leap Dodge 3, Multiple Dodge 4

Focus: Absorbing Barrier 4, Chi Blast 6, Chi Gong 5, Chi Push 5, Column Blast 5, Danger Sense 4, Dim Mak 8, Drain Chi 5, Drain Life 7, Energy Reflection 4, Fire Breath 6, Flare 4, Focus Rage 2, Ghost Form 7, Healing 6, Ki-Ai 2, Kongjin 4, Levitation 5, Music Focus 2, Reduce Weight 5, Reflecting Barrier 4, Regeneration 6, San He 5, Shockwave 5, Teleport 5, Thunderclap 7, Whirlwind 6

Grappling: Air Slam 4, Air Throw 4, Backbreaker 4, Bearhug 2, Body Flip 2, Choke Hold 2, Choke Throw 3, Counter Grab 3, Joint Lock 4, Leaping Slam 4, Pin 4, Rolling Back Throw 2, Slam 3, Spinning Back Throw 3, Thigh Press 3

Kick: Axe Kick 3, Backflip 4, Crescent Kick 3, Drop Kick 3, Flying Reverse Turning Kick 4, Foot Sweep 2, Handstand Kick 2, Iron Broom 2, Knee Strike 2, Multi-Kick 7, Reverse Front Kick 3, Rising Handstand Kick 5, Slide Kick 3, Spinning Thrust Kick 2, Wheel Kick 2

Punch: Art of Breaking 2, Backhand 2, Claw Hand 2, Deflecting Punch 3, Disarm 3, Double Punch 2, Ear Pop 2, Elbow Strike 2, Eye Rake 2, Fingertip Attack 2, Head Butt 2, Knife Hand 2, Knuckle Fist 3, Monkey Grab Punch 2, Multi-Punch 5, Palm Strike 2, Rising Uppercut 6, Slapdown 3, Uppercut 2

Weapons: Blade Runner 4, Dazing Blow 2, Double Strike 4, Fleche 2, Multi-Strike 5, Reflection Slice 6, Riposte 2, Slice Upper 5, Spin Slash 4, Staff Spin 4, Staff Sweep 2

Super: Chi Star 5, Fury Super Attack (varies), Mega-Attack (varies), Power Storm 7, Rage Burn 4, Super Attack Combo (varies), Super Normal Maneuver (varies)

Basic Maneuvers

The following maneuvers are assumed to be automatically known to all characters with martial arts training, unless stated otherwise.

Light Punch
Prerequisites: None
Character Points: Free
Accuracy: +2
Action Points: 2
Chi Cost: None
Damage: 1d4
Move: 1

Heavy Punch
Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d6

Move: None

Light Kick
Prerequisites: None
Character Points: Free
Accuracy: +1
Action Points: 3
Chi Cost: None
Damage: 1d4+1
Move: 1

Heavy Kick
Prerequisites: None
Character Points: Free
Accuracy: -3
Action Points: 9
Chi Cost: None
Damage: 1d6+2
Move: None

Grab
This is simply grabbing onto the opponent, usually to set up for another maneuver. Grab is most useful for combos.
Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: 2

Dash
This is simply all-out running.
Prerequisites: None
Character Points: Free
Accuracy: N/A
Action Points: 4
Chi Cost: None
Damage: None
Move: 6

Movement
This is just normal movement, a hex at a time, which can be combined with other maneuvers (i.e., you can increase the Move and any maneuver by +1 at a cost of 1 AP).
Prerequisites: None
Character Points: Free
Accuracy: N/A
Action Points: 1
Chi Cost: None
Damage: None
Move: 1

Dodge
A dodge is the simplest form of evasion; the character simply slips out of the way of the attack before it hits. A successfully executed dodge means that the attack misses the character entirely.
Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 5
Chi Cost: None
Damage: None
Move: 3

Parry
A parry is simply blocking the attack with one's arm or something similar. A parry takes up less time and effort to perform than a dodge (and thus takes fewer APs). When a character parries an attack, reduce the damage by the amount of the parry roll, though a character will always take at least 1 point of damage from a parried attack.
Attempting to parry a melee weapon is problematic, mainly because the damage is more directed and difficult avoid than a normal one. Consequently, parry rolls are halved with regard to reduction of damage from melee weapons.
Prerequisites: None
Character Points: Free
Accuracy: +1
Action Points: 2
Chi Cost: None
Damage: None
Move: 2

Basic Weapon Maneuvers
The following maneuvers are automatically available to characters who are using melee weapons.

Light Strike
Prerequisites: None
Character Points: Free
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: -3
Move: 1

Medium Strike
Prerequisites: None
Character Points: Free
Accuracy: +1
Action Points: 9
Chi Cost: None
Damage: +0
Move: None

Heavy Strike
Prerequisites: None
Character Points: Free
Accuracy: +0
Action Points: 11
Chi Cost: None
Damage: +2
Move: None

Block
Block is essentially the same as a Parry, save in that because it is done with a weapon (or shield) that object

takes what little impact there might be, and thus a successful Block will negate the damage.
Prerequisites: None
Character Points: Free
Accuracy: +2
Action Points: 3
Chi Cost: None
Damage: None
Move: 2

Athletics

Air Jump (Force)

Through chi power, the character is able to propel themselves upwards while airborne, executing a jump in mid-air. This functions exactly the same as a normal jump, except for where it is used. This is an Aerial Maneuver.
Prerequisites: Jump, Focus 5
Character Points: 4
Accuracy: +1
Action Points: 4
Chi Cost: 5
Damage: None
Move: 8

Backflip (Acrobatics)

The character is able to flip completely over, landing on their feet. This can be used in place of a Dodge (though failure means the character cannot Roll With Impact, etc.), or offensively, combined with an Axe Kick, basic Punch or Kick, or Backhand, adding +2 to Accuracy and Damage.
Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 4
Chi Cost: None
Damage: None/Special
Move: 2 (backwards)

Body Missile (Acrobatics)

This maneuver allows the character to hurl themselves at an opponent, head or feet first, or occasionally spinning through the air.

Diving Body Missile (+1): In this variant, the character comes diving down at the opponent. This increases the Accuracy by +1 and reduces the AP cost by 2.
Prerequisites: Jump, Agility 6
Character Points: 5
Accuracy: -2
Action Points: 11
Chi Cost: None
Damage: 1d10
Move: 8

Breakfall

Many styles, including Aikido and Jujutsu, emphasize throwing. Most of these teach students how to fall without injury before learning how to throw others. To do this, the character lands as a roll onto the shoulders, with the head tucked in to avoid damage.

Against attacks which cause via a Knockdown (such as throws), the character may add their Agility to soak rolls.
Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: None
Chi Cost: None
Damage: None
Move: 2

Drunken Monkey Roll (Acrobatics)

This maneuver, originally from Monkey Style Kung Fu, is a series of evasive tumbles, said to have been created when a man unjustly imprisoned watched a group of monkeys who, while drunk on wine, evaded the attempts of the guards to catch them.

The Drunken Monkey Roll is a Crouching Maneuver that can be used in much the same manner as a Dodge (see Basic Maneuvers, above), though it can also be used to move into combat range (in which case it adds +4 to the character's initiative total), or to charge forward while going *under* normal projectile attacks.
Prerequisites: Somersault
Character Points: 2
Accuracy: +3
Action Points: 5
Chi Cost: None
Damage: None
Move: 6

Jump (Acrobatics)

Virtually all fighting game and anime characters can jump. Well, maybe jump isn't sufficient to describe it, especially where anime is concerned. Some of these characters habitually jump from the ground to the roof, and then from rooftop to rooftop.

A character can jump a number of hexes up to their Agility. Any physical attack that is used while jumping inflicts an additional +2 damage, due to the increased force, and jump can be used to avoid projectile attacks by going over them (works as a Dodge). Oddly enough, this is an Aerial Maneuver.
Prerequisites: None
Character Points: 1
Accuracy: +3
Action Points: 3
Chi Cost: None
Damage: None
Move: Special

Kippup

This useful and rather basic maneuver allows the character to almost instantly get to their feet from a prone position. It is done by raising the legs and kicking out while arching the back upwards, resulting in the fighter becoming upright in a fraction of a second. A Kippup can be used to immediately recover from a Knockdown.
Prerequisites: Agility 5
Character Points: 2
Accuracy: +2
Action Points: 3

Chi Cost: None
Damage: None
Move: 1

Roll With Impact

This maneuver is used after a blow has successfully landed; the character rolls back in an attempt to minimize the degree to which the force of the blow affects them. The character moves back at least one hex after being hit, and takes half normal damage from the blow.
Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: 4

Shoulder Smash

This Simple and effective maneuver is commonly used by wrestlers, brawlers, and the like. The attacker jumps at his opponent as hard as possible, slamming into them with his shoulder, much like a football player making a tackle.

The opponent must be standing in the same hex or an adjacent hex. The fighter moves into the opponent's hex, rolls damage for Shoulder Smash, and then finishes his movement.
Prerequisites: Tackle
Character Points: 1
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 6

Somersault

This is an escape maneuver used to quickly move out of combat range. It is used in a manner similar to a dodge, only faster. When it is used, the character moves backwards one or two hexes. If a Somersault is used unsuccessfully, the character may not attempt to Roll With Impact.
Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 3
Chi Cost: None
Damage: None
Move: Special

Super Jump (Acrobatics)

This maneuver is, essentially, an improved version of the basic Jump maneuver, allowing the character to jump even higher and farther than before. When using this, a character's base Move is increased by +4, and they can go up to that distance during the course of the Super Jump. As with Jump, physical attacks performed during a Super Jump are at +2 to damage, though up to two such attacks can be initiated over the course of a Super Jump.
Prerequisites: Jump, Agility 6
Character Points: 3
Accuracy: +4
Action Points: 5
Chi Cost: None
Damage: Special
Move: Special

Tackle

The attacker dives at his opponent and grabs onto them, throwing them to the ground. If successful, the opponent suffers a knockdown. Both the attacker and the defender end up on the ground in the same hex.
Prerequisites: None
Character Points: 1
Accuracy: -3
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 4

Wall Spring (Acrobatics)

Known to fighting game aficionados as the "Triangle jump," this maneuver allows the character to jump at a wall, and spring off of it, propelling themselves further along, going up to their full Move in hexes. Characters may continue this wall springing a number of times equal to their Stamina divided by two (round down), moving up each time.
Prerequisites: Jump, Agility 6, Strength 6
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: None
Move: 8

Block

Air Block

When a character is airborne, blocking is not normally possible, basically because their own momentum makes such attempts useless. The Air Block maneuver enables a character to carry out a normal parry while airborne. This cannot be used against direct physical attacks carried out from below, and any attack that was being carried out by the airborne character is effectively interrupted and thus is not carried out.
Prerequisites: Agility 5, Stamina 5
Character Points: 3
Accuracy: +2
Action Points: 3
Chi Cost: None
Damage: None
Move: N/A

Circular Parry

This is a special parry maneuver which allows the character to block ALL incoming attacks that turn. When it is used, the character may parry an effectively unlimited number of incoming attacks with no further AP cost.
Prerequisites: None
Character Points: 4

Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: None
Move: 3

Power Block

This is a rather forceful parry which damages the opponent (assuming they aren't attacking with a melee weapon).
Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: +0
Move: 1

Projectile Deflection

This maneuver enables the character to actually catch incoming projectiles (i.e., knives, shuriken, etc.; NOT energy attacks). This maneuver is used defensively, and thus requires a contested roll against the attacker's roll to hit. If the defender is successful, they will actually catch the incoming projectile in their hands and thus be able to do as they wish with it afterwards.
Prerequisites: Agility 5
Character Points: 4
Accuracy: +3
Action Points: 4
Chi Cost: None
Damage: None
Move: 1

Projectile Reflection

This is an advanced version of Projectile Deflection, which allows the character to catch a thrown weapon and instantly throw it back at the attacker in one smooth motion (make a separate attack roll, but the AP cost is included in that of the Projectile Reflection maneuver).
Prerequisites: Projectile Deflection
Character Points: 2
Accuracy: +3 (to catch)/+1 (to throw)
Action Points: 6
Chi Cost: None
Damage: None (to catch)/Standard (to throw)
Move: 1

Weapon Block

This maneuver allows the character to block melee weapons without being hurt by them. Otherwise it works exactly the same as a normal block.
Prerequisites: Stamina 6, Body Hardening 2
Character Points: 2
Accuracy: +1
Action Points: 2
Chi Cost: None
Damage: None
Move: 2

Evasion

Displacement

This maneuver consists of a quick sidestep that may be followed by a punch if the character is still in range. The sidestep part works basically the same as a normal dodge, only a little faster, and a punch (which cannot use more than 6 APs) may be immediately used afterwards, which will be at +3 Accuracy.
Prerequisites: Agility 5
Character Points: 3
Accuracy: +2
Action Points: 4
Chi Cost: None
Damage: None
Move: 3

Leap Dodge (Acrobatics)

This potentially powerful maneuver allows the character to jump with incredible speed in order to avoid any attack with lightning speed. This is used in much the same manner as a Dodge, but is considerably faster, and the character can choose where to land (within their total Move).
Prerequisites: Jump
Character Points: 4
Accuracy: +4
Action Points: 2
Chi Cost: None
Damage: None
Move: 8

Multiple Dodge

This maneuver enables the character to dodge several attacks simultaneously. At the beginning of the turn the player must declare that he is attempting a Multiple Dodge. Wait until all opponents have attempted attacks against them before making the roll; if it is successful, the character will avoid ALL of the incoming attacks.
Prerequisites: Agility 5
Character Points: 4
Accuracy: +2
Action Points: 8
Chi Cost: None
Damage: None
Move: 3

Focus

Absorbing Barrier (Energy)

This is the ability to create an energy barrier which will absorb the chi from incoming energy attacks.

The Absorbing Barrier lasts for one turn; if used to block an energy attack (chi blast, whirlwind, etc.), the total damage inflicted by that attack is instead added to the character's current Rage. If the Absorbing Barrier is used offensively it functions in the same manner as a Reflecting Barrier (see below)
Prerequisites: Focus 6
Character Points: 4
Accuracy: +1
Action Points: 7
Chi Cost: 6
Damage: Special

Move: 1

Chi Blast (Energy)

"You countered my Blitz Ball; that's never been done before."

-- Wolfgang Krauser, Fatal Fury OAV 2

The chi blast maneuver allows the character to hurl a sphere of pure chi energy at the opponent. This has a range equal to the character's Focus + Will in hexes.

One of the more spectacular methods of dealing with an incoming chi blast is to use one's own to counter it. Doing so requires that the character at least match the opponent's roll to hit. If the two blasts do strike one another, figure out their damage as usual; if one does twice as much as or more than the other, it will obliterate it and continue to strike the opponent, but does half damage. Otherwise the two blasts annihilate one another. The following are special modifiers specific to Chi Blast.

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

Chi Bomb (+0): For this unusual chi blast, the character forms a sphere of energy and lobs it at the opponent. Because it has both advantages and disadvantages, its overall cost comes out as +0, leaving it at the same cost as a normal chi blast. First of all, the range of a Chi Bomb is equal to *half* the character's Strength in hexes (rounded up). However, it is also automatically considered an Exploding Blast (the +1 version; for it to be as per a +2 requires one additional CP). The Chi Bomb is normally thrown overhand, such that it can be used to go over things.

Chi Burst (+1): Rather than a ranged attack, the chi blast simply creates a large energy formation between the character's hands, which is pushed into the opponent to inflict damage. The character must move into the same hex as the opponent to use it, but the damage is increased by +3, and the Move is 1.

Cone Blast (+3): Rather than a single sphere or beam, the chi blast goes outward in a cone, widening (but doing less damage) as it gets further away. In the first hex it does full damage. When it reaches the next hex it fans out to cover the two in front of that, but the damage is reduced by -1. For each additional hex (up to its normal range), it travels forward, it affects one more laterally, and the damage is reduced by -1.

Continuing Damage (+2): The blast continues to do damage after it initially hits. In the case of a normal chi blast, it strikes and sort of sticks to the target, whereas a continuous or cone blast will have to be re-aimed each turn it is maintained, but attempting to do so is at +4 to Accuracy. For each turn the blast affects the target, it inflicts half normal damage, but you must pay half the normal Chi cost, plus one.

Continuous Blast (+1): Rather than a sphere, the blast forms a coherent beam for its duration. This increases Damage, Accuracy, and Chi Cost by 1 point each.

Double Blast (+1): The character is capable of throwing two blasts at once, one from each hand. You must pay chi for each blast individually, and make a separate attack roll for each, but they are performed simultaneously, and doing both only takes up APs as per a single one.

Electric Blast (+1): The chi blast is electricity-based, increasing damage by +1 and reducing the AP cost by 1 point.

Exploding Blast (+1 or +2): When the blast strikes, the energy affects its target, but also explodes outward. This increases the base damage by +2 points, and anyone in the same hex as the one it lands in (or in any hex adjacent to that if +2 CP are spent) takes half damage as well.

Extended Range (+1): Double the range of the attack. This can be purchased as many times as desired, but after the second time it is purchased, it increases the range multiplier by one (i.e.; after doubling comes x3, then x4, x5, and so on).

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

Flaming Blast (+1): Normal chi blasts are just pure chi energy; this one is an actual ball of fire. The damage is raised by +2 points, and whenever it is used there is a risk of a fire.

Forceful Blast (+1): Anyone struck by the chi blast suffers a Knockdown. Damage is increased by +1.

Ground Wave (+1): Rather than going through the air, the chi blast zooms along the ground. While this may limit who can be hit by the blast, it also means that anyone hit by it must make a roll on 1d10 + Strength + Stamina to avoid being thrown back one hex.

Guided Blast (+2): This rather unusual and spectacular modifier enables the character to sort of "remote control" the chi blast, mentally guiding it to strike the target. Thus, the character may have the blast maneuver around corners and such. Further, if it misses the opponent, the character may spend 1 Chi to maintain the existence of the blast for another turn and make another roll to try to hit, though each attempt to re-aim costs 2 APs.

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

Ice Blast (+1): The chi blasts consists of freezing energy. This increases the damage by two points, and if it inflicts enough damage to cause a Dizzy, the character is Dizzied for two turns instead of one.

Ice Crystal Blast (+2): The chi blasts produces an ice crystal, which shatters (painfully) on impact. This increases the damage by +3, and the Chi cost by 2 points.

Light Blast (+2): A beam made of pure light, sort of like a laser beam. Due to the speed and directness of the beam, the blast has +3 to Accuracy, and the AP cost is reduced by 2 points.

Moving Blast (+1): The character can move while delivering the chi blast (Move 2).

Multiple Blasts (+2): The character can divide a large blast into several smaller ones (up to six), each of which can be directed at a different opponent, all at one opponent, or anything in-between. Each individual projectile takes an equal portion of the damage (i.e., if six are fired, each does 1/6th, if 4, each does 1/4th, etc.) plus 2 points of damage each.

Reduced Range (-1): The range of the blast is halved.

Short Blast (-2): The blast can only be used on those in the same hex or an adjacent hex.

Prerequisites: Focus 6
Character Points: 6
Accuracy: +0
Action Points: 10
Chi Cost: 5
Damage: 1d10
Move: None

Chi Gong (Aura)

Chi Gong is a mystical form of body hardening, which toughens the skin to the point that it can neither be cut by blades nor pierced by arrows. Well, in broad terms, it protects against virtually all physical and energy attacks, adding a bonus equal to the character's Focus + Will to all soak rolls when it is in use (costs 1 Chi per turn).

Prerequisites: Focus 7
Character Points: 5
Accuracy: N/A
Action Points: 1
Chi Cost: 1 per turn
Damage: None
Move: N/A

Chi Push (Force)

One of the more advanced chi powers, commonly taught only to advanced students of Tai Chi Chuan. Using this maneuver, the character forces Chi into the target not to heal, but to topple or destroy. This maneuver is normally done with physical contact, but can be performed from a distance, by spending one additional Chi point per hex the target is away. Opponents struck by the Chi Push will be knocked back 2 hexes (may be increased at a cost of 1 Chi per additional hex) and suffer a Knockdown. The damage noted below may also be increased at a cost of 1 Chi per +1 damage.

Prerequisites: Focus 8
Character Points: 5
Accuracy: -2
Action Points: 9
Chi Cost: 5
Damage: 1d6
Move: None

Chi Shock (Energy)

In this maneuver the character must be touching/holding the opponent – then they can send a charge of chi into them, causing them to seemingly "explode" with energy.

Electric Shock (+1): Rather than chi energy, the Chi Shock consists of electrical current. Increase the damage by +2.

Extended Use (+1): This allows the Chi Shock to be maintained a bit longer, instead inflicting +1 damage per turn, at a cost of 4 Chi and 6 APs per turn.

Flame Shock (+1): Rather than chi energy, the Chi Shock consists of fire. Increase damage by +1 and reduce the AP cost by 2. This cannot be combined with Extended Use.

Shock Self (+2): The character instead surrounds their body with the shocking power, thereby inflicting damage based on their Focus (no bonus) to anyone who comes in direct physical contact with them.

Prerequisites: Focus 5
Character Points: 5
Accuracy: N/A
Action Points: 5
Chi Cost: 6
Damage: 1d6+1
Move: None

Column Blast (Energy)

This maneuver allows the character to produce a vertical blast of energy, which shoots upwards, striking anyone above the character or in the same hex. No roll is needed to determine if this maneuver hits or not; it will strike automatically if the opponent is in range.

Energy Collection (+2): This modifier enables the character to collect the energy of the Column Blast into a ball of energy, which can be then formed into a Chi Blast. If the Column Blast is a Mega-Attack, the Chi Blast can be such too.

Extended Time Column (+3): The blast can be maintained for three turns. Anyone struck by it will be thrown back unless they make a roll on 1d10 + Agility + Stamina, but if they do, they will take damage again next turn. Characters above the attacker get thrown one hex in a random direction and suffer a Knockdown.

Prerequisites: Chi Blast, Focus 7
Character Points: 5
Accuracy: N/A
Action Points: 7
Chi Cost: 12
Damage: 1d10
Move: None

Danger Sense (Mental)

Also known as Zanshin, this power grants the character a natural sense of when others are approaching them with hostile intent. The character cannot be taken by surprise while conscious.

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

Dim Mak (Chi/Vital Points)

One of the most feared moves in existence is the dreaded Dim Mak Death Touch. Known only to a select few styles of kung fu, Dim Mak enables the character to cause incredible damage to an opponent.

Dim Mak can be used in three ways. Firstly, it can be combined with any normal hand strike, in which case it increases the damage by +1d6, though the damage can be delayed for any length of time, not actually affecting the opponent until it is used (this costs 10 Chi).

Second, it can be used to temporarily impair one of the opponent's physical attributes (Stamina, Agility, or Strength). To do this, the attacker must spend 14 Chi, and make a successful strike. If they succeed, they will reduce one physical attribute of the opponent's by 1 point per 3 Chi spent in addition to the base cost. Lost attribute points can be restored through use of the Regeneration or Healing powers; the cost is determined as though the attribute points were three times as many Health points (e.g., to use Healing to restore 4 attribute points would cost 12 Chi).

Lastly, characters with a Focus of 10 or higher can attempt to use the true Dim Mak Death Curse. To do this, they must spend ALL of their Chi (an amount equal to their base Chi -- not just all they have currently) and reduce their current base Chi points by 2 points. If it is delivered successfully, the opponent's Chi capacity is *destroyed*. This means that they cannot use chi powers, have zero Chi points, and are incapable of healing.
Prerequisites: Focus 8, Vital Points 9
Character Points: 8
Accuracy: -1
Action Points: 10
Chi Cost: Varies
Damage: Varies
Move: None

Drain Chi

This power enables the character to actually drain chi points from another person and add them to one's own total. To do this, the character must stay in physical contact with the victim for at least one turn; after that, the attacker makes a contested roll on 1d10 + Focus + Will against the same for the opponent. For every point that the attacker's roll exceeds the victim's, two of the victim's (temporary) chi points are transferred to the attacker's current pool.
Prerequisites: Focus 7
Character Points: 5
Accuracy: +0
Action Points: 10
Chi Cost: 1
Damage: Special
Move: None

Drain Life

Just as Drain Chi enables characters to steal Chi points, Drain Life enables them to take Health points in precisely the same manner.
Prerequisites: Focus 7
Character Points: 7
Accuracy: -1
Action Points: 11
Chi Cost: 4
Damage: Special
Move: None

Energy Reflection

This maneuver enables the character to send chi blasts and similar energy attacks back to their source by "catching" the energy and sending it back where it came from. This works in precisely the same manner as the Projectile Reflection maneuver, but applies to energy attacks.
Prerequisites: Projectile Deflection, Projectile Reflection
Character Points: 4
Accuracy: +1
Action Points: 7
Chi Cost: 3
Damage: Special
Move: 1

Fire Breath (Energy)

Made infamous by Dhalsim and similar characters, this maneuver allows the character to expel a large fire, in a manner similar to a flame-thrower. This gout of flame covers one adjacent hex and the three behind it; anyone in those areas takes damage as noted below, though damage is rolled separately for each victim.
Prerequisites: Focus 4
Character Points: 6
Accuracy: +2
Action Points: 10
Chi Cost: 6
Damage: 1d10+1
Move: None

Flare (Energy)

This maneuver creates an extremely bright flash of light. Everyone without appropriate protection (i.e., closing their eyes tightly, being blind, wearing dark glasses, etc.). Everyone within one hex per point of the character's Focus must make a roll on 1d10 + Stamina + Focus, against the attacker's roll of 1d10 + Focus + Will + 5. Anyone who fails the roll is blinded (-5 on all actions requiring sight) for 1d6 turns.
Prerequisites: Focus 6
Character Points: 4
Accuracy: N/A
Action Points: 9
Chi Cost: 3
Damage: Special
Move: None

Focus Rage (Aura)

This is the ability to form Rage in oneself from nowhere. Doing this requires that the fighter stand completely still and concentrate. The physical appearance of this depends on the power of the character's Chi. Those with relatively low Chi (1-3 points) will not have any outward sign that they are doing this (except for them grimacing or something), while those with higher Chi (6+) will often create a crackle of electricity, a glow of energy, or something else (depending on their powers) as they do this.

For every turn spent concentrating, the character must make a Focus roll. If successful, the character gains 1d6 points of Rage.
Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: 10
Chi Cost: None
Damage: None
Move: None

Ghost Form (Aura)

This rare power enables the character to "phase out," so that normal physical attacks pass right through them. While it is maintained, the character cannot be harmed by physical attacks (energy ones do full damage) and can pass through solid objects.
Prerequisites: Focus 8
Character Points: 7
Accuracy: N/A
Action Points: 3/turn
Chi Cost: 3/turn
Damage: None
Move: N/A

Healing (Chi)

This power enables the character to heal damage to others by a "laying of the hands" and infusion of chi energy. For every point of Chi spent, the Healing power can restore 1 Health point in another person. The healer can restore a number of Health points equal to their Focus for each usage of Healing.
Prerequisites: Focus 5
Character Points: 6
Accuracy: N/A
Action Points: 10
Chi Cost: 1/Health Point
Damage: None
Move: None

Induce Fear (Mental)

This mental attack causes the victim's mind to be filled with fear; anyone who looks at the character when this is used must make a roll on 1d10+Will+Focus or become terrified and attempt to flee from the character.
Prerequisites: Telepathy 5 or Ninjutsu 3
Character Points: 6
Accuracy: N/A
Action Points: 14
Chi Cost: 9
Damage: None
Move: None

Ki-Ai

The Ki-Ai, or martial arts yell, if often used in martial arts to increase the power of blows, by channeling energy through one's lungs and vocal cords. A ki-ai can be used with any maneuver, and adds to it the maneuvers noted below.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: +1
Chi Cost: None
Damage: +1
Move: -1

Kongjin (Force)

The power of kongjin, or "empty force" allows one to strike from a distance. It is also known as "one finger" from the training method used, whereby the student attempts to move an iron bell suspended from a well or hallway by projecting chi through one finger.

Kongjin can be played with any Punch or Kick maneuver. When it is used, a maneuver may affect opponents up to 1 hex away per point of Focus, without touching them, and the modifiers below are applied to those of the punch or kick used. A Kongjin strike cannot be parried.
Prerequisites: Focus 8
Character Points: 4
Accuracy: +1
Action Points: +2
Chi Cost: 4
Damage: +0
Move: 1

Levitation (Force)

This maneuver, which requires intense inner control, enables the character to lift themselves off the ground, and move at a rate of one hex per turn. While levitating, the character's APs are halved.
Prerequisites: Reduce Weight
Character Points: 5
Accuracy: N/A
Action Points: Special
Chi Cost: 1/turn
Damage: None
Move: Special

Meditative Levitation (Mental)

By entering a meditative state, the character is able to levitate themselves above the ground. This requires near total concentration, and thus the character cannot be distracted. To reach this state requires a roll on 1d10 + Focus + Meditation, and if the character is being distracted, then they must make the same roll again to remain afloat. Methods of doing this vary, but most will sit in the lotus position while doing this. Other actions on the part of the character are possible, but at -2 to the roll, and another roll must be made to maintain the levitation.
Prerequisites: Focus 6, Meditation 3
Character Points: 4
Accuracy: N/A
Action Points: 10 per turn
Chi Cost: 1/5 turns
Damage: None
Move: Special; total Move for the turn is based on Focus rather than Agility.

Mind Reading (Mental)

This maneuver lets the character open themselves to the opponent's mind during combat, and use that to anticipate what they are intending to do. This effectively provides a bonus of +3 to all combat rolls against that one person (it can only be used against a group by a psychic with the the Open Mind ability, gained at Telepathy level 9).
Prerequisites: Telepathy 2 or Ninjutsu 4
Character Points: 6
Accuracy: N/A
Action Points: 2/turn
Chi Cost: 1/turn
Damage: None

Move: None

Mind Walk (Mental)

This power lets the character move into the Astral Plane, leaving their body. In this state they can perceive things happening in corresponding parts of the physical world, and can even affect the physical world in limited ways, normally by using various Focus abilities and/or psychic powers. Once in this state, the character can move at incredible speeds through the Astral Plane, able to circle the Earth in a few minutes, though after a short time (around 2 minutes per point of Focus) the character will be pulled back into their own body. If their body has been destroyed, on the other hand, they will be stranded in the Astral Plane.

In the Astral Plane it is also possible to fight against other astral beings. The Astral Body one possesses will function in precisely the same manner as their physical one, and if it sustains too much damage the character's essence can be destroyed, though damage to this Astral form is separate from that done to the physical one.
Prerequisites: Focus 8
Character Points: 4
Accuracy: N/A
Action Points: 30 to activate
Chi Cost: 6
Damage: N/A
Move: None, until the Mind Walk begins

Music Focus (Mental)

Certain styles, most notably Capoeria, make use of music to coordinate their fighting, by moving to the rhythm. When music of the character's preferred type is playing in the background, they can add +2 to Damage or +2 APs (choose one) each turn.
Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: None
Chi Cost: None
Damage: None
Move: N/A

Power Blade (Energy)

The Power Blade maneuver allows the character to create a sword out of crackling chi energy. This lasts for one turn, used for a single strike with the modifiers noted below. Besides those below, the following Chi Blast maneuver modifiers can be applied to power blade: Double Blast (two power blades at once), Electric Blast, Flaming Blast, and Ice Blast.

Extended Use (+2): Rather than a single use, the Power Blade can be maintained for extended periods of time, by spending 1 Chi point per turn after the first. In this case, it functions more or less as an actual sword, with the following modifiers: Accuracy +1, Damage +3, AP Cost -1, Move +1

Rising Blade (+1): The Power Blade is formed vertically, and rockets upwards, carrying the user up with it. This is an Aerial Maneuver, and can Counter other Aerial Maneuvers. Increase damage by +2.

Throwing Blade (+1/+2): The power blade can be used as a thrown weapon. In this case it can be tossed as far as the character's Strength in hexes (or Strength + Focus for an additional CP).
Prerequisites: Focus 5, Blades skill (or equivalent) 2
Character Points: 5
Accuracy: +2
Action Points: 6
Chi Cost: 5
Damage: 1d6+1
Move: 3

Power Channeling (Energy)

This maneuver enables the character to surround his fist or foot with energy, in much the same manner as a Power Strike, except that it can be applied to any such maneuver. The modifiers listed below are applied to the (Punch or Kick) maneuver used.
Prerequisites: Focus 5
Character Points: 5
Accuracy: +0
Action Points: +1
Chi Cost: +2
Damage: 1d6
Move: +0

Reduce Weight (Force)

This mystic power, called *Karumi-Jutsu* in Japanese, enables the character to reduce their own body weight by as much as 85%. This will reduce damage from falls to one fifth, enables the character to jump *ten times* higher than usual, adds +10 to any climbing rolls, and enables the character to tread lightly in general (+4 to stealth rolls), walking over fragile bridges, teacups, etc. without causing damage.

Reduce Weight can be maintained indefinitely, though it requires a roll on 1d10 + Focus + Style each turn to maintain concentration; failure means that the character returns to their usual weight.
Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 6/turn
Chi Cost: 1/turn
Damage: None
Move: 2

Reflecting Barrier (Energy)

This power enables the character to create a small wall of energy in front of them. This can be used to reflect energy attacks, or it can be slammed into opponents to inflict damage.

The Reflecting Barrier causes any projectiles that strike it to bounce back, usually at the attacker (the defender must make a successful parry; otherwise it will reflect normally). The reflecting barrier will always counter such attacks (due to its size) unless they are delivered from behind. A Reflecting Barrier lasts for one turn.

A Reflecting Barrier can also be used offensively, by slamming it into the opponent. This inflicts 1d6+1 damage, and otherwise uses the modifiers listed below.
Prerequisites: Focus 5
Character Points: 4
Accuracy: +1

Action Points: 7
Chi Cost: 6
Damage: Special
Move: 1

Regeneration

This power is very similar to Healing (see above) except that it heals the user rather than others. For every Chi point spent, the character will heal one Health point.
Prerequisites: None
Character Points: 6
Accuracy: N/A
Action Points: 10
Chi Cost: 1/Health point
Damage: None
Move: None

San He (Chi)

This power, taught in some forms of kung fu and a few other styles, enables the character to root themselves to the ground through chi power. The energy is spread out across the character's body and then anchored to the Dragon Lines in the ground, leaving the fighter rooted to the ground in an unmovable stance.

When San He is used, the character adds his Focus + Will to all soak rolls, and is immune to Knockdowns. Against very large objects, the character must make a roll on 1d10 + Strength + Stamina to stay standing, though for some it will not be possible to stay standing. Kicks cannot be used while using San He.

San He can be maintained indefinitely.
Prerequisites: Focus 5
Character Points: 5
Accuracy: N/A
Action Points: 5
Chi Cost: 6
Damage: None
Move: None

Shockwave (Energy)

This power enables the character to strike the ground with a punch, stomp, or other means, causing the ground to shake, toppling objects and people. Everyone within a number of hexes equal to the character's Focus must make a roll on 1d10 + Stamina + Agility to avoid taking a Knockdown.

Linear Shockwave (-1): Rather than going out in all directions, the shockwave travels out in a straight line, affecting anyone in the affected hexes, for a number of hexes equal to the character's Focus + Will.
Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 10
Chi Cost: 6
Damage: 1d4
Move: None

Stunning Shout

This power enables the character to emit an ear-piercing shout. It must be aimed at one person, who can be a number of hexes away equal to the character's Stamina. Roll the "damage" – 1d10 + Strength modifier; if this exceeds the target's Stamina, the target is effectively dizzied.
Prerequisites: Focus 5
Character Points: 5
Accuracy: +3
Action Points: 10
Chi Cost: 5
Damage: Special
Move: None

Teleport

This power enables the character to disappear and reappear in a different location the next turn. This power is rare, to be sure. Teleport can be used defensively, by shifting out of range of an attack, or offensively, by using it to move into position to attack. The character can move a number of hexes equal to his Focus + Will.

Burst Teleport (+2/+3): This variant of the normal teleport maneuver causes a large explosion of energy (or fire/electricity/whatever) around the character which appears to consume them. Anyone in the same hex (or an adjacent hex if +3 is paid for this) takes damage based on the character's Focus.

Delayed Teleport (+1): The character can delay the time before his reappearance by one turn by spending 2 Chi points. This can be continued for a number of turns equal to the character's Focus.

Extended Range (+1): Double the range of the teleport. This can be purchased as many times as desired, but after the second time it is purchased, it increases the range multiplier by one (i.e.; after doubling comes x3, then x4, x5, and so on).

Instant Teleport (+2): The character can teleport spontaneously, and doesn't have to wait until the next turn to reappear. As such, Teleport for them uses only 4 APs, and they are at +4 APs for the next turn if it is used for an attack.
Prerequisites: Focus 6
Character Points: 5
Accuracy: +1
Action Points: 9
Chi Cost: 6
Damage: None
Move: None/Special

Thunderclap

The fighter claps his hands together, creating a deafening sound of thunder and sending a powerful shockwave outwards. Everyone within three hexes of the character takes damage as noted below.
Prerequisites: Focus 7
Character Points: 7
Accuracy: N/A
Action Points: 14
Chi Cost: 9
Damage: 1
Move: None

Whirlwind (Energy)

Rarely seen outside of SNK titles, and known by several different names (Tiger Claw, Tornado Upper,

Hiryuu Shoten-Ha, etc.), in this maneuver the character hurls a small but powerful tornado at the opponent. Anyone struck by a Whirlwind will be thrown up into the air, taking damage as noted below from the fall and suffering a Knockdown.

The following modifiers from Chi Blast can be selected for Whirlwind: Electric Blast (+1), Extended Range (+1), Flaming Blast (+1), Guided Blast (+2), Moving Blast (+1), Reduced Range (-1), and Short Blast (-2), as well as the following:

Horizontal Blast (+2): The whirlwind can be fired off sideways, in a manner similar to a Continuous Chi Blast. This increases the damage by +2, accuracy by +1, and Chi cost by +1. Range is equal to the character's Focus in hexes.

Sky Column (+2): The Whirlwind is roughly twice as tall, increasing the damage by +1d6.
Prerequisites: Focus 7
Character Points: 6
Accuracy: +2
Action Points: 10
Chi Cost: 8
Damage: 1d4
Move: 1

Grappling

"I'll crush you, eh!"
-- Zangief, Street Fighter II

Evading Grappling maneuvers is a little different from others; Dodging works fine, but trying to parry is useless, making it easier for the opponent. On the other hand, if the opponent can't get a good grip on you -- or can't lift you -- then a throw is more or less impossible; to knock away their arm when they try to grab you requires a roll on 1d10 + Agility + Style, and counters a block if the total is higher than the attacker's roll (costs 2 APs).

Naturally, using any Grappling maneuver requires being in the same hex as the opponent -- but that's the case for most any hand to hand strike.

Air Slam

This maneuver enables the character to grab opponents right out of the air and slam them to the ground. It can only be used on airborne opponents, but such opponents are defenseless against it. Victims suffer a Knockdown.
Prerequisites: Slam
Character Points: 4
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d6+1
Move: 1

Air Throw

This maneuver enables the character to be able to execute another throw while airborne. This can be combined with nearly any throw, and allows it to be used against other jumping opponents. Use the basic throw, and apply the modifiers noted below.
Prerequisites: Jump
Character Points: 4
Accuracy: -1
Action Points: -1
Chi Cost: None
Damage: 1d4+1
Move: +1

Backbreaker (Killing)

In this exceedingly painful move, the character grabs the opponent and slams them over his knee or shoulders, then drops them.
Prerequisites: None
Character Points: 4
Accuracy: -2
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: 1

Basher Hold

In this somewhat vicious maneuver, the character grabs the opponent and proceeds to bash them repeatedly in some way (usually with the knees, fist, or even head butts). This is a Sustained Hold.
Prerequisites: None
Character Points: 3
Accuracy: -2
Action Points: 8 per turn
Chi Cost: None
Damage: +1
Move: None

Bearhug

In this maneuver, the fighter simply grabs the opponent and squeezes them against their chest; it is considered a Sustained Hold.
Prerequisites: None
Character Points: 2
Accuracy: -2
Action Points: 9 per turn
Chi Cost: None
Damage: 1d4
Move: 1

Body Flip

Basic to many grappling styles (especially Judo), this throw consists of grabbing the opponent and flinging them over one shoulder.
Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 1

Choke Hold (Disabling)

In this simple maneuver, the character grabs the opponent by the neck and squeezes. This is a Sustained Hold that inflicts 1d6 Stun Damage as noted below each turn.
Prerequisites: None
Character Points: 2

Accuracy: +0
Action Points: 9
Chi Cost: None
Damage: Special
Move: 1

Choke Throw

The attacker leaps up and catches the opponent either in mid-leap or upon landing. Either way, the attacker grabs the opponent by the throat and uses his momentum to force the opponent to the ground and choke her.

This is an Aerial Maneuver, and can be used to interrupt an opponent performing an Aerial Maneuver or to attack a standing opponent. If the victim takes any damage, he suffers a knockdown. Once the actual Choke Throw is executed, the attacker has the opponent pinned by the neck, as per a Choke. Both the attacker and the victim end the round in the same hex.
Prerequisites: Choke Hold, Jump
Character Points: 3
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6/Special
Move: 6

Counter Grab

This simple yet potentially powerful can be used any time an opponent holds the character and is ready to perform a throw. If it is used successfully, the character twists around, grabbing the opponent instead, and thereby putting themselves in position to perform a throw which cannot be countered. A must for Aikido fighters.
Prerequisites: Body Flip
Character Points: 3
Accuracy: +0
Action Points: 3
Chi Cost: None
Damage: None
Move: None

Disengage

This defensive maneuver allows the fighter to simply slip out of an opponents grasp, thereby freeing themselves from a Sustained Hold. The character makes a contested roll – 1d10+Style+Agility, against the opponent's 1d10+Stamina+Strength. If the defender rolls higher, they escape.
Prerequisites: Agility 4
Character Points: 2
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: None
Move: 2

Joint Lock (Disabling)

The fighter grabs one of the opponents limbs and twists it around in a manner it was never meant to be twisted, forcing them to the ground in pain.

This is a Sustained Hold; the victim takes damage each turn it is maintained. For the duration of the Joint Lock the victim is considered to be crouching and cannot use the locked limb, though he may attack with another limb by spending a point of Willpower.

The damage from a Joint Lock is Stun damage only; even if the victim is incapacitated from the pain, he will not be physically damaged by it. Armor does not effect the damage taken from this.
Prerequisites: None
Character Points: 4
Accuracy: -1
Action Points: 8 per turn
Chi Cost: None
Damage: 1d4 Stun
Move: 1

Leaping Slam

In this powerful (and painful) throw, the attacker grabs the opponent and leaps high into the air. When the two land, the attacker is on top of or next to the opponent, who gets slammed into the ground. Opponents suffer a Knockdown and lose 4 APs.
Prerequisites: Jump, Slam
Character Points: 4
Accuracy: -2
Action Points: 12
Chi Cost: None
Damage: 1d6+2
Move: None

Pin

This maneuver enables the fighter to grab an opponent and immobilize them on the ground. Victims must already be on the ground, and will be held in place if the Pin is executed successfully. Once initiated, the opponent must make a contested roll of 1d10 + Strength in order to escape, though the attacker adds in the level of their Style as well. The attacker may, if they choose, inflict damage as noted below each turn.
Prerequisites: None
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d4/turn
Move: None

Rolling Back Throw

In this maneuver, the attacker grabs the opponent and swings back, to that his back ends up flat against the ground, and the opponent is thrown clear past them (up to 1/3 the attacker's Strength in hexes) by the momentum.
Prerequisites: Body Flip
Character Points: 2
Accuracy: -1
Action Points: 11
Chi Cost: None
Damage: 1d6+2
Move: 1

Slam

In this comparatively basic throw, the attacker grabs the opponent and slams them to the ground. Victims suffer a Knockdown.
Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: 1

Sleeper Hold (Disabling)

This is a Sustained Hold in which the attacker holds the opponent's head and neck, hitting a few pressure points and cutting off circulation so that if the hold is maintained for four turns, the opponent is automatically Dizzied.
Prerequisites: Strength 5, Stamina 5
Character Points: 3
Accuracy: -1
Action Points: 10 per turn
Chi Cost: None
Damage: Special
Move: None

Spinning Back Throw

Another powerful throw, in this one the attacker grabs the opponent and swings backwards, the both of them spinning backwards through the air (up to 6 hexes) until they land, the attacker on top of the defender.
Prerequisites: Rolling Back Throw
Character Points: 3
Accuracy: -1
Action Points: 12
Chi Cost: None
Damage: 1d10
Move: 2

Thigh Press

Made (in)famous by such characters as Cammy, Mai Shiranui, and Sonya Blade, the Thigh Press (more accurately called the Reverse Suplex) consists of doing a handstand to grip the opponent by the head with one's legs, and flipping back over to slam them to the ground. In fighting games, this maneuver is possessed primarily by scantily clad female fighters.
Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 12
Chi Cost: None
Damage: 1d6+1
Move: None

Weapon Toss

This unusual throw allows the character to use their weapon(s) to lift up and toss the opponent. This is best done with a blunt weapon (a staff is ideal), but nearly any reasonable weapon will do. Apart from the manner in which it is performed, however, this effectively functions like a Body Flip (see Thrash).
Prerequisites: Strength 6, weapon skill (required to perform the maneuver successfully) 3, Body Flip
Character Points: 2
Accuracy: +0
Action Points: 8
Chi Cost: None
Damage: +3 (do not add weapon damage)
Move: 1

Kick

Axe Kick

The attacker lifts their leg as high as possible and slams it down on the opponent's head or shoulders. Victims suffer a Knockdown.
Prerequisites: None
Character Points: 3
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6+2
Move: One

Backflip Kick

This powerful kick is executed as a backflip, striking with ones feet on the way up. Opponents suffer a Knockdown.
Prerequisites: Backflip
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: One

Crescent Kick

This is a swivel-hipped kick in which the foot is sent out in a sweeping arc.
Prerequisites: None
Character Points: 3
Accuracy: +1
Action Points: 8
Chi Cost: None
Damage: 2d4
Move: 1

Drop Kick

In this combination defensive/offensive maneuver, the character drops to the ground when attacked, and delivers a kick, effectively dodging and attacking at the same time. Both characters are considered to suffer a Knockdown.
Prerequisites: Displacement
Character Points: 3
Accuracy: +4
Action Points: 12
Chi Cost: None
Damage: 1d4+1
Move: 2

Flying Reverse Turning Kick

The character jumps into the air, holding one leg out, and spins around while airborne, striking as they come

around. Opponents who take damage greater than their Strength suffer a Knockdown.
Prerequisites: Jump, Crescent Kick
Character Points: 4
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: 1

Foot Sweep

This is a low, powerful kick intended to knock an opponent off their feet. Foot Sweep is a Crouching Maneuver, and victims suffer a Knockdown.
Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 1d6
Move: 1

Handstand Kick

In this rather flashy maneuver, the character does a handstand, shoving their feet at the opponent. Handstand Kick can be used to Counter Aerial Maneuvers, in which case it causes a Knockdown.
Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: 2d4
Move: None

Iron Broom

This is a more powerful version of the basic foot sweep, in which the character swings their leg around in a circle, striking all opponents the same hex and inflicting damage as noted below.
Prerequisites: Foot Sweep
Character Points: 2
Accuracy: +2
Action Points: 14
Chi Cost: None
Damage: 1d6
Move: None

Knee Strike

In this somewhat vicious maneuver, the fighter stands close to his opponent and jumps up to knee him in the stomach, chest, or face, using the momentum of the jump to increase the damage.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: None

Multi-Kick

In this legendarily powerful maneuver, the character lashes out again and again with their foot with lightning speed (think of Chun Li's Lightning Leg). If an opponent is struck with the Multi-Kick, make one damage roll (1d4; do not add base damage) per strike. Each counts as 3 APs; there is no limit to how many may be delivered in a turn, though it cannot be maintained for more turns than the character's Stamina.

The Great Wall of China (+3): The Multi-Kick affects all targets in all three of the adjacent hexes that the character faces. The chi cost is increased to two.
Prerequisites: Agility 6
Character Points: 7
Accuracy: -1
Action Points: 3 per strike
Chi Cost: None
Damage: Special
Move: None

Reverse Front Kick

The fighter launches a feint kick past the head of his opponent, then quickly reverses it with a sharp snapping motion, driving his heel into the back of the opponent's head.
Prerequisites: None
Character Points: 3
Accuracy: +3
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 2

Rising Handstand Kick

This maneuver consists of a Handstand Kick in which the character pushes off hard enough to rise into the air. The Rising Handstand Kick can be used against both airborne and grounded opponents in the same hex or an adjacent one. This is an Aerial Maneuver, and can Counter other Aerial Maneuvers.
Prerequisites: Handstand Kick
Character Points: 5
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: 1

Slide Kick

This is a kick in which the character slides along the ground for a short distance, causing opponents to suffer a Knockdown.

Standing Slide Kick (+1): This is essentially the same as a normal slide kick, except that the character can remain standing up while doing it, thereby reducing the AP cost by -2 and increasing the Move by +1.
Prerequisites: None
Character Points: 3
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 2

Spinning Thrust Kick

The fighter spins and then thrust-kicks at the opponent, using the momentum from the spin to increase the power of the kick. Sometimes the fighter will hit his opponent with his heel as his foot whips around; this is called a Spinning Back Kick.
Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: 2

Wheel Kick

This is a powerful kick in which the leg is brought completely around the body.
Prerequisites: Crescent Kick
Character Points: 2
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 2d4
Move: None

Punch

Art of Breaking

Tamashiwara, or the "Art of Breaking", can more or less be described as practice in board breaking. A character with this maneuver will have learned how to use nearly any part of their body to break wood, ice, glass, and stone, by breaking the Chi of the object.

This power can be used on nearly any non-living object. Make a Focus roll against a difficulty determined as follows:

Ice: 10
Wood: 14
Stone/Brick/Cement: 16
Metal: 22
Hardened Metal: 30

If you roll successfully, you will shatter the object. You cannot use Art of Breaking on living things, or cybernetic implants (attempting to do so delivers damage as per a Heavy Punch).
Prerequisites: Strength 5, Focus 5
Character Points: 2
Accuracy: +0
Action Points: 10
Chi Cost: 2
Damage: Special
Move: None

Backhand

The character swings his hand backwards to strike an opponent behind them.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: 2
Move: 1

Claw Hand

In this strike the character holds their hand in a claw position and uses it to rake the flesh of an opponent.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: One

Deflecting Punch

This maneuver, common to certain styles of karate and kung fu, is used defensively, to interrupt an opponent's punch with a quick counterpunch. When it is used, the opponent's punch is effectively Parried. Unless Dizzied, the character then delivers a punch as noted below.
Prerequisites: None
Character Points: 3
Accuracy: +1
Action Points: 3
Chi Cost: None
Damage: 1d4
Move: None

Disarm

Using this maneuver a character may deliver a blow that, if successful, will knock a weapon from an opponent's hands. This maneuver can also be used with melee weapons.
Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: None
Move: None

Double Punch

The character punches simultaneously with both hands. If it hits, roll damage twice.
Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 10
Chi Cost: None
Damage: 1d4-1
Move: 1

Ear Pop (Disabling)

In this rather desperate move, the fighter cups his hands and slams them against either side of the opponent's head, forcing air into their ears, thus causing intense pain and disorientation; the opponent will suffer a penalty of -4 to all rolls for the next 1d6 turns, and will continue to have a headache after that.
Prerequisites: None
Character Points: 2
Accuracy: -1
Action Points: 7

Chi Cost: None
Damage: Special
Move: 1

Elbow Strike

A quick strike with an elbow.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 4
Chi Cost: None
Damage: 1d4+1
Move: 1

Eye Rake

This move, usually reserved for desperate circumstances, involves raking ones fingers across the opponent's eyes. Though painful, this rarely results in permanent damage. Opponents damaged by an Eye Rake effectively blinded (-5 on all rolls, APs are halved).
Prerequisites: None
Character Points: 2
Accuracy: -2
Action Points: 5
Chi Cost: None
Damage: 1
Move: 1

Fingertip Attack

The fingertip attack is one of the more unusual hand strikes possible; the fighter attacks with but a single finger. This is not normally used for the damage it inflicts (which is small but painful), but in order to deliver vital point strikes. This inflicts 2 points of damage only, but this damage cannot be soaked.
Prerequisites: Focus 4
Character Points: 2
Accuracy: +4
Action Points: 5
Chi Cost: None
Damage: 2 points (non-soakable)
Move: 2

Haymaker

For this rather crude (but powerful) punch, normally used only by brawlers, the character winds up in the manner of a baseball pitcher, the actual strike coming when the character swings as hard as they can from as low as possible into the opponent's face.
Prerequisites: None
Character Points: 1
Accuracy: -2
Action Points: 14
Chi Cost: None
Damage: 2d4
Move: 1

Head Butt

A crude but often very effective maneuver, the character slams their head into the opponent. Needless to say, this requires having a pretty hard head.
Prerequisites: None
Character Points: 2
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 1

Knife Hand (Killing)

This is an open-handed strike with the blade of the hand.
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 5
Chi Cost: None
Damage: 1d6
Move: 1

Knuckle Fist

This is a punch in which the hand is not held rigid and the first set of finger knuckles are used as a striking surface rather than the flat of the first finger sections as in a normal punch.
Prerequisites: None
Character Points: 3
Accuracy: +2
Action Points: 5
Chi Cost: None
Damage: 2d4
Move: 2

Monkey Grab Punch

This relatively easy maneuver, originally from Monkey Style Kung Fu, consists of grabbing an opponent's arm with one hand and punching quickly with the other. This attack cannot be parried.
Prerequisites: None
Character Points: 2
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: 1d6
Move: None

Multi-Punch

This maneuver allows the character to deliver a rapid flurry of punches. Each individual punch takes up 2 APs, and damage for each strike is 1d4-2 (minimum 1; do not add base damage). It can be maintained for a number of turns equal to the character's Stamina.
Prerequisites: Agility 6, Stamina 6
Character Points: 5
Accuracy: +2
Action Points: 2 per strike
Chi Cost: 1 per turn
Damage: Special
Move: None

Palm Strike

A simple attack using the palm of the hand.
Prerequisites: None
Character Points: 2

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

Rising Uppercut

This is a powerful uppercut in which the character leaps upward. It is basically the same as the infamous Dragon Punch (though that would require a few Modifiers to improve the damage and speed), though there are some other instances of this sort of maneuver (in particular the uppercut moves used by Ryo Sakazaki and Robert Garcia). The Rising Uppercut can be used against both airborne and grounded opponents in the same hex or an adjacent one. This is an Aerial Maneuver, and can Counter other Aerial Maneuvers.
Prerequisites: Uppercut, Strength 6
Character Points: 6
Accuracy: +1
Action Points: 10
Chi Cost: 3
Damage: 1d10
Move: 1

Slapdown

Used against an airborne opponent, the character must get above them and slam both fists down on them, throwing them to the ground. This is an Aerial Maneuver
Prerequisites: Jump
Character Points: 3
Accuracy: +2
Action Points: 6
Chi Cost: None
Damage: 2d4
Move: 3

Uppercut

This is a powerful punch that starts low and ends above the character's head. Although a fairly simple maneuver, it is effective. Uppercut can be used to Counter Aerial Maneuvers (in which case it will score a Knockdown).
Prerequisites: None
Character Points: 2
Accuracy: +1
Action Points: 5
Chi Cost: None
Damage: 1d6
Move: 1

Widowmaker

This is a more powerful variation of the Haymaker, in which the character makes a short jump, adding to their momentum and causing a Knockdown if it connects. This cannot affect airborne targets, though it is an Aerial Maneuver.
Prerequisites: Widowmaker
Character Points: 2
Accuracy: -3
Action Points: 18
Chi Cost: None
Damage: 1d10
Move: 2

Weapons

Blade Runner

The character dashes at his opponent, sword outstretched, to impale them.
Prerequisites: None
Usable With: Swords
Character Points: 4
Accuracy: -3
Action Points: 12
Chi Cost: None
Damage: 1d10
Move: 6

Dazing Blow

Although it takes a great deal if skill, it is possible to use a weapon to do Stun rather than Kill damage. With a blunt weapon the attacker hits less forcefully; with a sword he hits with the hilt or the flat of the blade. This causes Stun rather than Kill damage. At the GM's option it may not work with some weapons; knocking someone out with a sword or club is relatively easy, while doing so with a switchblade is hard.
Prerequisites: None
Usable With: Any (see above)
Character Points: 2
Accuracy: +0
Action Points: 7
Chi Cost: None
Damage: 1d4-1 Stun
Move: 1

Double Strike

This maneuver enables the character to strike simultaneously with two weapons; an opponent can block one, but not both.

The attacker makes two (basic) strikes simultaneously. Defenders can only block one of the two strikes. If they dodge instead, they must move at least one hex away.
Prerequisites: None
Usable With: Any paired weapons
Character Points: 4
Accuracy: +2
Action Points: 8
Chi Cost: None
Damage: Special
Move: 1

Fleche

This maneuver takes its name from Fencing; it is most often used with swords, and is also known as a charge. The fighter moves forward quickly, using his momentum to increase the damage inflicted.
Prerequisites: None
Usable With: Any melee weapons
Character Points: 2
Accuracy: +1
Action Points: 6
Chi Cost: None

Damage: 1d6
Move: 3

Multi-Strike

Similar to the Multi-Kick and Multi-Punch maneuvers, Multi-Strike enables the character to lash out several times in rapid succession with their weapon, delivering as many blows as they have APs for, each strike counting as 3 APs. Each strike does 1d4 damage (do not add base damage).
Prerequisites: Strength 6, Agility 5
Usable With: Any
Character Points: 5
Accuracy: +1
Action Points: 3/strike
Chi Cost: None
Damage: Special
Move: 1

Reflection Slice

This exceptionally deadly and difficult maneuver allows the fighter to take hold of the sword of an attacker and, in one fluid motion, swing it around and strike at them. If this is successful, then the character has taken the opponent's sword; make a normal sword attack roll, for which the victim is at -6 to defend.
Prerequisites: Body Flip, Strength 6, Agility 5, Focus 5
Usable With: Special
Character Points: 6
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d6
Move: 1

Riposte

This maneuver is a rapid strike following a block, and may only be used after the character has made a Parry, and is intended to take advantage of an opponent's temporary inability to react after attacking (i.e., the Speed bonus received from Parrying the attack).
Prerequisites: None
Usable With: Any melee weapons
Character Points: 2
Accuracy: +1
Action Points: 3
Chi Cost: None
Damage: 1d4
Move: None

Slice Upper

The Slice Upper is a leaping sword strike in which the attacker begins with the sword down, and swings it upwards in an arc while jumping up. Slice Upper counts as an Aerial Maneuver and will affect any one grounded or aerial opponent. Aerial opponents will suffer a knockdown. This maneuver also carries the attacker into the air, and it can be used to avoid a projectile attack.
Prerequisites: Strength 6
Usable With: Swords, Axes, Polearms
Character Points: 5
Accuracy: +0
Action Points: 10
Chi Cost: None
Damage: 1d10
Move: 2

Spin Slash

The character holds out their sword and whirls around in a circle, striking all opponents in the same hex and adjacent hexes.
Prerequisites: Strength 6
Usable With: Swords, Axes, Polearms
Character Points: 4
Accuracy: +3
Action Points: 14
Chi Cost: None
Damage: 1d6
Move: None

Staff Spin

In this somewhat unusual maneuver, the character spins his staff around very quickly, inflicting damage to anyone who comes close. Anyone who enters the same hex in front of the character takes damage as noted below.
Prerequisites: Staff Sweep
Usable With: Staves
Character Points: 4
Accuracy: -2
Action Points: 10
Chi Cost: None
Damage: 1d6
Move: None

Staff Sweep

The character uses his staff to knock the opponent off his feet. In addition to any damage taken the opponent will suffer a Knockdown.
Prerequisites: None
Usable With: Staves, Polearms
Character Points: 2
Accuracy: +2
Action Points: 7
Chi Cost: None
Damage: 1d4
Move: None

Super Attacks

Super Attacks are maneuvers which may only be performed when the character's Rage is at or above his or her Rage Threshold.

Chi Star (Energy)

This is a vastly powerful chi blast. When it is initiated, a sphere of glowing energy expands outward from the attackers hands, affecting all targets within its area. A Chi Star covers a 2-hex radius around the attacker; everyone within that area takes damage as noted below.
Prerequisites: Chi Blast
Character Points: 5
Accuracy: N/A
Action Points: ALL
Chi Cost: 20

Damage: 1d10+12
Move: None

Fury Super Attack

This refers to a type of super attack not usually seen outside of King of Fighters, in which the attacker charges at the opponent, unleashing an incredible barrage of attacks. Enough of them to make cataloguing each individual hit pretty pointless. As such a Fury Super is defined by two things – the duration, and how it finishes.

The duration should be decided in APs; for every 3 APs, the base cost of the Fury Super is 1 point. The total duration of a Fury Super cannot exceed your Rage Threshold. If you want to add a finishing move, you must pay one third (round up) the cost of the maneuver used (which you must already possess).

When the Fury Super is used in combat, it works as follows. The character must be in the same hex as the opponent (making it Dashing or Chi Charge is recommended), then they unleash their barrage of attacks on the opponent. If it hits successfully (a Fury Super has no modifiers to Accuracy), the opponent can take no actions for its duration, and just generally gets pummeled, taking damage equal to the total number of APs of the super's duration, plus the character's Base Damage for Strength, plus 1d6. After that, the character executes their finishing move, if any, which the opponent is also unable to defend against. With the exception of the finishing move, damage from a Fury Super cannot be soaked.

As with all maneuvers, additional modifiers can be applied to a Fury Super; Chi Charge, Air Charge, and Dashing being especially useful.

Mega-Attack

This refers to a super attack which is simply an extra-powerful version of a normal attack. To create a Mega-Attack, start with the basic maneuver. If the character already possesses a normal version of the maneuver, the cost of the Mega-Attack is that reduced by 2 points (minimum of 2 CPs); otherwise it is the base CP cost plus one.

Damage (if applicable to begin with) is increased by +2d6, but Accuracy is reduced by -2 and the Mega-Attack takes up ALL of the character's APs for that turn. The Chi cost is also either doubled or increased by 12 points, whichever is higher. For ranged attacks, the range is normal, but by spending one additional CP it can be doubled.

Power Storm (Energy)

This fearsome attack creates a whirling vortex of chi energy that quickly expands outwards before expiring. In the first turn it affect others in the same hex. The second turn it expands to cover all adjacent hexes, the third turn it covers a two-hex radius, the fourth turn a three-hex radius, and so on until the radius is equal to the character's Focus, when it dies out. Each turn all those in the area of effect take damage as noted below.
Prerequisites: Focus 5
Character Points: 7
Accuracy: N/A
Action Points: Special; the character cannot take any actions for the duration of the Power Storm, which is effectively equal to their Focus+1 in turns, but all opponents are at -10 APs as well.
Chi Cost: 20
Damage: 1d6
Move: None

Rage Burn (Aura)

This technique enables the fighter to concentrate all of their Rage into one brief flurry of attacks, lashing out with astonishing speed and force.

When this is activated, the character has double their base APs, and are at +2 to Move and Accuracy for all maneuvers (even those which normally have a move of None).

All maneuvers are possible in this state, and can be carried out while moving. A rage burn will last for four combat turns, after which point the character's Rage points are reduced to zero.
Prerequisites: None
Character Points: 4
Accuracy: Special
Action Points: 2 to activate
Chi Cost: 10
Damage: Special
Move: Special

Super Attack Combo

This refers to a special type of combo which is considered a super attack. Super Attack Combos vary in power, ranging from a few powerful hits to a devastating flurry of kicks and punches, often ending with a fireball, uppercut, or similar maneuver. Such attacks are difficult to learn, but nearly impossible to counter.

A super attack combo is purchased in a manner similar to a Combo Maneuver (see above), except that the cost is 1 CP per 3 hits, there is no AP limit, and once hit by the first strike, opponents are defenseless for the remainder of the combo.

Super Normal Maneuver

This refers to when an ordinary maneuver is used as a super. It functions exactly the same as usual, but can only be used when the character has reached or exceeded their Rage Threshold. The cost of a Super Normal Maneuver is as per the basic cost, minus 2 (to a minimum of 2 CPs).

Chapter 6: Rules

"All things will die and everything will be broken; that is the law of the samurai."

-- Samurai Shodown II

This section presents the basic rules of the game. As you should have expected, the rules for combat take up an awful lot of this.

Rule Zero

Running an RPG, especially one that screws around with reality as much as Thrash, requires discretion on the part of you, the GM. As such, it is important to keep in mind what I call "Rule Zero," variously known as "The Golden Rule," "fudging," and other names. It has been said many times in many ways, but my favorite comes from the Project A-ko RPG:

"If a rule annoys you, ignore it."

That is to say, as the GM you need to remember that, where roleplaying is concerned, all the rules in the world are secondary to the story. Not only that, but it's *your* game. The job of a game designer is not to dictate how games will be played, only to open up possibilities.

Success Tests

While a number of things that a character attempts may be more or less assured in success, a lot of other things, especially during the course of an adventure, are more tricky. It's safe to assume that a character can drive home under normal circumstances without making a roll, but doing so while dodging missiles is a bit harder. In Thrash, as with most other RPGs, when there is a possibility of both success and failure, you roll dice to determine the outcome. The basic formula for a success test in the Thrash system is:

1d10 + Attribute + Skill

This is used in two ways; *unopposed* and *contested* rolls. A contested roll is one where two characters are directly competing at something; the classic example of this is an arm-wrestling match. Unopposed rolls are used for just about any other task.

For an unopposed roll, the GM sets a target number that must be exceeded in order to succeed. The recommended target numbers, based on the difficulty of the task, are as follows:

Difficulty	Target
Simple	10
Average	15
Difficulty	20
Very Difficult	30+

In a contested roll, the two characters make their usual rolls, and the one whose total is highest succeeds. In the case of a tie, the result is generally assumed to be a tie -- if you really need a tiebreaker, have both roll 1d10; whoever rolls highest wins.

Contested Difficulty: In cases where a contested roll is being made, but one character has a particularly strong advantage the GM may rule that one character must have a total that exceeds the opponent's by a certain amount.

For example, suppose Carlo the Crusher, who weighs about 500 pounds in all, is trying to hold Sayoko, a 120 pound karate practitioner, in place with a Pin maneuver. The GM rules that Sayoko's roll must exceed Carlo's by 5 points in order to succeed.

Combat

Combat in the Thrash system is divided into turns. A turn is described in real time as "a few seconds." In a turn each character present gets a chance to act in some capacity, circumstances permitting.

Initiative

"It has begun!"

-- Shang Tsung, Mortal Kombat

To determine who goes when, all characters roll **1d10 + Base APs**; this determines the number of APs with which the characters act during that turn, and characters will act in order of their current AP totals, from highest to lowest.

Actions

Movement

Distances in Thrash are measured in terms of *hexes*, referring to a hex grid on which combat may be kept track of if desired. The normal scale used is such that a single hex is roughly three feet/1 meter across. Characters may move a number of hexes equal to their Agility, though the number of hexes they can move during a certain maneuver is noted in the maneuver description.

Attack & Defense

To make use of an attacking maneuver, the character rolls 1d10 + Style + Agility + The maneuver's Accuracy. If the opponent attempts to defend themselves from the attack, they must make a similar roll with their defensive maneuver and get a higher total. However, the GM may require a minimum target number of either attacker or defender in exceptional circumstances, especially where ranged attacks are concerned.

Defensive maneuvers can be used at any time, regardless of whose turn it is, as long as the character has enough APs left to perform the maneuver.

Damage

If an attack is successfully delivered, it inflicts damage. The normal formula for damage is to take the base damage of the maneuver, and add the base damage of the appropriate stat (Strength for most, Focus for Focus maneuvers). Damage of a successful damaging attack (one which is supposed to inflict physical harm) can never go below 1 point.

Basic Damage Table

Level	Base Damage
1	-3
2	-2
3	-1
4	+0
5	+1
6	+2

7	+3
8	+4
9	+5
10	+6

+1 damage per point above 10

Once the total damage is determined, the defender gets to make a *Soak Roll* on **1d10 + Stamina**. For every 4 points of the total, reduce the damage inflicted by 1 point. Other abilities (most notably the Body Hardening discipline) may add to the total of a Soak Roll.

Abort Maneuver

If a character's remaining APs for a turn are at least twice the AP cost of the maneuver they are currently using, they may make a roll on Style + 1d10 to attempt to abort that maneuver in favor of something else, using only half (rounded up) the APs of that maneuver.

Berzerker Attack

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

Desperate Defense

Desperate Defense is when a character is attempting an all-out defense. To do this, the player must declare that they are doing such at the beginning of a turn. For the duration of the turn, the character can only use defensive type maneuvers, but these have their Accuracy boosted by +2, and their AP cost reduced by 2 (to a minimum of 1).

Dizzying

When in combat characters take blows in rapid succession, it will tend to cause them to be briefly dazed. If a character takes more damage than their **Dizzying Threshold** (determined as Stamina + 8) in a single turn, they are dizzied and may not take action the following turn unless they can make a Stamina roll against a difficulty of 20.

Facing

At any time a character is facing a given direction. In combat they can generally see in a little less than a 180 degree arc. Turning around has no AP cost, but every 3 hex-sides (an about-face when done all at once) one turns count as 1 hex of movement. If you are not facing an opponent but aware of them you can still attack and defend, but at a -2 penalty to accuracy for maneuver not meant to hit opponents from the rear, and some maneuvers may not be possible to do in this manner (GM discretion).

Faking Moves

"McFly! Your shoe's untied!"

-- Biff, from Back to the Future

Faking people out has long been a pastime of the obnoxious and sadistic, but starting with Street Fighter Alpha 2, it's also something done by fighters, even honorable ones like Ryu.

To fake a move, the fighter simply makes the motion of the particular maneuver without actually doing it. To determine if the opponent was fooled, make a contested roll; the "attacker's" normal attack roll, against the opponent's Intelligence + Focus.

If the opponent was faked out, they will react as though the attack were real (i.e., prepare a defense, etc.). If not, then they can attack normally, and the "attacker" receives a penalty of -4 to defend during the next turn.

Rage

"Do you feel the storm? It's coming."

-- Terry Bogard, Fatal Fury the Motion Picture

Rage is a measure of the character's anger, frustration, and pain during combat. In general, any time an attack connects with the character, they gain Rage Points equal to the total damage rolled by the attacker *before* soaking, blocking, and so on.

A character's **Rage Threshold** is determined as their **Stamina + Will + Focus**. When they reach a number of rage points equal to their Rage Threshold they are "charged up" and the following conditions apply:

- Super maneuvers may be performed. If such a maneuver is performed, the character's Rage drops back down to zero.
- Damage of all non-super attacks is increased by +2 points.
- Available APs are increased by +3.
- After a number of turns equal to the character's Focus their Rage will drop at a rate of 2 points per turn, until it reaches zero.

Emotions and Rage

Needless to say, Rage is far more than simply a game mechanic for roleplaying purposes. It is a powerful emotion, which a fighter learns to channel to become more effective in combat, to move beyond what they are normally capable of for a brief time.

As such, the character's emotional state has a direct effect on their Rage point total. There is no real way to describe this in game terms, since human emotions are so varied. However, in general, becoming more angry will add a few rage points, and becoming more calm will subtract a few. Really strong emotions will have a more pronounced effect. This is especially apparent when a close friend or love one is killed -- fighters have a habit of jumping up beyond their rage thresholds when such things happen, as evidenced by both Terry Bogard (in Fatal Fury the Motion Picture, when Sulia dies), and Gokuu (who achieves Super Saiya-jin form only when his best friend Krillin is blown up).

Blind Rage (Optional)

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

-- Vejiita, Dragonball Z

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

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

Stunts

A stunt is essentially something which is improvised and not covered by the normal rules. Some examples: Rolling out on your stomach with blazing guns in both hands, from one pillar to the next, to cut down all the thugs. Swinging a ladder around to thwack ones foes. For anime purposes stunts aren't all that important, but for a Hong Kong style game, they are a must.

To do a stunt, just describe what you're trying to do. The GM assigns the roll that must be made (this could be almost anything relevant -- stunts cover a very broad spectrum of categories), the difficulty, and the AP cost. The leniency afforded in what can and can't be done really depends on the style of the game. In more realistic games you pay more attention to reality, but in a very cinematic campaign, the only *real* requirement for doing something is that it should look cool.

Stun Damage

Stun damage can be caused by a number of different attacks. It is kept track of separately from damage to health, but when the sum of the stun and normal damage exceeds the characters Health, they are knocked out. Stun damage is, however, healed at a rate of 1 per *minute*.

If a character wishes to make a non-lethal attack, they may deliver a *physical* attack without actually physically harming the opponent. Such an attack will do stun rather than normal damage, but will also be at -2 Accuracy.

Lifting Weight

Strength	Bench Press
1	40 lbs.
2	70 lbs.
3	100 lbs.
4	175 lbs.
5	250 lbs.
6	325 lbs.
7	400 lbs.
8	525 lbs.
9	650 lbs.
10	800 lbs.
11	900 lbs.
12	1000 lb.
13	2000 lb. (One Ton)
14	3000 lb.
15	4000 lb. (Two Tons)

Weapons

"You may be tough, but I've got my big iron ball!"

-- Chang Goehan, King of Fighters '95

In Thrash there are three basic types of weapons to be concerned with. *Melee weapons* are those which are held in the hands and must be swung directly at an opponent. *Missile weapons* are various primitive ranged weapons, including bows, crossbows, slings, darts, shuriken, and so on.

Firearms are, of course, guns. Generally speaking, only melee weapons are commonly seen in Thrash, but the others can pop up from time to time. *However*, firearms should be pretty limited in that respect. As it said in the Street Fighter Storytelling Game, "It's no fun to have E. Honda wasted by a bunch of wise guys with automatic weapons..." Thus, even though such things do not happen in real life, martial artists can usually make short work of people with guns, dodging bullets and so on.

The basic weapon strikes are designated Light Strike and Heavy Strike, and use the same modifiers as Light and Heavy Punch (see the Maneuvers section), but with the modifiers of the weapon added in.

Weapons are described by a series of five stats.

Hands is how many hands it takes to wield the weapon, 1 or 2. Certain characters may be able to wield a 2-handed weapon in one hand. Take the character's Strength, and add to than half the level of the appropriate weapons skill/discipline/whatever; if the total is 12 or higher, they can wield it in one hand, and if it should be 15 or higher, they can even wield one of these "two-handed" suckers in *each* hand.

Acc is short for Accuracy, and is a bonus or penalty that is applied to the roll to hit with the weapon.

AP Mod is a modifier to the basic AP cost of using the strike used.

Damage is the damage bonus, in addition to the character's Basic Damage and the basic strike's damage.

Reach is the number of hexes away the weapon can hit an opponent; 0 means they must be within the same hex.

Ranged weapons work a little differently; the damage may be determined in the usual way, but if it is not listed as a bonus (i.e., without the "+n"), then that is the total damage. Further, the use of a ranged weapon does not make use of the basic strike maneuvers, and thus lists a total AP cost rather than a modifier.

Melee Weapons

Type	Hands	Acc	AP Mod	Damage	Reach
Bagh Nakh	1	+2	-2	+1	0
Battle Axe	2	+1	-1	+3	1
Bo	2	+1	-1	+2	2
Bokken	2	+2	-2	+2	1
Dagger	1	+2	-2	+1	0
Flail	2	+1	-1	+3	1
Hook Sword	2	+1	-1	+2	1
Jo	1	+1	-1	+2	1
Kama	1	+2	-2	+2	1
Katana	2	+1	-1	+3	1
Kris	1	+2	-2	+2	1

Kusarigama	2	+2	-2	+2	1/2
Longsword	2	+2	-2	+3	1
Mace	1	+2	-2	+3	1
Morning Star	1	+1	-1	+3	1
Naginata	2	+1	-1	+3	2
Ninjato	1	+2	-2	+3	1
No-Dachi	2	+0	+1d6	+0	1
Nunchaku	1	+1	-1	+1	0
Rapier	1	+1	-1	+2	1
Sai	1	+2	-2	+2	0
Scimitar	1	+1	-1	+3	1
Shikomi-Zue	2	+2	-2	+2	2
Shortsword	1	+1	-1	+2	1
Spear	2	+2	-2	+2	2
Steel Whip	1	+0	+0	+1	2
Three-Section Staff	2	+0	+0	+1	1
Tonfa	1	+1	-1	+2	0
Two-Handed Sword	2	-1	+1	+1d6	1
Wakizashi	1	+2	-2	+2	1
Whip	1	+2	-2	+2	2

Bagh Nakh: This Indian weapon consists of a metal bar held in the palm of the hand, with four metal "claws" protruding from the fingers.

Battle Axe: A large axe used for combat.

Bo: A wooden staff from Japan, the bo is some 8-9 feet long.

Bokken: A blunt wooden sword once widely used for practicing kendo – it was later replaced by the relatively harmless shinai.

Dagger: This describes any number of short fighting knives.

Flail: This weapon consists of a handle with one or more spiked balls attached to it by a chain. Attempting to parry a Flail is very difficult, and incurs a -4 penalty to the accuracy.

Hook Sword: A sword whose blade curves around to form a large hook, making attempts to Disarm more effective (+2 to Accuracy for attempts to Disarm).

Jo: The Jo is a short Japanese staff, about 2-3 feet long. The stats for the Jo can also be used for Escrima sticks.

Kama: The kama is a Japanese rice sickle, consisting of a handle with a curved metal head attached at a right angle. These are often used in pairs.

Katana: The Katana was the sword of the samurai. No other weapon was so revered; an elaborate code of conduct governed its use, and a sword would be tested on executed criminals, or occasionally whatever peasant happened by at the time.

Kris: While the Katana is Japan's most famous weapon, the Kris is likewise the greatest of Indonesia. It is a wavy-bladed knife/sword weapon, the snaking curves of its blade making it more deadly in that it makes larger wounds and can penetrate bones with greater ease. The number of waves in the blade is always odd, and the blade is often cracked, supposedly granting it magical powers.

Kusarigama: The kusarigama is essentially a kama with a rope attached that has a metal ring or weight on one end.

Longsword: This is a long double-edged European sword with a crossbar at the hilt, used throughout much of Europe in Medieval times.

Mace: Maces are used by many cultures; essentially a mace is a handle with a large, (usually metal) blunt head attached.

Morning Star: Also known as a "Holy Water Sprinkler," the morning star is essentially a mace with numerous spikes coming out of its head.

Naginata: A Japanese polearm, whose use, in the form of the martial art of Naginatado/Naginatajutsu, is commonly taught to female warriors.

Ninjato: The sword of the Japanese ninja, the ninjato is similar to other Japanese swords in design, except in that its hilt is longer than normal and the blade shorter, with an oversized hand guard. This allowed it to be used as a small stepladder, and also the hilt and scabbard were used for various purposes, including storing cord for climbing and such.

No-Dachi: A massive two-handed Japanese sword, typically worn over the shoulder or on the back.

Nunchaku: This weapon consists of a pair of wooden sticks, connected by a short rope or chain. Used by a skilled practitioner, it can be a deadly weapon. These can be used in pairs, but are equally effective when used with both hands.

Rapier: A light, thin sword used primarily for fencing. As such, it is used almost exclusively as a thrusting weapon. The stats for the Rapier can also be used for other fencing swords (epee, foil, fencing saber, etc.).

Sai: A Japanese parrying weapon, consisting of a metal bar with smaller side hook on either side, parallel to the bar. Closely related to the Sai is the Jitte, which is basically the same, except that it only has one sidebar. There are a few variations of this – sai and jitte with blades, or combined with a gunsen (metal fan), though all have more or less the same statistics.

Scimitar: A long, narrow, curved sword invented in Arabia.

Shikomi-Zue: A deceptive weapon used by the ninja, a shikomi-zue is a staff which conceals a weapon, either a blade or a chain on the end.

Shortsword: This describes any number of short, double-edged swords used throughout Europe.

Spear: Spears come in incredible variety, having been created by different cultures all over the world. All are essentially the same; a long pole with a dagger attached to the end. It can be used for melee combat, or as a thrown weapon

Steel Whip: This consists of a series of short metal bars linked together, sometimes with a small blade at the end.

Three-Section Staff: This weapon, known to exist both in China and Malaysia, consists of three 16-20" rods connected together by short lengths of rope or chain. It is a very effective weapon in the hands of a skilled user, adding +2 to the Accuracy of attempts to Disarm, and +1 to that of Blocks.

Tonfa: This Okinawan weapon consists of a wooden bar with a handle towards one end, sticking out at a right angle. The tonfa can be used for swinging and jabbing attacks, and is an effective parrying weapon.

Two-Handed Sword: A large, straight, double-edged sword which must be held with both hands.

Wakizashi: This Japanese sword is shorter than a katana, and the wakizashi is most often used as a companion sword for such.

Whip: Your typical bullwhip; around eighteen feet long, it is used by certain animal trainers, pulp adventure heroes, torturers, slave drivers, and other people, unpleasant and otherwise. It has no effect on armored targets.

Missile Weapons

Type	Hands	Acc	AP	Dam	Move
Blowgun	2	+1	6	2	None
Boomerang	1	+1	7	+2	4
Crossbow	2	+1	7	1d6	2
Javelin	1	+0	8	+3	3
Long Bow	2	+1	10	+2	None
Short Bow	2	+1	10	+1	None
Shuriken	1	+2	5	-2	4
Throwing Axe	1	+0	9	+2	3
Throwing Knife	1	+0	7	+1	3

Firearms

Type	Hands	Acc	AP	Dam	Move
Auto Pistol	1	+1	4	2d6	1
Auto Rifle	2	+0	3	2d6+3	None
Blaster Pistol	1	+0	3	2d6+3	2
Blaster Rifle	2	+0	3	3d6	1
Revolver	1	+2	8	2d6	1
Shotgun	2	-2	10	3d6	None
Sub-Machinegun	2	-1	3	2d6+2	None

Range

For Thrash purposes, Range isn't usually a factor for projectile attacks, as the game concentrates on close-range combat. However, you might need them anyway, so here you are.

Blowgun	Strength x 6 feet
Boomerang	Strength x 5 feet
Crossbow	600 feet
Javelin	Strength x 20 feet
Long Bow	600 feet
Short Bow	400 feet
Shuriken	Strength x 5 feet
Throwing Axe	Strength x 15 feet
Throwing Knife	Strength x 10 feet
Auto Pistol	150 feet
Auto Rifle	1000 feet
Blaster Pistol	2000 feet
Blaster Rifle	3000 feet
Revolver	120 feet
Shotgun	100 feet
Sub-Machinegun	600 feet

Armor

Most fighters don't wear armor in matches; it is generally considered poor form, and, in some people's eyes, borders on cheating. Of course, there are plenty who like to cheat or who were taught that they *should* wear armor. In any case, armor in Thrash works as follows. All armor has four values; Coverage, Impact, Thrust, and Encumbrance.

Coverage determines how well the armor covers the wearer, and thus is used to determine if a blow hits on an armored or unarmored location. Roll 1d10; if the roll is at or under the Coverage, the armor defends normally.

Impact is the soak roll bonus given by the armor against impact attacks (punches, kicks, chi blasts, blunt weapons, etc.), while *Thrust* is a similar bonus against blades, firearms, and so forth.

Firearms is the soak roll bonus against various types of guns; modern armors are a considerably better defense against these.

Encumbrance is a measure of how much the armor impedes movement, and thus is applied as a penalty to the character's Agility.

Armor Types

Type	Cover.	Imp.	Thrust	Fire.	Enc.
Flak Vest	4	+0	+4	+20	+0
Leather Armor	5	+4	+10	+0	-1
Chainmail	6	+8	+16	+2	-2
Scalemail	7	+10	+20	+3	-2
Platemail	8	+12	+22	+5	-3
Samurai Armor	8	+10	+20	+4	-3
High-Tech Armor	9	+16	+30	+25	-3

Epic Battle Rules (Optional)

"This will stop! I will pay you back! Because for one such as you, forgiveness is never an option..."

-- Achika, Tenchi Muyo! In Love

The normal Thrash rules are just fine to handle the small fights that are so common, but for the really big fights, the (allegedly) final confrontations that usually serve as the climactic scenes, the laws of physics usually change a bit, upping the power level a few notches, so that the fight takes a lot longer, and when the final attack does come, it will be vastly more powerful.

There are entirely too many examples of this, but the best I know of (and the most extreme) is the final battle in Fatal Fury: The Motion Picture, when Terry Bogard single-handedly fights, and defeats, Mars, the god of war...

The GM may invoke the Epic Battle rules for any fight they deem sufficiently important to the plot, but be forewarned; such fights can and usually will take even longer than usual. While an Epic Battle is taking place, the following conditions apply:

- All characters see their Health multiplied by 5.
- All characters have unlimited Chi
- Dizzying Thresholds are doubled.
- Rage Thresholds are multiplied by 4, but attacks performed while charged up do triple damage.
- Double APs of all characters
- If a character wishes to take a moment to talk about something important to the plot, all concerned *must* stop to listen to at least part of it before attacking again.

Healing

Real-life combat can be very dangerous. A skilled martial artist can kill his opponent with relative ease, especially compared to a fighting game, where all it takes is another quarter to resurrect a fighter. Thrash

tends to be a little more realistic than that, closer to anime, where characters can sometimes sustain serious injuries, and may even end up in the hospital.

When a character takes damage, they have been hurt. In general, they will restore 1d6 Health per day, provided they are given appropriate care for whatever injuries they have sustained.

If a character takes enough damage to reduce their Health to zero (or less), they are rendered unconscious and will need immediate medical attention.

Death and Other Unpleasantness

Characters in fighting games and martial arts anime do, in fact, die sometimes. Oh boy, do they ever. By then end of Street Fighter Alpha 2, for instance, according to one version Adon, Charlie, and Rose are all dead.

The point at which a character will die is generally left up to the GM, but can usually be assumed to be when their Health is forced below a negative amount equal to their Stamina times 2. Of course, the GM should feel free to ignore this if it is inconvenient for story purposes.

For that matter, if you are doing *comedic* martial arts, a la Ranma ½ and the like, you might as well remove death from the picture for all practical purposes. Such characters more or less never die. They get knocked unconscious, hurled hundreds of feet into the air, and so forth on a regular basis, and even get injured now and then, but they never do seem to actually get killed. Even so, they are apparently required to act as though it were a very real possibility.

Cinematic Healing

"I AM REVIVED!"

-- Tatewaki Kuno, Ranma ½ Movie 3: Ranma Team Vs the Legendary Phoenix

Ever notices how characters in movies and anime tend to have rather phenomenal recovery times? This is another example of the cinematic nature of the genre at work. When not directly fighting, a character may (with GM approval) spend 1 experience point to heal all damage and restore Chi points equal to their Focus + Will.

Chi Recovery

If a character doesn't have any special means to increase the recovery of chi points (e.g., Meditation, Dragon Chi, etc.), they'll still naturally restore it at a rate of 1d6-1 points per day, or 1d10-1 if they're in a place with strong natural chi (for a character with Negative Chi, this would have to be somewhere with strong *Negative* chi, though such places are usually even rarer than they positive ones).

Non-Combat Damage Sources

Obviously, getting into fights is not the only way to get hurt. There are more than enough other ways to get hurt and killed. In general, the damage for such is left up to the GM; fires or electric shocks will usually inflict around 1d6-2 to 6d6 damage, depending.

As for falling, a character will take 1d10 damage per story for the first four stories, and an additional 1d6 damage per story thereafter.

Social Interaction

"Hey man! You wrecked my new place!"

-- Duck King, Fatal Fury the Motion Picture

In RPGs, as in real life, you will inevitably have to deal with other people. Some will be nice, others not so nice. In a genre where personal vendettas and seeking out new techniques are so important, social interaction most definitely deserves some attention. The important thing to remember is that rolls shouldn't really be all that important. Certainly you could just make rolls to see if your character can fast-talk the guard into giving you some information, but it can be infinitely more fun to actually carry out the conversation. Besides, it means that you actually have to come up with some good reasons for it all.

Martial artists interact with society in a manner that is a little different from most other types of characters. They are celebrities of a dubious sort; not everyone approves of such fighting contests, but *many* people enjoy watching a good fight. And the best fighters are known all over the world. This kind of fame can be a mixed blessing; a character who is known all over the world will have to deal with other people's preconceived notions of what they are like, as well as having fans, contending with reporters, and even see their faces in the tabloids (just imagine a Street Fighter tabloid, with cover stories on Chun Li's Miracle Diet, and M. Bison's Love Child). The point is, fame means a lot of things to different people; the media is very fickle, and stars can be made or undone in a matter of minutes.

Experience

At the end of each adventure the GM assigns some experience points to each character, depending on how well they did overall during the course of the adventure. I recommend assigning 2 to 10 points per adventure. Experience points may be spent as follows:

Trait	Cost
Attribute	Current level x 6
Skill	Current level x 3
New Skill (Level 1)	3 points
Discipline	Current level x 4
New Discipline (Level 1)	6 points
Style	Current level x 5
Hybrid Style	Current level x 7
New Style (Level 1)	10 points
New Hybrid Style (Level 1)	12 points
Chi	3 per point
Health	3 per point
Maneuver	CP x 3 points
Advantage (Level Type)	Current level x 3
Advantage (Others)	CPs x 3

Exceptional Stats

A character's attributes and such cannot normally exceed 10. It is possible to exceed that level, but it requires great dedication and intensive training. And more experience points.

Trait	Cost
Attribute	Current Level x 8
Style	Current Level x 7
Discipline	Current Level x 6
Skill	Current Level x 4

Training

"Wax on, wax off."

-- Miyagi, The Karate Kid

Many martial artists spend an amazing amount of time training, to make themselves better than they were yesterday. After all, the true objective of pursuing the fighting arts is to improve oneself. As such, PCs will likely want to find time to spar, punch at training dummies, sit under waterfalls, and so forth.

For every week spent training, the character will accumulate one *Training Point*. Training points are recorded on the character sheet, beside Experience points. Training points can be spent on any trait directly related to the martial arts (Strength, Agility, Stamina, Focus, Will, Style, maneuvers, health, Chi, Disciplines, and appropriate skills) by spending a 50/50 mixture of Training and Experience Points. Thus, if your style is at +4, it would normally cost 20 Experience to get to +5, but you could instead spend 10 Experience and 10 Training Points.

Spontaneous Learning (Optional)

"Secret technique; sweet chestnuts roasting on open fire."

-- Shampoo, Ranma ½

A lot of times in anime a character will discover a new technique, maneuver, or whatever very suddenly. The quintessential example of this is Ranma Saotome, of Ranma ½ fame, who rarely needs more than two tries to pick up a new move, or sometimes even an understanding of an entire style. Needless to say, this kind of learning curve is rather difficult to simulate under the normal rules, since there are actual limitations on how much new stuff a character can pick up. Even with the Spontaneous Moves Advantage, you still have to spend experience points for that sort of thing, but Ranma would seem to have a virtually unlimited supply of experience available.

And that's where the Spontaneous Learning rule comes in. If the plot demands it, the GM may allow a character to get a new maneuver either without paying for it, or by "borrowing" from the experience they will get in future adventures (record an amount of "negative experience" which must be earned back to zero before the can accumulate normal experience again).

Especially in the former case, GMs should be hesitant to invoke this rule. For most characters, new maneuvers will be pretty rare, and in any case, the character will still have to do *something* in the way of training to pick up the maneuver. It may be rather short compared to what normal training is assumed to involve, but should be required nonetheless.

Generally, this means they need to pass some sort of "test" to be able to learn the maneuver, as was the case when Ranma learned the Sweet Chestnut Fist; he had to pluck the chestnuts from a roaring fire without burning his hands; once he was able to do that, he'd mastered the maneuver. In game terms, this would probably require some kind of roll to do whatever (ridiculous) task is required of them.

Chapter 7: GM Section

"GAME OVER!"

-- M. Bison, Street Fighter: The Movie

This section is not something that players shouldn't see. Actually it might not be a bad idea for prospective players to at least skim through it. Herein you will find a general guide to GMing a **Thrash** campaign, with suggestions for all different types of martial arts campaigns.

Running A Martial Arts campaign

Running a martial arts campaign isn't too different from normal roleplaying. The main difference is that the genre has certain conventions attached to it. You can ignore these if you want, but should at least be aware of them.

Genre Conventions

"Genre Conventions" is a fancy name for the "rules" under which works of a given genre function. These rarely have anything to do with real life, like how crashing vehicles in cop movies often seem to be loaded with TNT. And anime and fighting games are guilty of some of the most extreme defiances of reality imaginable.

Creating Your Martial Arts World

"The world... is a dark and lonely place..."

-- Ryouga Hibiki, Ranma ½ The Movie: Nihao My Concubine

The first step is to figure out what kind of game world you're dealing with here. Thrash is, to a significant degree, geared to what we will call the *Fighting Game Mold*, the cliched stuff where the game takes place in the 20th century, and centers around a fighting tournament, which is usually run by some evil being(s) unknown. You want examples of this? Look at nearly *any* fighting game today. There are only a few that break this mold (Samurai Shodown, Time Killers, Primal Rage, DarkStalkers, etc.).

If you are creating a game world along these lines, then there are only a few considerations:

- Who are the major villains & heroes?
- What are the major tournament(s) called and who runs them?
- What special styles are involved in the campaign?

Apart from that, you can more or less infer the rest.

Being Creative

Of course, as a roleplayer you should be able to think of quite a few other possibilities for using martial arts in campaigns. The first an most obvious thing to do is to get rid of the tournament structure, or make it something minor in your campaign. After all, they are time-consuming and require gobs of combat (which means more time) and a supply of NPCs to get beaten up (which means more time beforehand), and so on.

Time Period: Try changing the time period. Look at Samurai Shodown; it takes place in feudal Japan. The past has a lot of possibilities, though for the purposes of martial arts roleplaying most of them are in various parts of Asia. Of course, there were a number of Chinese immigrants in Old West...

A more interesting (if time consuming) prospect is in the future. In the near future you could combine martial arts with cyberpunk (see the cybernetics rules in Appendix 1) or post-apocalyptic (Fist of the North Star), or further into the future with tournaments taking place on the interplanetary scale (like in Star Gladiator or Xenophage), though this would require a bit more work in terms of designing all the aliens and their various combat styles...

Location(s): One possible issue is the location of the campaign. Most fighting games are rather international in that respect, involving the best fighters from around the world. However, as noted above, the time period makes a big difference. In the past the locations for the campaign will typically be a lot smaller, while in the future they will usually be considerably bigger. Of course, that need not be the case. In the future you might have a campaign centering around colonists on a far-off world, incapable of leaving there for another century. And in the past, given the help of magic, who knows what might happen. You could even make up an original world of some sort, leaving Earth behind entirely.

Technology: The level and type of technology can make a big difference as well. The most visible example of high-tech in fighting games is the occasional presence of cyborgs and robots. How such new technologies affect the society, and thus the sub-culture of martial artists, is left up to the GM.

Elements

Regardless of when or where the campaign takes place, there are certain things that it needs.

Action: Face it; the thing that makes fighting games so cool is the challenge, the nifty visual effects, and the cool action. Whatever happens in a martial arts campaign, there should be some amount of high-octane action tossed in if at all possible. Don't just put fights in arbitrarily, mind you; they should be there for a reason in some way related to the plot most of the time. In true action movie tradition, it doesn't have to be a good reason, though.

Humor: Most fighting games have some amount of humor in them. Take a look at street fighter, which now includes characters like Sakura and Dan, or check out the ending of King of Fighters '96 with the Koukugenryu Karate team (Robert, Ryo, and Yuri). The humor in fighting games tends to be pretty damn funny, but it is always kept in its place, saved for the times between fights and usually confined to characters who are "designated" as being silly (Dan, Sakura, Yuri, the Psycho Soldier Team, Mai, etc.).Of course, depending on the campaign you might want to tone down or play up the humor. Fist of the North Star is fairly depressing all the way through, while Ranma ½ rarely fails to be hilarious.

Weird Powers: In fighting games and anime it is pretty easy to create effects that would be impossible to do convincingly in a live-action film, and in Hong Kong films they rarely care. Thus, in all three cases weird, flashy, and above all, extremely cinematic powers are a constant. In Thrash the rules pay a lot of attention to real-

life martial arts stuff, but there is also plenty of info on more cinematic abilities, and if the maneuvers aren't enough, you can refer to Appendix 1 for more strange powers.

Subplots: Especially in anime, subplots are important. The individual characters all usually have their own lives to worry about in addition to the overall plot of the campaign; lovers, relatives, personal enemies, and so on are all important to keeping an anime feel to the game.

More Action: Just a quick reminder; action is important. The idea is to have a good mix of action and pathos in the game.

Power Level: The overall power level is an important consideration -- most Thrash characters are in the business of ass-whipping, but the question is, how good at it are they? Of course, for anime purposes, power levels for martial arts have classifications along the lines of Powerful, Very Powerful, Extremely Powerful, Unbelievably Powerful, and Dragonball Z, though the latter two would probably stretch the boundaries of the system a bit too far (to say that running a DBZ type campaign would be problematic in terms of mechanics would be an understatement).

Anyway, as GM it's up to you to decide how powerful you want your PCs to be. After all, you're the one who has to come up with NPCs that can variously be beaten by them and kick their asses (thugs and main enemies, respectively). Characters created using the basic rules can be fairly powerful, depending, but you may wish them to be more so -- high powered campaigns can be fun if you do them right. If this is the case, I recommend giving them an allotment of experience points to spend after character generation, typically anywhere from 20 to 60, maybe even more. Just remember, though, that if the PCs are powerful, they need enemies who are even more powerful.

Cliched Enemy Types

Needless to say, anime is full of clichés. It's what the genre thrives on. As such, most major villains fall into the following five categories:

1. Evil Warlord: The evil warlord is a vastly powerful, evil warrior with a military theme; he will usually run some small country and/or terrorist organization. *Examples:* M. Bison/Vega, Omega Rugal
2. Ultimate Martial Arts Evil: This is a vastly powerful evil warrior who is dedicated to the martial arts. This is the most common enemy to use a "dark side" version of the heroes' style. *Examples:* Akuma/Gouki, Wolfgang Krauser, Goenitz
3. Crime Lord: Take your average crime boss and give him martial arts abilities, preferably very powerful ones. Often works for the Evil Warlord. *Examples:* Geese Howard, Mr. Big, and all of M. Bison/Vega's henchmen.
4. The Demon: It has come from another world, summoned by an evil sorcerer (or something similar) and wants only destruction! *Examples:* Zankuro (SS3), Akuma/Gouki, Demon (Tekken 2), Ogre (Tekken 3)
5. The Minion: These are the least of the baddies; the small fries who get beat up by the heroes. They will usually practice the same style as their boss (unless it's supposed to be a big secret, in which case they'll know some other one), and tend to be rather powerful compared to the heroes in the beginning, but get mowed down on a regular basis by the end of the series (this is known as the Ronin Warriors Effect).
6. Dark Necromancer: This is the usual enemy with great mystic powers derived from Magic, or occasionally psionics. This sort is usually seeking to perform a dark ritual that will call forth an even greater enemy – The Demon (see above). *Examples:* Amakusa (SS3)

Roleplaying Anime

Most fighting games are made in Japan, and as a consequence, they have a tendency to feature themes reminiscent of Japanese animation, or *anime*. The art, storylines, and characters are all routinely created with a distinct anime feel to them.

That said, the question is, what does it mean as far as roleplaying goes?

The answer to that question is rather complex. What makes a drawing anime-style is easy to say; the huge eyes, small noses, and (usually) tiny mouths are a dead giveaway, along with the careful use of shading. But what makes a story anime-style is another matter entirely.

Anime is a little different from any other style of telling stories. The fact that it's animation rather than live action means that anything that can be drawn is possible. The fact that this has been done routinely means than anything that looks cool is permissible -- that's the only real rule as to what is and isn't possible. Of course, the specifics and permutations of this principle are too numerous to describe, but are best though of as a series of clichés.

The important thing, however, is the story. The best anime not only have great art, but masterful plots. An anime story is an epic, with the main characters at the heart of it. Few serious anime stories leave the world quite as it was before. This can be difficult to do in a roleplaying game, especially if you intend to keep the game world resembling the original one, but can make the game all the more exciting because of it.

Of equal, if not greater importance, however, are subplots. No matter who they are or what they do, anime characters nearly always have other things to worry about besides the main plot. This can be nearly anything, but love interests are extremely common, and old enemies are a close second.

Another thing which is present in nearly all anime is humor. Of course, unless the feature is a comedy, it isn't likely to be laugh-out-loud funny, but any series has its lighter moment, as shown by the comments of characters like Mai Shiranui, Athena Asamiya, Dan Hibiki, and Sakura, and that's to say nothing of how such characters appear in anime adaptations of their respective games.

Roleplaying Vs. Kicking Ass

As the GM of a game which emphasizes combat as much as Thrash, you have to deal with the important concern of balancing the combat with the actual roleplaying. As with any RPG, it is best to think more in

terms of an overall story than anything else. Granted you'll want to fit in a few fights here and there throughout, but in anime and fighting games the pathos is what makes the characters really cool, and, more importantly, makes them *human*. Your NPCs need goals and problems every bit as much as the PCs do.

This is especially true of rivals. For villains this isn't always true; a lot of fighting game and anime villains are just really mean and want to get their way all the time (Bison/Vega, Akuma, Amakusa, etc.). A rival, on the other hand, is often of roughly equal power to the hero, and typically is in the sort of conflict where both sides are absolutely convinced that they're right. When they do finally meet in battle, these tend to be the really cool fights, with lots of yelling and such thrown in between attacks. Not that other fights won't have a lot of talking. Major villains are especially notorious for gloating, yelling about how powerful they are, and so forth.

Send In The Clones!

"If you're going to copy me then at least be prettier about it!"

-- Nakoruru, Samurai Shodown

Starting with the Championship Edition of Street Fighter II, every fighting game allows for contests in which both participants use the same character. Of course, one would end up being a different color to let you tell them apart. This wouldn't usually look too bad, given that it usually was only their clothes that changed, but a few of them had rather interesting changes to skin colors...

How all this relates to the campaign depends on how you wish to use it. In Samurai Shodown III they introduced the idea of their being a "Slash" and "Bust" version of each character. The Slash was their normal self, while the Bust version was a dark(er) version. Thus, while Slash Genjuro is merely vengeful and evil, Bust Genjuro runs around yelling "Blood! Blood! I need more blood!" The storyline justifications for the existence of such copies could be nearly anything; supernatural creatures with the ability to transform (like the "Copy Cats" of Kabuki Klash), genetic cloning, magical duplication, android copies, themselves from a parallel universe, a long-lost (evil/good) twin... Whatever the reason for their existence, if you do use clones, use them for a good reason.

A conflict with someone who has your own face is unnerving to all concerned, and could very easily be the focus of an entire campaign. For that matter, an actual mirror fight would be one of the most challenging of all, since you'd be dealing with a person who knows all of your techniques in detail, and thus can anticipate what you'll be doing. Of course, you can do the same to them.

Other Genres

"What, do you only know how to play fighing games?"

-- Ryu, Super Puzzle Fighter II Turbo

Thrash is not necessarily limited to the martial arts genre; you can easily use it to run games in other genres.

Action Movies: Doing gun-toting heroes and all that fun stuff is very easy to do. Characters who know martial arts should rely mainly on fairly typical real-life type maneuvers, combined with skill in using guns. Action movie characters get things done by skill, luck, big guns, and occasionally brains, rather than raw power. But then, Extreme Vengeance might be better for this kind of roleplaying.

Anime: The basic system can be used for nearly any anime-style campaign; romantic comedies, magical girls, and so forth are quite easy to do, especially with the Transformation power available. Take a look at Rob Pool's Anime Thrash sourcebook for ideas.

Fantasy: Creating a fantasy style campaign with Thrash shouldn't be too hard. You just have to make up quick stats for Elves and Dwarves, and add some new styles -- Chivalry (for your knights and paladins), Barbarian Fighting, etc. -- and set off on your bold quest. Okay, so maybe you want to do a little more preparation than that, but you get the idea.

Mecha/Sci-Fi: The information provided in the high-tech chapter of this book, combined with cybernetics and whatnot should be sufficient to deal with cyberpunk or other forms of science fiction roleplaying at a basic level. To deal with mecha is a little trickier, and I would have to recommend Mekton Z. Again, Rob Pool has something for us in this genre too -- Mecha Thrash.

Monsters

"Look into it's eyes! It's… evil!*"*

"Man, that is one butt-ugly bird."

-- Sasuke, Ranma, Ranma ½ Movie 3: Ranma Team Vs. The Legendary Phoenix

They don't pop up *too* often, but an occasional Snarling Monster (i.e., one that is not sentient, or at least not humanoid) can be exciting to fight and such. Examples include the Legendary Phoenix and the Orochi (no relation) of Ranma ½. Such critters tend to be extremely powerful, such that even the most powerful martial artists should at least think twice before taking one on.

Creating detailed rules on such monsters would be both time-consuming and, in my opinion, pointless. As such, monsters like this will use a very simple rule; the GM decides what they should do, and they go for it. Obviously, you have to be at least somewhat fair about this – granted a character isn't likely to be able to survive long against a dragon, but it's just no fun for the dragon to toast him right away.

Of course, if you really want, you can refer to some bestiary type of sourcebook from an RPG of your choice and use that.

Appendix 1: Weird Powers

This section deals with various sorts of unusual powers that show up from time to time in various fighting tournaments. Most are fairly rare, though it would not be hard to think of at least a few examples of each, especially in the case of Elementals (Benimaru Nikaido, Rimururu, Sogetsu, etc.). The inclusion of these in a campaign are entirely up to the GM, especially since they can make characters even more overpowered than usual.

Aliens

"What are 'ya?! Some kind of bottom-feeding scum-sucking algae-eater?!"

-- Duke Nukum

Extra Terrestrials do pop up occasionally in fighting games, though usual only ones which take place in the future, in which case the make up the majority of the characters in the first place. In general, creating alien races shouldn't be all that hard as far as the game stats go, but the amount of information that is offered here is somewhat limited, short of some general suggestions:

1. Attributes: Aliens will often have their basic stats be different from humans in some way. The way I prefer to do this is to have attribute points assigned as usual, and then include a set of bonuses and penalties to the various attributes, which ignore the normal maximums and minimums when applied.

2. Special Powers: XTs will quite often have some sort of weird powers. These should basically be described in game terms, and generally be made to count against the character's CPs.

3. Maneuvers: Dealing with tentacle creatures brings up one big problem for a game like this; maneuvers. A thing without legs or arms can't really punch or kick per se, but on the other hand there are plenty of other things it could do with its slimy limbs. Even humanoid aliens may necessitate the inclusion of some new maneuvers, especially if they have special powers that can be used in new and interesting ways.

4. Styles: While alien characters could learn kung fu or whatnot, it is equally likely that any given race has one or more fighting styles of its own, often built around exploiting the race's natural abilities to their fullest.

Cybernetics

"Robots with emotional problems..."

-- The Chairman, Robocop 2

Cyborgs don't show up too often in fighting games, but they definitely exist (Fulgore, Omega Rugal, etc.). In general, cybernetics are assumed to be pretty rare among martial artists; most are the sort to be pretty proud of their natural bodies in the first place (remember Robocop 2?), not feeling any desire to replace parts of them with unfeeling metal. As a result, cyborgs who participate in tournaments will have to put up with a lot of prejudice from other fighters, who see cybernetics as a kind of cheating. For that matter, some tournaments completely disallow cyborgs in the first place.

Cybernetics is considered to be a special Advantage, costing 2 points per level, to a maximum of 6 levels. Each level of Cybernetics has one major body part replaced (arm, leg, torso, head) with mechanical components, until at level 6 the character is nearly all machine.

Note: *Robots* are another matter entirely; see the Thrash Sourcebook for rules on robots, as well as additional gadgets that may be of use to cyborgs.

Attributes: All cybernetic limbs function with a Strength of 9, or that of the character, whichever is higher. A character whose limbs are all cybernetic may purchase a Strength of up to 15 with normal attribute points at no additional cost.

Soak Bonus: Add double the level of the character's Cybernetics Advantage to all Soak rolls.

Special Maneuvers: Being a cyborg allows the character to use artificially replicate various special maneuvers (presumably through super-advanced technology or whatever). In general, the level of the character's Cybernetics Advantage, times two, can be used in place of any attribute requirement, thought the CP cost is increased by 1 point.

Cybernetic Systems

These are additional systems available to cyborgs in order to make them more powerful.

Armor (1-4): While most cyborgs are equipped with some small degree of armor protection, one with this Merit will have rather heavy and effective armor. Add +3 to the total of all Soak Rolls for each point of Armor.

Computer System (1-5): All cyborgs require extensive computer systems in order to operate, but a cyborg with this advantage can actively make use of their computer. The computer's overall level of sophistication is determined by the number of points spent on it, and this may be used as an "Intelligence" to determine if the computer succeeds or fails when attempting any given task.

Energy Source (4): The cyborg has an internal energy supply, which may be used to supply energy for various special maneuvers. In general, the character can draw the equivalent of a number of Chi equal to their Cybernetics Advantage's level per hour.

Integrated Weapon (Variable): The cyborg has a weapon of some sort built into them. The cost is equal to half the maximum damage of the weapon (rounded up). For a firearm, add 2 points to that.

Sensors (1-4): The cyborg has additional sensory enhancements; this can include thermal imaging, night sight, telescopic sight, image enhancement, enhanced hearing, and so on. In general terms, add +2 to the total for perception-related rolls per point spent on Sensors.

Elementals

"Burn in the fury of my flames, you worthless weakling!"

-- Kyo Kusanagi, King of Fighters '95

An Elemental is someone who, for whatever reason, has an inherent rapport with and control over one of the elements. For game purposes we will not limit Elementals to the four elements for two important

reasons. First of all, the four elements of earth, air, fire, and water are only the Western version; Chinese and Japanese lores also variously include Wood and Metal in their views of the elements. And besides, fighting game characters never conform to any definition of the elements. Indeed, the two most common "elemental" specializations are Ice and Electricity.

Being an elemental of a given type counts as a 9 point Advantage. It is possible to be an elemental of more than one type, but this is very rare, and usually results in the character having conflicting sides of their personality clashing all the time, or even multiple personalities, each controlling a different element...

In game terms, the main advantage of being an elemental is that it gives access to various maneuvers which would otherwise either not be available or cost considerably more. The selection of specials elemental maneuvers is relatively small for two reasons. First of all, there are countless possible other maneuvers that can be created by simply combining maneuvers and modifiers (especially for Fire and Electricity, where Power Strikes and Chi Blasts would, in fact, make up the bulk of the special maneuvers for most characters). Second, new ones can always be made later anyway.

Maneuver Notes

The following maneuvers are changed in various ways for elementals. The most common variation is in cost, in which case this is normally listed with simply the maneuver name followed by the reduced cost.

All: Rage Burn 3

Air: Air Jump 3, Ghost Form 5, Levitation 4, Thunderclap 5, Whirlwind 4.

Earth: Healing 4, Regeneration 5, San He 3, Shockwave 4.

Electricity: All Chi blasts are electricity-based at no additional cost. Power Strike costs only +1.

Fire: All Chi blasts are Flaming at no additional cost. Power Strike costs only +1. Fire Breath costs 4 points.

Ice: All Chi blasts are Ice Blasts at no additional cost. Ice Crystal Blast costs only +1.

Wood: Healing 4, Regeneration 4, San He 3.

Other Powers

Generally speaking, there is no reason elementals cannot pursue various chi powers and whatnot *per se*. However, besides the fact that it isn't really keeping in with their style, the various elemental-related powers should be more than adequate. Besides, its reasonable to assume that an elemental's innate powers do not allow him to properly focus other forms of energy, or whatever (GM discretion).

General Elemental Maneuvers

The following are maneuvers that are available to *all* elementals, though the form that they take may vary significantly with their element.

Elemental Aura

This maneuver causes the character to be surrounded by an aura composed of their element. This lasts for one turn per two points of the character's Focus. The basic effects are as noted below:

Air: The aura is composed of whirling wind. This provides the character with a +8 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the winds.

Earth/Ice/Metal/Wood: The character is surrounded by solid armor composed of their element. This provides a bonus of +16 to soak rolls, but imposes a penalty of -2 to Agility.

Wood elementals may instead opt for a *Leaf Shield Aura*. This consists of a whirling cloud of leaves that surrounds the character, and effectively defends as per an Air Aura.

Electricity: The character is surrounded by an aura of crackling electricity. Anyone physically striking the character (or doing so with something that conducts electricity) will take damage based on the character's Focus. The damage from physical attacks is likewise increased by +1d6.

Fire: The aura is a raging flame; anyone physically striking the character takes damage based on the elemental's Focus, and the damage of all physical strikes is increased by +1d6.

Water: The aura is composed of swirling water. This provides the character with a +8 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the moving water.

Prerequisites: Focus 5
Character Points: 4
Accuracy: N/A
Action Points: 10
Chi Cost: 8
Damage: Special
Move: None

Elemental Form

This power enables the character to physically transform into a being composed of their element. This lasts for one turn per two points of the character's Focus.

Air: The character becomes composed of swirling wind. This provides the character with a +15 bonus to all soak rolls. Further, opponents who physically strike the aura with their hands or feet must make a Strength roll to avoid being thrown away from the character (1 hex in a random direction) by the force of the winds.

Earth/Ice/Metal/Wood: The character becomes a golem-like being composed of their element. This provides a bonus of +24 to soak rolls, but imposes a penalty of -3 to Agility.

Electricity: The character becomes a dynamo of crackling electricity. Anyone physically striking the character (or doing so with something that conducts electricity) will take damage based on the character's Focus + 1d6. The damage from physical attacks is likewise increased by +1d6+2.

Fire: The character becomes a living inferno of raging flame; anyone physically striking the character takes damage based on the elemental's Focus + 1d6,

and the damage of all physical strikes is increased by +1d6+2.

Water: The character becomes a being of living water. This provides the character with a +15 bonus to all soak rolls. The character also gains the ability to move and flow like water; this has countless possibilities, including fitting through small places, etc.
Prerequisites: Focus 7
Character Points: 9
Accuracy: N/A
Action Points: 12 to activate
Chi Cost: 14
Damage: Special
Move: None during activation

Elemental Rage (Super)

This fearsome power, an advanced version of Rage Burn, enables the elemental to summon their full potential for a short time. For the duration of an Elemental Rage the character becomes a fountainhead of power and destruction.

While Elemental Rage is maintained the character is considered to have an Elemental Aura (as per the maneuver) and may use any non-super maneuvers directly related to their element without any Chi or Willpower cost. The modifiers listed below are applied to all maneuvers attempted while using Elemental Rage.
Prerequisites: Focus 5, Elemental Aura
Character Points: 5
Accuracy: +1
Action Points: -2
Chi Cost: 18 to activate
Damage: +2
Move: +2

Elemental Vortex

When this power is used, the character seems to be swallowed up by a swirling vortex composed of their element, and then deposited by a similar vortex that descends from the sky.

The character effectively vanishes from their present location, and reappears somewhere else, which can be virtually anywhere on the planet, though they will not reappear until the end of the scene, a few minutes or even several hours later (GM discretion). Elemental Vortex cannot be used to go anywhere within line of sight of their starting position.
Prerequisites: Elemental Aura
Character Points: 6
Accuracy: N/A
Action Points: 8
Chi Cost: 10
Damage: None
Move: Special

Elemental Wall

This power calls forth a wall composed of the element, whose surface area in square feet cannot exceed the character's (Focus + Stamina) squared. For Ice, Earth, Metal, and Wood this is a physical obstruction, having 4 health points per square foot. Air creates a wall of intensely moving wind, which throws those who try to move through it out unless they can make a Strength roll. Fire and Electricity create a wall that damages those who touch it, inflicting damage based on the character's Focus plus 1d4 for each turn of exposure. An elemental wall will last for a number of minutes equal to the character's Focus times three in minutes.
Prerequisites: Focus 7
Character Points: 6
Accuracy: N/A
Action Points: 12
Chi Cost: 8
Damage: Special
Move: None

Impervious to Element

Many elementals possess this ability, which makes them largely immune to attacks based on their element, though magically based elemental attacks will still do half damage. This power is constant and has no cost beyond the initial investment of character points, and can't be turned off even if the character wants it to.

Fire elementals can be totally immune to fire (however, explosions still do 1/3 of their usual damage due to the impact).

Ice elementals will be impervious to freezing energy attacks and will have a bonus of their Will + Focus times 2 to their soak roll against any assault with physical ice (e.g., Ice Crystal Blast, being stabbed with an icicle, etc.).

Electricity elementals will find themselves as a living battery, conducting electricity without any harm.

Wood elementals will be totally immune to toxins (unfortunately, this also includes beneficial drugs, and nerve gas still has full effect). Physical attacks from wooden objects (including weapons made of wood) do half damage.

Water, Metal, Air and Earth elementals will take no damage from attacks directly related to their element.
Prerequisites: Focus 5, Stamina 6
Character Points: 4
Accuracy: N/A
Action Points: N/A
Chi Cost: None
Damage: N/A
Move: N/A

Sense Element

This power gives the character an instinctive sense of when their element is present within 100 feet per point of Focus.
Prerequisites: Focus 5
Character Points: 2
Accuracy: N/A
Action Points: None
Chi Cost: None
Damage: None
Move: N/A

Air

Control Weather

This power enables the character to command the weather in somewhat limited ways; they can alter the temperature, summon clouds or fog, and so forth.

Prerequisites: Focus 8
Character Points: 3
Accuracy: N/A
Action Points: 16
Chi Cost: 5
Damage: None
Move: None

Flight

This power enables the character to actually fly by riding the air. This triples the character's Move for short-range purposes. For distance flying the character can go up to (Focus x 10) + 50 miles per hour. Lifting weight is as per their normal lifting ability on the ground. Ground-based attacks cannot normally affect the character – only Aerial and projectile ones.
Prerequisites: Focus 8
Character Points: 5
Accuracy: N/A
Action Points: 10 to activate
Chi Cost: 9
Damage: None
Move: Special

Hurricane Burst (Super)

The air elemental soars into the air, a swirling vortex of wind forming around them, and then zooms down, slamming the massive funnel of wind, as well as their fists or feet, into the opponent. The elemental spends three turns airborne when this is initially used, and then comes down on a single opponent. Anyone struck by the Hurricane Burst, damaged or not, will suffer a Knockdown. This is considered an Aerial Maneuver.
Prerequisites: Flight, Whirlwind
Character Points: 5
Accuracy: +0
Action Points: Special
Chi Cost: 24
Damage: 2d6+12
Move: Special

Smoke

This power creates a field of smoke that covers a one hex radius per two points of Focus. This smoke will impede vision, effectively blinding those in the area of effect. The cloud of smoke will remain until something (like the wind) causes it to blow away.
Prerequisites: Focus 6
Character Points: 3
Accuracy: N/A
Action Points: 8
Chi Cost: 4
Damage: None
Move: None

Summon Storm

This power enables the character to call forth a powerful thunderstorm. The initial summoning takes three turns of intense concentration (no other actions possible), during which the sky will swirl madly with dark clouds. When that is done, the storm will form, and remain so long as the character continues concentrating (2 APs per turn, to a maximum of Focus x 4 turns), and for 2 minutes per point of Focus thereafter.

During the period in which the character is concentrating to maintain the storm, they may summon forth lightning bolts. These effectively function as Chi Blasts (Electric, Homing), though the Chi cost is only 3 each (AP cost and other stuff is normal).
Prerequisites: Focus 8
Character Points: 8
Accuracy: N/A
Action Points: Special
Chi Cost: 15
Damage: Special
Move: None

Wind Strike

This maneuver is effectively the same as Kongjin, except that the damage is caused by a burst of air.

Earth

Fissure

This power causes the earth to literally split open. This can be made to happen anywhere within a number of hexes equal to the character's Focus, and the fissure made will be large enough to cause one person to fall in (thus, the most common tactic is to have it open up under someone suddenly). A fissure will be about 10 feet deep, requiring a short climb to get out of, costing the character 20 APs (10 if they have the Climbing skill). This can only be used in places where there is earth (i.e., dirt, stone, sand, etc.) for ground. An artificial floor cannot be fissured, though it is possible to do so to cement and asphalt, albeit for 16 APs and with a -4 penalty to Accuracy.
Prerequisites: Focus 6, Shockwave
Character Points: 5
Accuracy: +2
Action Points: 14
Chi Cost: 8
Damage: The fall will normally inflict 1d6 damage.
Move: None

Pillar

The opposite of the fissure power, Pillar causes the ground to shoot upwards a good 10 feet, creating a pillar of earth. This has the same restrictions on locations for use as Fissure.
Prerequisites: Focus 6, Shockwave
Character Points: 5
Accuracy: +2
Action Points: 12
Chi Cost: 8
Damage: None
Move: None

Wrath of the Earth (Super)

This truly frightful display of elemental power causes the very earth to become enraged at the opponent for a short time. For its duration (a number of turns equal to half of the elemental's Focus) the target of Wrath of the Earth will be attacked by spikes rising out of the ground

every time they touch natural earth (stone, sand, dirt, etc.), inflicting damage as noted below.
Prerequisites: Focus 8, Shockwave, and either Fissure or Pillar.
Character Points: 6
Accuracy: N/A
Action Points: 17
Chi Cost: 30
Damage: 1d10/turn
Move: None

Electricity

Energize

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

Object	Chi cost
Single Battery	1 per 12 batteries
Energy Clip (for weapons)	1 per 1 clip
Car battery	1 per 2 batteries
High tech device	5 or higher

To recharge a battery, the character must touch its terminals (the metal bits that make contact with what it powers). The character can also do the reverse, taking energy from objects and replenishing their Chi. In this case the amount of Chi gathered is the same as the cost of recharging it.
Prerequisites: None
Character Points: 3
Accuracy: N/A
Action Points: 6
Chi Cost: Special
Damage: N/A
Move: None

Lightning Bolt

This power will call down a lightning bolt from the sky, striking down an enemy. A lightning bolt attack cannot be dodged unless the defensive roll (normally a dodge) exceeds the attack roll by at least 6 points.
Prerequisites: Focus 8
Character Points: 6
Accuracy: +2/Special
Action Points: 15
Chi Cost: 12
Damage: 3d6
Move: None

Shock

This power enables the character to electrify their entire body for short periods of time. Anyone touching the character's bare skin (or anything they're wearing that would conduct electricity) for any reason (including being punched by them) takes damage as noted below.
Prerequisites: Focus 6
Character Points: 5
Accuracy: N/A
Action Points: 3/turn
Chi Cost: 6/turn
Damage: 1d4
Move: N/A

Soldering

This is a very useful power for anyone with engineering interests. When repairing any small metallic object, electrical wiring, electron device, etc., the elemental can, in essence, weld objects instantaneously and automatically by mere concentration. The character gets a bonus of +6 on all basic repair rolls and +3 on all Engineering rolls because of the extreme accuracy of the "tool" being used. This ability lasts for 1 minute per point of Focus.
Prerequisites: None
Character Points: 2
Accuracy: Special
Action Points: 12 per turn
Chi Cost: 3
Damage: N/A
Move: None

Fire

Feed/Extinguish Fire

This maneuver enables the character to magnify normal fires (not that from fire based chi powers and maneuvers or magical fire), increasing their size a number of times over equal to the character's Focus (e.g.; with Focus 6 a fire can be made six times the size). This effect only lasts for as long as the character concentrates, and fires will return to normal afterwards. The elemental can also use this power lower or even extinguish normal fires within a 2 hex radius of themselves.
Prerequisites: Focus 5
Character Points: 3
Accuracy: N/A
Action Points: 1/turn
Chi Cost: 1/turn
Damage: N/A
Move: Special

Firestorm (Super)

This powerful maneuver causes flames to rain down over a large area. A Firestorm lasts for a number of turns equal to the character's Focus. Each turn everyone within a radius equal to the character's Focus in hexes takes damage as noted below (may be soaked normally).
Prerequisites: Chi Blast (Fire Blast)
Character Points: 6
Accuracy: +2
Action Points: 12
Chi Cost: 20
Damage: 1d10+10
Move: None

Magma Blast

This powerful and dangerous maneuver creates a stream of molten rock at the opponent. The range is equal to the character's Focus in hexes.
Prerequisites: Chi Blast (Fire Blast), Focus 8
Character Points: 7
Accuracy: -1
Action Points: 10

Chi Cost: 8
Damage: 1d10+2
Move: None

Smoke

Same as the Air maneuver.

Ice

Ice Blade

This power enables the character to call into being a blade made of ice. Ice Blade uses the modifiers listed below, and lasts either 3 minutes per point of Focus, until destroyed, or until it is canceled by the user.
Prerequisites: Focus 5, Blades 2
Character Points: 4
Accuracy: +1
Action Points: -2
Chi Cost: 4
Damage: +1d6
Move: +0

Ice Slick

This power causes an area of the ground to be covered with a layer of ice that makes it difficult for others to move. The Ice Slick will cover a number of hexes equal to the character's Focus, which can be a number of hexes equal to their Focus times two away. Characters (other than Ice Elementals) who walk on the area of the Ice Slick are at -2 to all physical-related rolls, and must make a roll on 1d10 + Agility every other turn to stay standing.
Prerequisites: Focus 4
Character Points: 4
Accuracy: +4
Action Points: 9
Chi Cost: 5
Damage: Special
Move: 2

Ice Slide

This power enables the character to move freely on ice, sliding around at rapid speed without the possibility of slipping. The character's Move is tripled for moving on icy surfaces (including those they create themselves).
Prerequisites: Focus 4, Agility 4
Character Points: 3
Accuracy: N/A
Action Points: N/A
Chi Cost: 1 per minute
Damage: None
Move: Special

Ice Storm Blitz (Super)

This maneuver summons forth a great storm of ice crystals. Everyone in a 1 hex radius per 2 points of the character's Focus takes damage each turn for three turns.
Prerequisites: Chi Blast (Ice Blast)
Character Points: 4
Accuracy: N/A
Action Points: 14
Chi Cost: 20
Damage: 1d4+1
Move: None

Metal

Flechette

This power enables the elemental to hurl a number of small shards of metal at the opponent. Flechette has a range equal to the character's Focus in hexes. Opponents hit by the Flechette receive a -1 penalty to all rolls for every 3 Health points lost from it, due to the pain from the numerous pieces of metal stuck into them. The metal shards will disintegrate after a few hours.
Prerequisites: Focus 6
Character Points: 6
Accuracy: +1
Action Points: 7
Chi Cost: 6
Damage: 1d6
Move: None

Iron Spike Wave (Super)

This powerful and deadly maneuver causes a series of massive iron spikes to spring up from the ground and them melt back into it. This maneuver affects all targets in a straight line stretching a number of hexes equal to the elemental's Focus. Anyone struck by it suffers a knockdown.
Prerequisites: Focus 8
Character Points: 6
Accuracy: -1
Action Points: 12
Chi Cost: 22
Damage: 2d6+10
Move: None

Magnetism

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

Soldering

As per the Electricity maneuver (see above).

Water

Lower Water

This powerful maneuver enables the elemental to take control of big volumes of water in several ways:

First, the elemental can reduce or increase the volume of a water (initial volume cannot exceed 100 gallons per point of Focus) as many times over as the amount of their Focus (e.g. Focus 6 can increase water to 6 times as much or reduce it one sixth). This costs 1 Chi/turn and takes 1 AP/turn. When the elemental ceases concentrating, the water will return to normal.

Second, the elemental can manipulate water in a way that he/she can dissipate any water based attack that threatens to harm them (such as a summon wave). This costs 5 Chi and takes 3 APs. The character also needs to succeed a Parry roll, but adds their Will to the total of the roll.

And lastly, the character can create a 2 hex radius bubble that lasts for two minutes per point of Focus (great for underwater traveling!); the elemental can move the bubble at will, the move is the same as the character's. This costs 4 Chi and takes 6 APs to generate and 1 AP/turn thereafter.
Prerequisites: Elemental Wall
Character Points: 8
Accuracy: Special
Action Points: Special
Chi Cost: Special
Damage: N/A
Move: Special

Summon Wave

This maneuver sends out a wave of water in a straight line, such that it will strike all who are in the hexes along that line.. It has a range equal to the character's Focus in hexes, and causes a Knockdown if it hits.
Prerequisites: Focus 6
Character Points: 7
Accuracy: +2
Action Points: 10
Chi Cost: 8
Damage: 1d6
Move: None

Swimming

ALL water elementals can swim. Face it, you simply CAN'T have a natural affinity for water if you don't get wet now and then. However, an elemental with this maneuver can do a more than that while in the water. They can move along with ease, going at incredible speed (base move is equal to the character's Will times five!), and they are at +1 to the Accuracy and Move of ALL maneuvers while swimming in this manner.
Prerequisites: Agility 5
Character Points: 4
Accuracy: N/A
Action Points: N/A
Chi Cost: 2/minute
Damage: N/A
Move: Special

Water Breathing

This maneuver enables the elemental to inhale water normally, as though it were air.
Prerequisites: none
Character Points: 2
Accuracy: N/A
Action Points: 1/turn
Chi Cost: 1/turn
Damage: N/A
Move: N/A

Water Vortex

This maneuver is a water-based equivalent of the Whirlwind maneuver, and apart from its composition, functions as such.

Water Walk

This maneuver enables the character to literally "walk" on any liquid surface (even acid, though the character will still take damage). However, the character's move is halved unless the Swim maneuver is also possessed.
Prerequisites: None
Character Points: 2
Accuracy: N/A
Action Points: 1/turn
Chi Cost: 1/turn
Damage: N/A
Move: Special

Wood

Animate Plants

This power enables the elemental to cause plants to become animated, and mentally command them to move. The only limit to how many can be controlled is in the character's mental ability to command them – each plant controlled in this manner takes 4 APs per turn, and 2 Chi per turn.

Animated plants can take any reasonable actions (GM discretion), though they will generally be rather slow (Agility 3 at best in most cases), though larger plants (big trees, etc.) will be very tough and strong.
Prerequisites: Focus 7
Character Points: 4
Accuracy: N/A
Action Points: 4 per plant controlled per turn
Chi Cost: 2 per plant controlled per turn
Damage: N/A
Move: None

Soul Merge

In order to do this maneuver the character must be surrounded by vegetation, in a place like a park or similar (woods are the perfect place). The Character expands their Chi all over, then temporarily fuses their soul with that of the place, making the character "one with the nature".

For the duration of the maneuver, the character gains the following bonuses: Can never be taken by surprise, as they are aware of EVERYTHING that is happening within the place (as per Clairvoyance), can See Auras (as per the maneuver) even if the subject is hidden, and can anticipate their opponents every move gaining a +3 to the Accuracy of all their maneuvers (as per Mind Reading). And finally, when combined with the

Animate Plants maneuver the character can make truly terrific things performing any maneuver he/she knows using trees and other plants as the character's own limbs and with the same accuracy as the character's.
Prerequisites: Focus 7
Character Points: 8
Accuracy: N/A
AP Cost: 10
Chi Cost: 3/turn
Damage: N/A
Move: N/A

Splinterburst

This power enables the elemental to hurl a number of small splinters of wood at the opponent. This has a range equal to the character's Focus in hexes. Opponents hit by the Splinterburst receive a -1 penalty to all rolls for every 3 Health points lost from it, due to the pain from the numerous pieces of metal stuck into them. These splinters will disintegrate after a few hours.
Prerequisites: Focus 5
Character Points: 6
Accuracy: +1
Action Points: 7
Chi Cost: 6
Damage: 1d6
Move: None

Monsters

If you want to stick werewolves, vampires, and so on into your game, it is entirely possible, though it requires an effort similar to that required for Aliens (see above). Check out DarkStalkers (of which there may be a Thrash sourcebook in the future) for ideas.

Mutant Animals

The term "Mutant Animals," though usually pretty inaccurate, for our purposes refers to a sentient being which is part human and part animal. Which part was the original varies; some may have originally been animals, while others might have once been human. How they reached their current state is up to the player and/or GM; strange chemicals, genetic experiments, and magic are all possibilities, and more often than not the character doesn't know where they came from anyway.

In game terms, being a mutant animal counts as a 3 point Advantage, plus the cost of any Special Abilities that the character might possess (see below). This may seem a bit low, but you have to also take into account the potential social disadvantages of being a mutant animal (like angry mobs…).

Special Abilities

The following are special abilities that might be possessed by mutant animals. In general, animals have certain abilities that humans do not; these are represented in mutant animals by the special powers below, which count as Advantages. If the natural animal has an ability, it does not necessarily mean that the mutant has to; it is entirely possible for it to have become vestigial in their transformation.

Bite (1): The character has sharp teeth, and can execute a bite against opponents. This gives them the Bite maneuver for free.
Character Points: Special
Accuracy: -1
Action Points: 8
Chi Cost: None
Damage: +2
Move: 3

Climbing (2): This is a natural ability to climb, and grants the character an effective climbing skill of 8.

Claws (2): The character has claws in their hands and feet, which add +2 damage when used in combat. This is in addition to the damage of a normal punch or kick, but claws cannot be used for closed-fisted punches

Flight (4): The character has wings which can be used to fly somewhat. I say somewhat, because the fact of the matter is that any creature of human size would need an absolutely massive wingspan to be able to fly (look in a physics textbook under Scaling). Fortunately, this game is based on fighting games and anime, both of which ignore that sort of thing. As a result, the character can fly and glide, tripling their move in combat. Physical strikes made while flying are also at +2 damage due to the increased momentum.

Gills (2): The character has retained natural gills as well as grown lungs, and thus can breathe normally while underwater,

Regrowth (4): Certain animals, most notably lizards and some amphibians, have the ability to grow back lost body parts. As a result, the character heals an extra 1d6 Health per day when damaged, and can even regrow lost limbs.

Running (2): Certain animals, such as the Cheetah and Kangaroo can run at great speed; double the number of hexes they can run in a turn.

Swimming (2): The animal is an excellent swimmer, considered to automatically have a Swimming skill of 8 (can be increased normally if desired), and their Strength is doubled for determining how far they can move in a turn while swimming.

Tail (2): Many types of animals have tails, and most mutants will retain them, but a character with this advantage will be able to use their tail for special purposes; either as a prehensile tail, or a "combat tail" (purchasing both costs 4 CPs). A prehensile tail allows the character to use the tail as a rudimentary hand (-5 penalty to perform most tasks), while a combat tail can be used for whipping opponents (same basic damage as a Light or Heavy Punch) and allows the character to select certain special maneuvers which require such a tail.

Temperature Resistance (2): Certain animals live in extremes of temperature that could be uncomfortable or even dangerous to humans. An animal with this power will be resistant to either heat (animals from tropical climes, deserts, etc.) or cold (penguins, polar bears, seals, walruses, etc.). This means that they will be entirely comfortable with that range of temperatures, though going to the other extreme will be very unpleasant (thick fur is not a

good thing to have in a rainforest, and likewise scales are no good in the arctic). This does not grant them any particular damage resistance (i.e., it would not affect freezing or incendiary attacks).

Venom (4): Selecting this power requires that the character first be able to Bite (see above), or have some other means by which to deliver the poison. Certain animals have the ability to poison their foes. This usually is done by means of fangs (thus requiring a biting attack), though some animals are known to possess poisonous spurs on their limbs or other parts of the body. When the venom is delivered, it inflicts damage based on the attacker's Stamina, divided evenly over the course of 6 turns, in addition to the damage from whatever attack was used to deliver the poison. A character with this power has only a limited supply of the venom, and thus may use this attack only a number of times equal to half their stamina per day.

Mutant Animal Special Maneuvers

Claw Storm Charge (Super)

The mutant flies forward, lashing out with his claws again and again. Make 4 damage rolls based on their claw damage with the modifiers below.

Prerequisites: Mutant Animal, Claws, Agility 7
Character Points: 5
Accuracy: +0
Action Points: 18
Chi Cost: 10
Damage: 1d6
Move: 6

Leaping Rake

In this maneuver, the character leaps past the opponent, raking them with their claws as they do so. This is an Aerial Maneuver.

Prerequisites: Agility 5, Claws, Jump
Character Points: 5
Accuracy: +1
Action Points: 8
Chi Cost: None
Damage: +3
Move: 6

Pounce

The mutant leaps at the opponent and lands on them with their claws. This is an Aerial Maneuver and if executed successfully, causes a Knockdown. After a Pounce the mutant may attempt to grapple with the opponent, in which case the first such maneuver attempted is at +4 to Accuracy.

Prerequisites: Agility 7, Claws, Jump
Character Points: 6
Accuracy: +0
Action Points: 10
Chi Cost: None
Damage: +1d6
Move: 6

Psychics

"Fool! You can't compare to my power!"

-- M. Bison, Street Fighter the Animated Movie

Psychics in fighting games tend to be very different from the traditional conceptions of what they ought to be like. There are a lot of reasons for this, but Capcom's M. Bison (Lord Vega) is probably at the top of the list. Let's face it, a character with powerful telekinesis would simply be no fun to watch characters fight. They come towards him, he mentally smashes them into little pieces. End of round. So, characters like Capcom's Bison/Vega and Rose, and SNK's Athena Asamiya and Sie Kensou wield psychic power that manifests are a curious form of energy manipulation combined with limited psychic sensitivity and mind control powers in some cases. And if they are capable of telekinetic manipulations, these will be usually limited to the character propelling themselves at the opponent in some way (as show by maneuvers such as Bison's Psycho Crusher and Athena's Phoenix Arrow).

As a rule, fighting game psychics always wield the most cinematic abilities, which are usually energy-based and very powerful. Nearly all such characters are capable of chi blasts of one sort or another. Thus it may be better to think of fighting game psychics more in terms of "psychic energy elementals" than anything else.

Being a psychic counts as a special Advantage, and costs 2 points per level. The level of one's psychic power determines how powerful manifestations of that power are, and thus is used in place of the Focus attribute to determine damage and such for psychic effects (as well as the Focus Prerequisite of many maneuvers). Focus maneuvers purchased as psychic powers see their cost reduced by 2 points (to a minimum of 2) as well.

Adding the Power Strike modifier to a maneuver costs only +1 CPs, always manifests as seething psychic energy, and costs only 1 Chi.

Psychic Disciplines

Psychic Disciplines are, in essence, special Disciplines which grant psychic abilities. These may only be possessed by psychic characters, and their level may not exceed that of the character's Psychic advantage.

Astral Power

The Psychic Discipline of Astral Power grants the character the ability to perceive and interact with the Astral Plane, a level of reality that is wholly mental and spiritual in nature. Beings can exist there only in a non-physical manner, but since it overlaps our physical reality, those present in the Astral Plane can observe and possibly even affect those in the Physical Plane.

1. Astral Sight: This power enables the character to look into the astral plane, and see whatever might be going on in there.
2. Astral Projection: This is effectively the same as the Mind Walk maneuver, except that the Chi cost to activate is 8, and the duration is based on the character's Psychic level rather than Focus.
3. Astral Healing: This power allows the character to heal astral forms, whether their own or someone else's. They can heal 1d6 Health per 3 Chi spent.
4. Extended Astral Projection: This is essentially the same as the normal Astral Projection power, except that

the duration is 30 minutes per point of the character's Psychic advantage. Costs 8 Chi.
5. Avatar Projection: This power enables the character to project an image of themselves into the physical plane from the astral plane. This has no physical presence, but is very conspicuous. It can be maintained for two turns per level of Astral Power. Costs 6 Chi.
6. Astral Transference: This is a variation of Astral Projection in which the character temporarily converts their physical form into an astral one, having the added advantage that they don't have to worry about what's happening to their body while they're off in the astral plane. There is no limit to how long an Astral Transference can be maintained, though each time they move into or out of the Astral plane it costs 5 Chi.

Aura Power

All beings naturally generate an aura, a sort of psychic energy field, whose nature is indicative of that of the person. Psychics with this discipline can perceive and later affect these auras.
1. See Auras: This power allows the psychic to see and interpret the aura of anyone within line of sight. The psychic must make an roll on 1d10 + Intelligence + Aura Power to interpret the aura, however. From this it is possible to determine if they are psychic, elemental, etc., general level of power, if they have positive or negative chi, and their general age.
2. Disguise Aura: The psychic is able to change the appearance of his aura for up to 1 minute per level of Aura Power, so that other psychics with the See Aura ability can be made to believe him to be of another species, not a psychic, more or less powerful, etc.
3. Steal Aura: This power works basically the same as Disguise Aura, except that the character will precisely copy the aura of another person. As a result of this, the original aura being copied becomes somewhat distorted for the next 1d6+1 hours.
4. Alter Aura: This power enables the character to modify the appearance of another person's aura in the manner of the Disguise Aura power.
5. Aura Bolt: This power functions as a Continuous Blast Chi Blast, the only difference being that the character channels the power through their aura, causing them to be surrounded by an intense white glow just before it is unleashed.
6. Aura Infusion: With this power, the character infuses their aura with chi energy, causing it to blaze like fire. This provides a bonus of +20 to all soak rolls, and increases the damage of all hand to hand strikes by +3. This costs 14 Chi, takes 14 APs to activate, and counts
7. Supreme Aura Bolt: This is a Mega-Attack version of the Aura Bolt power, above.

Clairvoyance

The power of clairvoyance enables the psychic to extend their senses to perceive occurrences in other locations, regardless of normal physical limitations. To do this, the character must make a roll on 1d10 + Clairvoyance + Focus, the difficulty being based on the distance between the psychic and what they are attempting to see, and whether there are any obstructions between. The character can only use one sense at a time per level of Clairvoyance.

Precognition

This is probably one of the most fickle of psychic powers. It is the ability to catch glimpses of the future. However, the psychic has almost no control of this whatsoever. In general, the GM may allow a roll on the character's Precognition level. If the roll is successful, the character has gained some small insight into the *possible* future. This is usually a feeling about something—a hunch that will probably turn out to be correct.

Psychic Healing

Psychic power can easily be channeled to heal rather than hurt. The Psychic Healing Discipline provides the same abilities as the Healing Path of Sorcery (see Thrash), except that at level 9 the character acquires the ability of *Life Extension* rather than Resurrection, which can slow down the character's aging to one fourth normal if they wish.

Psychokinesis

Psychokinesis is unique among psychic powers in that it is very simple, and yet requires a great deal of discretion on the part of the GM to keep it from becoming unbalancing. As such, *the point cost of Psychokinesis is 3 points per level at character creation*.

At level 1, the maximum weight is one ounce per point of Will. For levels , the weight is 2 pounds per level, for levels 5-10 it's 4 pounds per level, and above level 10 it's 8 pounds per level.

Psychokinesis has numerous uses, so many in fact that listing them all would be difficult, and new ones are fairly easy to come up with. In general, the character can create physical force in any pattern in any place within 5 feet per level. Simply lifting an object is amazingly easy, but more complex tasks will require much more skill and practice. For instance, messing with particular vital organs would be hard (and for that matter would probably require some knowledge of biology). As such, the GM may require players to create and purchase maneuvers to make use of this power for combat uses.

Telepathy

Telepathy is both subtle and dangerous. It allows the character to sense and even alter the thoughts of others. It is not normally a combative power, but its potential uses out of combat are what make it terrifying.
1. Empathic Sense: The character can sense the general emotional state of people and to a lesser extent, animals, within a 6 foot radius per level of Telepathy. The character can either get the overall general emotional state of all the beings within the area, or scan one specific individual, in which case their precise emotional state can be ascertained, and the range is increased to the level of their Telepathy times 20 feet. However, there is a distinct possibility of use of this power causing the telepath to actually *feel* the emotions they are sensing to some degree, which can be disturbing, and even dangerous.

2. Telepathic Sense: The character is able to read the actual surface thoughts of others. Short of a Mind Shield (see below), there is little one can do to prevent telepathic probing, save to try and think of something unimportant, and then they must be aware of the telepath's probes in the first place. The general range for telepathic sensitivity is 12 feet per level of Telepathy.

3. Projective Empathy: The character us able to project their emotions at others. Thus, if they are scared, they can put fear into the hearts of others. The range for this is equal to ten feet per level of Telepathy, and anyone on whom this is used may make a 1d10+Focus+Will roll to prevent themselves from being overwhelmed by the emotion, provided they are aware that the feeling is the result of a psionic projection. When this power is used, the psychic must spend 2 Chi per turn.

4. Projective Telepathy: The character is able to project thoughts at others. Thus, they can send mental images, words, or whatever into another person's mind. Whether they can understand the telepathic message is another matter entirely. The range for this is equal to the level of Telepathy times ten feet. When this power is used, it costs 1 Chi per turn.

5. Mind Shield: This power allows the psychic to maintain a shield around their mind that protects from psychic attacks and probes. It is relatively easy to learn to do, and extremely useful. For rolls to resist psychic attacks that directly affect the mind, half the level of the Telepathy Discipline is added to the appropriate attribute. Telepathic probes used while the mind shield is up have their level effectively reduced by that of the user's Telepathy level. Mind shield can be activated in an instant (does not cost any APs), and remains up or down (however the psychic left it) whether they are asleep or awake.

6. Rapport: This is ability to enter a psionic rapport with another being. That is, a state of psionic linking, in which all surface thoughts and emotions of one are instantly sensed by another person, and vice versa. The rapport state is extremely disturbing to those who are not adjusted to it. To form the rapport, the participants must be within 6 feet per level of Telepathy of one another (the highest Telepathy level from among the participants), and it can be maintained at a range of up to 100 feet per level of Telepathy! However, every minute of rapport drains all concerned of 1 Chi.

There is no real limit to how many beings can participate in a rapport, although, as a rule of thumb, if the sum of the Intelligence of all of them exceeds 50, it is getting "crowded" in there, and it becomes difficult to concentrate. If someone is pulled into a rapport and wants to get out, they must make a roll on 1d10+Will+Focus.

7. Suggestion: This power allows the psychic to mentally affect another person in such a way that their subconscious becomes open to suggestions. This can be used in two ways; either to make spoken commands more effective, or to force the victim into a trance state, where they are even more susceptible to suggestion. In the first case, the psychic can make a roll on 1d10+Telepathy+Focus and spend 2 Chi before saying something; if the listener (who must be within 4 feet per level of Telepathy) fails a contested roll on 1d10+Focus+Will, they will believe that statement, and if it compels them to do something, they will likely do it.

If the psychic spends 6 Chi and makes a similar roll, they can cause the victim to enter a trance state; at this point, they will be only semi-conscious (although loud noises, or being struck physically, will bring them to full alertness), and whatever the psychic says will be firmly planted into the victim's subconscious mind. However, it is important to remember to tell the victim not to remember being in the trance; otherwise the whole thing will be ineffective.

Lastly, the victim always gets a chance to make a roll to resist being compelled to do anything that is contrary to their morals or principles.

8. Deep Probe: This power allows the telepath to probe the mind of another on a much deeper level. To use this power, the telepath must be touching the subject, preferably on the forehead. If someone is aware of this and wants to prevent it, they must make a roll on 1d10+Will+Focus. When doing a deep probe, the telepath can explore the mental landscape of the subject, and even look at memories.

9. Open Mind: The character is able to enter a state of total telepathic sensitivity. Any surface thoughts within a 10 foot radius per level of Telepathy will be "heard" clearly by the telepath. This is handy if you want to know where someone is, but is maddening when there is a room full of active people.

10. Alter Dreams: This power enables the psychic to forcibly take control of another person's dream (the victim must be dreaming while it is used), altering it in any way they can think of. They will be aware of what the victim is dreaming about, and can affect it in any way they wish. The psychic must be within 2 foot per level of Telepathy of the dreamer. The psychic will also be accomplished at controlling their own dreams, and rarely is troubled in their sleep.

11. Mind Control: This power allows the psychic to totally seize control of the mind and body of a victim, controlling all mental, psychic, and physical abilities. Initiating mind control requires eye contact; the victim can make a roll to avoid being affected. Once controlled, a victim can be made to do anything normally possible for them, although all actions will be at a -4 penalty. While controlling someone in this way, they psychic cannot do anything else. While controlled, the victim will be aware of (and likely terrified by) everything that is going on around them, but powerless to do anything about it. Mind control can be maintained for up to 1 minute per level of Telepathy.

12. Fantasy Experience: The psychic is able to take control of the perceptions of one person per 2 levels of Telepathy, and cause them to have a hallucinatory experience, over which the psychic has total control. While this is in progress, the psychic and all involved will be effectively unconscious, but apart from the psychic, all will remain so for 1d6 minutes afterwards.

People in this fantasy world will generally be unaware of the fact that it isn't real, but if they are, or simply try to disbelieve it, they can make a roll; if successful, they will wake up. Remember that unless a telepath, victims will rarely even realize that a fantasy experience has started.

Psionic Maneuvers

Many Focus maneuvers can be used as psychic powers; Chi Blasts (psychic energy blast), teleportation, and so forth. Included here, however, are some additional maneuvers which should likewise be of interest to players creating psychic characters, which require psychic power (and occasionally a psychic discipline or two) to learn.

Induce Blindness

This power allows the psychic to temporarily knock out the optic nerves. The victim will blinded unless they can make a roll on 1d10+Focus+Will. All rolls requiring sight are at -5 for the next 1d6+1 turns, and their Base APs are halved. This power can be used on anyone in line of sight.
Prerequisites: Telepathy 6
Character Points: 4
Accuracy: N/A
Action Points: 14
Chi Cost: 5
Damage: Special
Move: None

Induce Rage

This power causes victims to become enraged, such that they quickly enter a fearsome bloodlust. When it is used, Induce Rage causes the victim (can be anyone in line of sight) to gain Rage points based on the psychic's Focus damage plus 1d6+3; if this pushes them above their Rage Threshold, they will begin attacking without any regard for personal safety.

Characters with the Calm advantage have the amount of Rage gained reduced by two times their Calm level, and characters with Fury likewise have the Rage gained increased by twice their Fury level.
Prerequisites: Telepathy 7
Character Points: 5
Accuracy: N/A
Action Points: 12
Chi Cost: 5
Damage: Special
Move: None

Kinetic Strike

This power lets the character put additional force behind any physical attack, thereby increasing the damage (check the level of the character's Psychokinesis on the basic damage table and add that). If the character's PK ability is at 6 or higher the maneuver will also be made to cause a Knockdown.
Prerequisites: Psychokinesis 4
Character Points: 4
Accuracy: +0
Action Points: +3
Chi Cost: 6
Damage: Special
Move: +0

Mind Crush

This power causes the victim (who must be in touched) to have their mental strength sapped, losing the will to fight back. If this is used successfully, roll damage based on half the attacker's Focus. The victim makes a Soak Roll using their Will instead of Stamina; if the "damage" exceeds their Will attribute, they have been affected.

Those affected become more passive, and are at -4 to APs and all attempts at combative activity. Further, their Will is effectively halved for the next 2d6 hours.
Prerequisites: Telepathy 6
Character Points: 6
Accuracy: N/A
Action Points: 14
Chi Cost: 8
Damage: Special
Move: None

Pain

This causes intense pain to course through the body of the target, resulting in a -6 penalty to any rolls they make and having their APs halved. The range is equal to 10 feet per level of Psychic power, and the psychic must concentrate intensely to use this power, which can be used on anyone in line of sight.
Prerequisites: Psychic 6
Character Points: 6
Accuracy: N/A
Action Points: 12 per turn
Chi Cost: 3/turn
Damage: Special
Move: None

Possession

This power allows the psychic to transfer his or her intellect into the body of another person, suppressing the person's mind; the victim can make a contested roll on 1d10+Focus+Will to prevent this. Unlike mind control, the psychic can decide whether or not the victim experiences what is going on. A possession has a much more limited duration, since the original intellect is still within the body, and, whether the person consciously tries to or not, is constantly fighting to remove the foreign presence. For every minute of a possession, the victim may make a roll on 1d10+Focus+Will; if successful, the psychic is forced out, into the astral plane. While the possession is taking place the character uses their own mental attributes, and the physical ones of the person possessed, except for Agility, for which they use the average of the two.
Prerequisites: Psychic 5, Telepathy 7
Character Points: 6
Accuracy: N/A
Action Points: 16
Chi Cost: 8
Damage: None
Move: None

Sorcerery

Magic isn't too common in fighting games, though there are certainly exceptions, most notably Amakusa and Caffeine Nicotine in Samurai Shodown. In general,

sorcerous effects are not all that different from chi powers (partly because sorcery is based on the power of chi as well).

Sorcery is not a special advantage as is the case with other types of Weird Powers, but rather a character who is versed in the ways of magic must select one or more of the Magic Paths. These are groups of related abilities, which, in terms of cost, count as Disciplines. Sorcery thus can be powerful, but requires more preparation than other forms of power. Sorcerers must spend a lot of time studying to learn new stuff, and they must be able to prepare wards and whatnot in advance. Further, many of the more powerful effects will require a full-blow ritual, which could take hours to complete.

The casting of a spell can be accomplished via three possible means. Doing it on the fly, by chanting or concentrating requires two full turns (11 APs out of each), and the Chi cost is doubled. The character can create scrolls or Eastern-style wards to carry out the effect; these cost the normal amount of chi, and have the advantage that they can be prepared in advance and then used immediately (4 APs). The last option is the tricky one -- preparing a ritual. This cannot, of course, be used in combat, and will usually require a number of hours to complete. The character can magnify the effects of the spell vastly in this manner, increasing the range, damage, and so on by 100% by spending Chi equal to the base cost over again.

In any case, successfully using a spell requires making a roll on **1d10 + Path Level + Focus**.

Abilities of Sorcerers

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

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

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

The Sorcery Style

It is also possible to specialize in the use of magic; in game terms this is considered to be a special “style” of sorts (though it cannot actually be used for combat purposes, and does not affect your character’s Base APs). It does, however, provide certain other advantages:

- The level of a character’s Sorcery is added to the total for all attempts to use magic
- It is also is added to their Will for the purposes of determining their base Chi points.
- Characters with the Sorcery style may learn Focus maneuvers with the CP cost reduced by 2 points (to a minimum of 2), though it does not allow for the purchase of any other special maneuvers.
- The following are some additional abilities granted by the Sorcery Style. As with a Path, these abilities are given when the character reaches a level equal to the number listed for each given ability.

1. Mystic Lore: The first thing to learn for the sorcerer is a general knowledge of the mystic arts. This Lore also confers knowledge in ancient rituals such as how to invoke demons and other extraplanar creatures, in addition to other rituals at the GM's discretion.
2. Dispel Magic: Now that the sorcerer has a general knowledge in all of the Mystic arts the next thing he will learn about magic is how to dispel it. In order to disrupt a spell, the two sorcerers make a contested roll on 1d10 + Focus + Sorcerery to determine whether the spell is negated, or it resists the attempt of negation. Costs 9 Chi.
3. Extend Duration: At this level, the sorcerer can extend the effects of spells that are time-based. Costs 1 Chi per additional minute.
4. Inversion: This is the point where novices are separated from full-fledged sorcerers, for now the wizard understands how magic works! The character knows how to fully interact with Chi, whether internal or external. This spell enables the character to invert the nature of any Chi-related effect; a fire blast can be turned to an ice blast, a heal wounds can be reversed to cause wounds, etc. This ability costs half the Chi cost of the spell to be reversed.
5. Absorb Energy Attack: Now that the character knows how does Chi work he can use the Chi in the air to replenish his own -- even that from Chi-based Attacks! The sorcerer receives the attack, then makes his spell roll; if the sorcerer succeeds, the damage rolled from the attack will be instead added to the mage's Chi and they will be unharmed by the attack's usual effects. Another effect of this knowledge is that the sorcerer now will receive double the normal amount of Chi during meditation. In order to attain this level, the character to have level 3 in the Lines path. Costs half the Chi cost of the maneuver/spell being absorbed.
6. Magical Disruption: Now that the character has attained a so high level of power, that what he did before now can do it better. This stronger version of the Dispel Magic not only affects spells, but everything that

operates with Chi: maneuvers and spells are effectively (and automatically) canceled, artifacts and enchanted weapons are rendered non-magical (if the owner looses a roll on 1d10 + Will + Artifact Level) for 2d6 turns and Chi-Based effects are completely negated (the GM may allow a roll if the situation is critical). Costs 10 Chi and the sorcerer must have a focus of 12 or higher in order to attain this level.

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

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

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

Magic Paths

This section includes some seven different Paths. Additional ones will be introduced as needed in future sourcebooks, and feel free to create them if you deem it necessary, and, for that matter, extend the existing Paths into higher levels if need be (after all, some only go up to level 6). Also, remember that magical powers can instead take the form of Focus (and occasionally Super) maneuvers.

Divination

Wile not necessarily psychics, sorcerers still have their own means to look both into the future and faraway places, amongst other things.

1. See Auras: The first thing a diviner learns is to recognize what is in front of your eyes. Same as the psychic Aura power.
2. Detect Lie: This spell will, after a question is asked to someone, to cause the other person's aura to glow in red if he's lying. Costs 2 Chi per question.
3. Find: The diviner now can tell the localization of a specific object or person provided he/she has enough information about the object/person. This wont tell the diviner the exact localization of the object, but will guide the diviner on his/her way like a compass. Costs 10 Chi per hour of searching.
4. Detect Scrying: At this point, the diviner can tell some more interesting things....like when he's being watched! whether physically, magically or by any other means. This costs no Chi, is constant and automatic.
5. Legend Lore: This powerful form of divination can, via a 2 hour long ritual, tell the whole story of a specific object. If cast on a person, the spell will reveal everything about the person, even things the person him/herself didn't know. Costs 70 Chi.
6. Divine Assistance: When sorcerers are in need of some serious advisement, they can use this incredible form of divination that consists in contacting beings from higher planes of existence. This spell is generally used only when the sorcerer is in need of a knowledge totally unreachable to the mere mortals, and it better be, cause this powerful beings only attend to truly important questions, and trivial things will only offset them sending a powerful curse over the sorcerer, a really nasty one. This ritual can only be done once a month and costs 200 Chi.

Elemental Power

The Elemental Power Path is a little different from other Magic Paths in that it grants access to various elemental maneuvers, but does not actually provide any powers in and of itself. When learning this Path, choose one element; for every level of Elemental Power, the character can learn one maneuver of that element, by paying for it normally, though Super maneuvers cannot be selected until the character reaches level 5 in that Path.

Note that a character cannot select an element that does not fall within the set of elements used by their magic system; western mages are limited to earth, air, fire and water, Japanese to stone, air, fire, water, and wood, Chinese to stone, fire, water, metal, and wood, and so forth.

Enchantment

Enchantment is the ability to place mystical power into objects to varying degrees. The most common use for this is in the creation of artifacts. There are no hard and fast rules for enchantment, partly because it isn't something that PCs normally do. As a generalization, however, characters with the Enchantment path may create artifacts whose levels are equal to or less than those of their path level. The process will require days or even weeks or months of work, as well as a minimum of 40 chi points per level of the Artifact (fortunately this does NOT have to be paid all at once). The GM may (and usually should) require that the sorcerer gather some rather esoteric materials to complete the artifact.

Healing

The Healing Path enables the character to heal others in various ways, ranging from the soothing of pain all the way up to actual resurrection.

1. Soothe: The character can soothe pain with a touch. This costs 1 chi per minute.
2. Cure Minor Diseases: The character is able to cure minor diseases, such as colds and so forth. Costs 6 Chi.
3. Heal Light Wounds: The character can heal minor physical damage, up to 1d6 Health. Costs 4 Chi.
4. Cure Major Diseases: The character is able to cure more serious diseases, such as the flu. Costs 10 Chi.

5. Heal Major Wounds: The character can now heal deeper wounds, up to 2d6 Health at a time. Costs 8 Chi.
6. Cure Chronic Diseases: Through an extended ritual, the character can put an end to otherwise incurable (but non-lethal) diseases and disorders, such as arthritis, epilepsy, and so forth. Costs 30 Chi.
7. Mental Surgery: This potent ability enables the character to perform a "psychic surgery,", mentally performing actual surgical procedures without piercing the skin. The uses and effects of this vary and are left to the GM's discretion. Costs 12 Chi.
8. Cure Lethal Diseases: At this point the character is capable of truly miraculous feats – they can actually eliminate lethal disorders, such as AIDS and cancer. This requires an extremely lengthy ritual, often lasting many days, and a minimum of 200 Chi.
9. Resurrection: The ultimate in healing, the character can cause a person who has died to come back to life. This must be performed within a week, and requires a lengthy ritual and a minimum of 400 Chi. However, resurrection has been known to have some unforeseen effects…

Illusion

The Path of Illusion is at once one of the most feeble and powerful of the paths. It enables the sorcerer to create unreality. Illusory magics can deceive the mind as well as the body, and if one is too believing, the effects of an illusionists web of deception can become all too real.

1. Sound Illusion: This allows the sorcerer to create an audio-only illusion. Those affected by it will hear whatever the mage wishes, though the sounds will not be real and thus will not show up on sensors or recording devices of any sort. Costs 6 Chi.
2. See Through Illusions: This gives the character an innate ability to sense whether or not something is an illusion, and even block out its influence entirely if they so desire. Using this costs no Chi, but does require a roll on 1d10 + Focus + Illusion.
3. Multiple Image: This spell causes the caster to appear to split into three separate images. Only one is the real one, but short of chi sensitivity and the like, it will be virtually impossible to determine which it is. In such instances, the GM may wish to roll 1d6 whenever an attack is carried out on the mage – a roll of 1-2 indicates they were actually attacked rather than a phantom double. Of course, using an area affect attack could encompass all three images, and thus get the genuine article by default. Costs 6 Chi. The mage may also increase the number of images, to a maximum of his level in Illusion, at a cost of 2 Chi per additional image.
4. Alter Self: This spell allows the caster to make their own outward appearance seem different. This may be some subtle changes, or they may appear to be an entirely different person. Regardless, they cannot normally be distinguished from what they seek to imitate, provided they make the spell casting roll. Costs 8 Chi and lasts up to 1 hour per level of the Path.
5. Invisibility: This enables the character to become impossible to detect by visual means. This effectively allows the character to move unnoticed in most cases, provided they can move quietly and so forth. Invisibility cannot normally be maintained in combat (attempting to do so requires a roll on 1d10 + Focus to maintain the invisibility after each action taken), and thus the mage will normally reappear after attacking or being hit. Costs 10 Chi and will last up to 30 minutes per level of the Path.
6. Dispel Illusions: The character can cause illusion to be canceled, effectively eliminating all of their effects with this spell. Costs 8 Chi.
7. Phantasmal Force: This spell summons forth a complex illusion of a person or creature of some sort. It can be as beautiful, horrific, or plain as the caster's imagination can conjure, and can be of virtually anything. Such an illusion will look and sound quite real, but has no affect on one's senses of touch, smell, and so forth. Costs 18 Chi.
8. Phantom Armor: This spell causes the caster to be surrounded by illusory armor. Against those who believe it to be real (GM discretion) it adds +20 to all soak rolls. Costs 12 Chi.
9. Phantom Flame: This spell creates a gout of flame (effectively a Continuous Blast Flaming Chi Blast), which only damages those who believe it to be real. Costs 8 Chi.

Lines

The path of Lines enables the character to sense and manipulate the Dragon Lines (also known as Ley Lines) that criss-cross the entire Earth, through which Chi constantly flows. A character's level in the Lines Path cannot exceed their level in the Feng Shui Discipline.

1. Sense Lines: The character can, by concentrating, mentally sense the presence of Dragon Lines within 100 feet, and determine the direction of their flow and whether they contain positive or negative Chi.
2. Dragon Chi: Same as the Negative Chi ability.
3. Draw Line: This power enables the character to draw a line of Chi in the air. This can serve a number of purposes. All such line drawings will last for one minute per point of the character's Focus. Obstructions created by the Draw Line ability can prevent anything containing chi from passing (i.e., anything living, as well as spirits, chi blasts and whatnot). The mage will be unaffected by such, and physical beings can make a roll on 1d10 + Will + Focus to attempt to pass through.

   Barrier: For 6 Chi the character can create a wall out of chi, which things cannot pass through.

   Flowing Spiral: The Flowing Spiral is a chi form that can either gather ambient chi and pull it into the ground (Spiral of Draining Chi), or pull chi out of the earth and spread it through the area (Spiral of Propagating Chi). In either case, this creates a field which completely disrupts chi-based attacks of all sorts. The creator of a Flowing Spiral must declare whether it affects Positive or Negative Chi. Costs 10 Chi.

   Knot of Obstruction: The mage draws a complex "knot" of chi that covers an area of up to 5 feet per level of the Path. The Knot creates a Chi barrier such

that things can neither enter or leave the area of effect. Costs 12 Chi.

4. Line Drifting: This allows the character fly, carried along by the flow of Chi through the Dragon Lines. This has the limitation that they cannot fly where there aren't any Lines. Multiply the character's Move by the number of Chi points that could be drawn with Dragon Chi. Costs 10 Chi.
5. Line Sight: This allows the character to actually see the Dragon Lines with their own eyes, at will.
6. Redraw Line: This spell lets the character change the path of an existing Dragon Line. This is most often used when the position of the line creates a hurtful flow of chi. This requires an extended ritual and costs a minimum of 30 Chi.
7. Line Constriction: This is one of the few combative uses of the lines; the character must strike the ground with their fist, sending a charge of chi through a Dragon Line towards an opponent (who must also be standing on a line). If this is used successfully, the opponent will be held in place (as per San He) for a number of turns equal to the sorcerer's Focus + Lines. Using this costs 8 Chi and 8 APs.

Necromancy

Necromancy is the mystical art of dealing with death and the dead. Although Necromancers are not necessarily evil per se, they are usually quite insane, and in any case, being one is, in most cultures, a major stigma.

1. Pain: Same as the psychic maneuver, can be maintained as long as the sorcerer keeps chanting and concentrating.
3. Curse: At this level, the necromancer reaches the sympathy of the dead to do some things in their name. The character can bewitch another person with a curse! These curses are minor and harmless, but sometimes can be really fun if you want to spoil another player's day. With effects like always stepping on dog excrement wherever there is, being hit by someone else's basketballs, slipping on a banana peel, etc. Victims can save themselves from the effect if they win a roll of will+focus, but if they loose, they'll have to find another sorcerer for advisement on how can they remove the curse (as the curses are very minor only the player him/herself can remove the curse from his/her soul). The methods for removing curses can be as hard, easy, ridiculous or even hilarious as the GM sees fit (that's part of the GM's fun!). Costs 16 Chi.
4. Cause Light Wounds: At this point is when evil necromancers start twisting the rules. This is just the opposite of healing, causing 1d6 points of damage (non- soakable) Can be resisted with a will+focus roll. Costs 5 Chi.
5. Contagion: The reversal of the cure diseases spell. This spell will cause the victim to feel weakened(-3 to all rolls) for as many days as the sorcerer's necromancy level. Will negate any form of healing power and will be negated by a cure diseases. Can be resisted via will+focus roll.
6. Animate/Control the Dead: When done on a place with corpses (invoking this on 5th avenue or Disneyland just wont work *central park maybe*) will raise 1 corpse per point of focus. These animated dead have 12 health points, a soak of 16,+4 on base damage, a base accuracy of the sorcerer's Focus+necromacy, an Intelligence of 3 and 3 maneuvers(light punch, light kick and grab). The animated dead can only take simple commands like "defend" or "kill" or "bring" etc. This costs 10 Chi per corpse.
7. Speak with the Dead: This is a very odd form of divination that consists in a ritual in which the necromancer must be in a cemetery, then get himself a corpse. The sorcerer must paint a pentagram in goat's blood with the dead body in the center and candles surrounding: as many candles as the deceased's age. The circle will then bright in purple and the conversation can begin: The deceased will tell the sorcerer everything he knows about a specific topic. Only one question can be asked per ceremony and only one ceremony can be done per specific person. This ritual costs 80 Chi and can only be performed once a month: during full moon to be precise.
8. Enfeeblement: This quite powerful spell snuffs out the life force of anyone within 1 hex per point of focus. A contested roll of will+focus is made and, should the necromancer win, the victims will loose 1 point of agility per point exceeding the lowest roll among the contenders. Lost agility points can be recovered via regeneration or healing powers, or 1 point per day of rest.
9. Energy Drain: This really nasty spell requires physical contact with the victim then speaking the trigger words. The victim must do a stamina roll, if he/she fails, a purple glowing will cover the two individuals, then, the victim will loose 1 agility point....permanently! Not even regeneration spell can negate it's nefarious effects.

Summoning

The path of Summoning enables the character to call forth different types of beings and magically force them into service. Needless to say, it's best to be very careful with this kind of magic. All Summoning spells require some amount of ritual preparation. In all cases, creatures summoned are not required to do anything the caster wants, unless a Binding spell is cast upon them as well.

1. Simple Ward: This is the ability to create a ward, which appears as a piece of paper in the case of most Eastern traditions, though a variety of other forms are possible, depending. When placed on a person or place, it serves to repel a particular type of creature or being of supernatural nature. Such beings attempting to come within 10 feet of the ward must make a roll on 1d10 + Focus + Will, the difficulty being the sorcerer's Will + Summoning + Sorcery, or flee the area.
2. Summon Lesser Animals: This spell allows the caster to summon to them a relatively small animal (a dog is about the largest it can call forth). This creature must be within five miles level of Summoning. Cost is 4 Chi.

3. Minor Binding: This spell forces a summoned creature (cannot be used except on creatures that have just been magically summoned) to obey verbal commands from the caster. These are magically translated so that the subject can hear and understand them. Commands *must* be obeyed, unless the subject makes a successful roll on 1d10 + Will + Focus. This spell lasts 10 hours per level of Summoning. Cost is 8 Chi.
4. Summon Spirits: This spell works much the same as Summon Lesser Animals, except that it calls forth a spirit of some sort. Cost is 6 Chi.
5. Summon Greater Animals: This spell is more or less the same as Summon Lesser Animals, except that it can be used to summon much larger beasts; elephants, tigers, horses, etc. Cost is 8 Chi.
6. Major Binding: A more advanced binding spell, this allows the caster to mentally command the subject in addition to verbal commands. In either case it is still possible for them to resist, but there is a -10 penalty to attempting to do so. Mental commands do not use up any APs of the caster. This lasts for 16 hours per level of Summoning. Cost is 16 Chi.
7. Summon Human: This spell calls forth a human being. The caster can give some amount of criteria in the spell (though summoning a specific person is not possible unless they are willing), but the person must be within 10 miles per level of Summoning. Cost is 10 Chi.
8. Dismissal: This spell cancels a Binding spell, whether it was cast by the caster or another sorcerer. If the binding was cast by the caster, the subject will have no memory of what happened between their initial summoning and the present, unless the caster wishes otherwise.
9. Summon Lesser Monster: This spell calls forth a lesser supernatural creature, such as a vampire or tengu. At this point, the sorcerer is getting into some rather dangerous stuff, and this spell should definitely be used with great care. Most monsters can do some serious damage, and won't be too happy at being summoned away from whatever they were doing. Regardless, the creature must be within 50 miles per level of Summoning. Cost is 15 Chi.
10. Summon Greater Monster: An even more advanced summoning spell, this allows the sorcerer to call forth a dragon, lich, or possibly even a minor god. To say that one should be careful with this is an understatement. A badly treated dragon (regardless of the variety) is probably going to be ready, willing, and able to obliterate any spellcaster foolish enough to attempt to coerce them into service. Range is unlimited. Cost is 30 Chi.

Warding

The Path of Warding enables the character to create wards, pieces of paper inscribed with mystical calligraphy, making them instruments of magical power. This is most often used to prevent beings from entering or leaving an area, but the there are countless other uses.

1. Charms: The mage is able to create simple charms. These can have only the most minor of effects, and are usually the sort that grant good luck, good health, wards to repel demons (basically warning signs saying that going in would be bad for their health – only works against really stupid or superstitious ones), and so forth. The magical power contained in these is very minor (such that their effects are left up to the GM's discretion) and they do not cost any Chi to create.
2. Spirit Ward: Now the character can start to do some serious stuff with their knowledge. Specifically, the character can create a ward to repel spirits. When the ward is created the mage makes the usual roll, and any such evil influences that might attempt to enter the area of the ward's influence must make beat the casting total on 1d10 + Will + Focus. This costs 4 Chi, though the caster may increase the effective casting total (thereby making it more difficult for things to get in) by +2 for each additional point of Chi spent.
3. Ward of Sleep: Now we're getting somewhere. This is a ward which when activated causes someone to fall asleep for a minimum of 5 minutes per level of the Path. The ward must be put near them if they sleep willingly, or on their person (preferably the forehead) if they don't want to sleep. Costs 10 Chi.
4. Being Ward: This functions exactly the same as the Spirit Ward, but will affect a particular type of physical being (designated by the caster). Costs 24 Chi.
5. Pain Ward: This is similar to the Ward of Sleep, except that it causes incredible pain to the person being affected, such that they will effectively be incapacitated for its duration (2 turns per level of the Path). Costs 6 Chi.
6. Power Ward: The character is able to create wards that produce the effects of other abilities they possess. A power ward must be "programmed" to function in a given way, and you must may double the normal chi cost of all the abilities concerned. Thus, the mage could create a ward that would fire a chi blast at any intruders, heal others upon touch, or whatever.

Appendix 2: Miscellaneous

This section basically serves to cover the stuff that didn't fit anywhere else, notably the full rules for animal companions, and some sample Artifacts.

Animal Companions

"Savor nature's fearful wrath!"

-- Nakoruru, Samurai Shodown III

This section presents the detailed rules for the Animal Companion Advantage, described in Chapter 3.

Empathic Rapport

Any character with the Animal Companion Background shares an empathic rapport with their animal. As a result, the character can mentally command their Animal Companion, and they can communicate as well. To issue commands, the character makes a roll based on the level of their Animal Companion background, as follows:

Level	Difficulty	APs
1	20	10
2	15	6
3	10	4
4	None	2
5	None	None

Animal Types

Type	Strength	Agility	Stamina	Health
Alligator	6	4	7	21
Bird of Prey	4	8	4	12
Camel	8	4	10	30
Dog	4	6	6	18
Elephant	14	3	20	60
Horse	10	6	10	30
Panther	8	8	8	24
Snake, Boa	5	3	6	18
Snake, Poison	4	3	4	12
Tiger	8	8	8	24
Wolf	6	8	6	18

Alligator/Crocodile: *Special Attacks:* Bite, Jaw Lock

Bird of Prey: *Special Attacks:* Beak, Diving Attack, Talons

Camel: *Special Attacks:* Rear Kick

Dog: *Special Attacks:* Bite

Elephant: *Special Attacks:* Ram

Horse: *Special Attacks:* Rear Kick

Panther: *Special Attacks:* Bite, Claw, Pounce

Snake, Boa: *Special Attacks:* Bite, Constriction

Snake, Poisonous: *Special Attacks:* Bite, Venom

Tiger: *Special Attacks:* Bite, Claw, Pounce

Wolf: *Special Attacks:* Bite, Pounce

Animal Attacks

Attack	APs	Accuracy	Damage	Move
Beak	4	+2	1d4	+3
Bite	5	+0	1d6	+0
Claw	6	+1	1d6	+0
Constriction	8	-3	Special	None
Diving Attack	10	+3	1d6+1	+6
Jaw Lock	10	+0	Special	One
Pounce	9	-1	1d6	+4
Ram	10	+0	1d6+1	+3
Rear Kick	10	-2	2d4	One
Talons	7	+1	1d4	+0

Constriction: This is an attack whereby the snake wraps itself around the victim and squeezes. Each turn it is sustained the snake makes a Strength roll to determine the damage, and the victim may make a Strength roll to Attempt to escape.

Diving Attack: In this dangerous and lightning-quick maneuver, a bird of prey swoops down on the victim, attacking with its talons, and then quickly flying upward.

Jaw Lock: After biting, the animal is able to lock its jaw in place, effectively holding its victim and inflicting an additional 2 points of damage per turn.

Pounce: In this maneuver the animal hurls itself at the opponent. This is considered an Aerial Maneuver. If successful, the animal ends up on top of the opponent, who suffers a Knockdown.

Ram: This is just running into the opponent head-first. Opponents suffer a Knockdown if hit.

Animal Companion Special Maneuvers

Focus

Beast Focus

This power enables the fighter to use Focus maneuvers through his animal companion. The character may use any Focus maneuver with the effects originating from their animal companion. Apply the modifiers listed below.

Prerequisites: Animal Companion 4
Character Points: 4
Accuracy: -1
Action Points: -2
Chi Cost: +0
Damage: +0
Move: +0

Share Chi

This maneuver enables the character to draw on his animal companion's chi and vice versa. Animals are considered to have chi points equal to their Stamina plus four; a character with this maneuver may draw on the chi of his animal companion as though it were his own.

Prerequisites: Animal Companion 4
Character Points: 3
Accuracy: N/A
Action Points: N/A
Chi Cost: N/A
Damage: N/A
Move: N/A

Share Life

The ultimate bond, this maneuver allows the character to temporarily meld their life force with that of their animal companion. The character and their animal companion are both considered to have one Health total, equal to the sum of their individual totals, and damage to either one will harm both. This lasts up to 10 minutes per point of the characters Focus.

Prerequisites: Animal Companion 4
Character Points: 4
Accuracy: N/A

Action Points: 5 to activate
Chi Cost: 5
Damage: N/A
Move: N/A

Shared Eyes

This maneuver enables the character to see through his animal companion's eyes and vice versa, at any distance. The character can see whatever their animal companion is seeing and vice versa. Remember that most animals have monochromatic (colorless) vision.
Prerequisites: Animal Companion 2
Character Points: 3
Accuracy: N/A
Action Points: N/A
Chi Cost: 3
Damage: N/A
Move: N/A

Super Attacks

Beast Rage

This fearsome maneuver causes the animal companion to be sent into a berserker rage, attacking the opponent with everything it has. For three turns the animal companion makes two attacks per turn against the opponent, but cannot take any defensive action. All attacks have the modifiers listed below, and attempts to defend against them are receive a penalty of -5.
Prerequisites: Animal Companion 4, Focus 4
Character Points: 4
Accuracy: +3
Action Points: -1
Chi Cost: 10 to activate
Damage: +3
Move: +2

Artifacts

The following are some Example Artifacts -- additional ones may be created by the GM as needed. These are lesser Artifacts, the sort that player characters might own. There are also items of much greater power, but these should be nearly Impossible to find, and can easily be the focus of an entire story or even chronicle.

Belt of Strength (Level 4)

When worn, this ornate leather belt increases the wearer's strength by 4 points.

Boots of Quickness (Level 3)

These Simple leather boots, when worn, make the wearer very light on her feet, effectively adding +4 to Agility.

Coat of Concealment (Level 1)

This long coat (usually a trenchcoat or similar) allows the wearer to conceal in it any weapon or similar object up to four feet long.

Elemental Shuriken (Level 1)

This shuriken functions exactly like a normal shuriken, except that it inflicts an additional +3 damage. Furthermore, each of these shuriken has a different elemental symbol on it, and is considered to be an elemental attack of that element. These are normally made in sets of five; Japanese lore includes five elements; fire, water, air, stone, and wood.

Enchanted Weapons (Variable Level)

Weapons are the most common types of artifacts possessed by fighters, although they are rare nonetheless. The level of an enchanted weapon depends on its abilities. Start with the basic weapon description, and add extra abilities as appropriate, each of which affects the weapon's cost. Generally speaking, only melee weapons are available, not missile weapons like bows and arrows, and NEVER firearms.

Conduit Weapon (1): Any reasonable special attack you know can be done through the weapon. Thus, if you could produce a fireball, you could have it fired from the blade of a sword. This can be helpful at times, since virtually all fireball techniques normally require one or both hands, as do all swords and most other melee weapons.

Extra Damage: 1 point per +2 damage

Electrical Strike (1): By spending 4 Chi points, the wielder can cause the weapon to become electrified briefly, adding +1d6 to the damage inflicted.

Fire Strike (1): By spending 4 Chi points, the wielder can cause the weapon to briefly become surrounded by an aura of flames, adding +1d6 to the damage inflicted.

Indestructible (2): The weapon can NOT be destroyed by any means. It is possible that some extremely powerful magic could weaken or destroy the weapon, but such an occurrence would be rare.

Magnifier Conduit (2): This enchantment works basically the same as the Conduit weapon power, except that it magnifies whatever attack is channeled through it. Increase damage by +3 and Move by +1 for such attacks.

Regeneration (1): If the weapon is damaged or broken, and the pieces put together, it will repair itself, becoming whole again within an hour. Also, the weapon never wears out, and never dulls or rusts.

Speed (1): Reduce the AP cost of all uses of the weapon by -2.

Spirit Strike (2): Rather than doing physical damage, the weapon can be used to do damage to the opponent's spirit, depleting Chi. The "damage" is inflicted based on the attacker's Focus rather than their Strength, and such an attack can be soaked, but with a Will roll.

Summoning (2): Wherever the weapon is, you can summon it to yourself by making a Will roll. This requires only one action, though you cannot move while doing so and the Speed for this maneuver is -2.

Gloves of Power (Level 3)

When worn, these gloves increase the damage of all punches by +3.

Hat of the Unseen (Level 2)

When this hat is worn, people will tend to overlook the wearer, no matter what they might look like. They will be quite obvious if one is staring right at them, but if seen out of the corner of one's eye or in a crowd, people will

rarely, if ever, notice them, even if they appear monstrous.

Robe of Blending (Level 2)

This Artifact appears as a Simple monk's robe, but when activated by a mental command, it blends into the surroundings like a chameleon. This increases the skill level for Stealth and similar skills by 4 points.

Serpent Staff (Level 2)

This weapon appears and functions more or less like a normal staff (choose a type), though it's a little bit lighter and easier to use (reduce AP cost of all strikes by -2). When the wielder wishes, however, the staff will transform into a snake. The size of the snake is roughly equal to that of the staff, and its Strength is equal to the staff's damage bonus times 2. The snake can be mentally commanded by the owner of the staff (as though it were a level 5 animal Companion), and made to attack, flee, or whatever. If the snake is killed (it has 14 health) it will return to its true form (a staff), but will be broken.

The Palladium Book of Weapons, Armor and Castles

The Palladium Book of Weapons, Armor, and Castles is an invaluable general sourcebook on ancient weapons and other tools of war from all over the world. *To convert weapons, use the following formula:*

Compendium Damage	Thrash Damage
0	+0
1	+1
2	+2
3	+3
4	+1d6

Dex Rating	Accuracy	AP Mod
0	+2	-2
1	+1	-1
2	+0	+0
3	-1	+1
4	-2	+2

Reach: Reach is assumed to be 0 if the length is one meter or less, 1 if it's more than a meter, 2 if it's 2.5 meters or more, and 3 if it's over 4 meters.

Generic NPCs

The following is a small selection of stock characters that you may need from time to time – minions for the heroes to bash, cops to deal with, and so forth. These are just quick stats, so don't read too much into them. Please.

Beat Cop
Attributes: Intelligence 6, Focus 3, Charisma 5, Will 6, Strength 6, Agility 6, Stamina 6, Appearance 4
Base APs: 9
Chi: 15 **Health:** 24
Dizzy Threshold: 14 **Rage Threshold:** 15
Base Damage: Strength: +2
Skills: Blunt Weapons 3, Computer 2, Drive Car 5, Expert: Forensics 1, Firearms 4, First Aid 5, Interrogation 2, Streetwise 1
Advantages & Disadvantages: None
Disciplines: None
Styles: Special Forces 1
Special Moves: None
Other Maneuvers: Body Flip, Foot Sweep
Background: This is your average cop or detective, who's just trying to do his job (well, usually).
Quote: "That's all great Mister… Rugal… but you'll still have to come down to the station with us."

Soldier
Attributes: Intelligence 5, Focus 4, Charisma 5, Will 7, Strength 7, Agility 6, Stamina 8, Appearance 4
Base APs: 10
Chi: 18 **Health:** 32
Dizzy Threshold: 16 **Rage Threshold:** 18
Base Damage: Strength: +3
Skills: Blades 1, Drive APC (or other military vehicle of choice) 4, Expert: Demolitions 3, Firearms 7, First Aid 3, Interrogation 2, Survival 4, Swimming 4
Advantages & Disadvantages: None
Disciplines: None
Styles: Special Forces 2
Special Moves: None
Other Maneuvers: Body Flip, Foot Sweep
Background: Your average tough soldier, trying to do the best he can for his country (or savage dictator, or whatever).
Quote: "Let the pros handle this!"

Special Agent
Attributes: Intelligence 8, Focus 4, Charisma 7, Will 6, Strength 6, Agility 7, Stamina 6, Appearance 6
Base APs: 11
Chi: 16 **Health:** 24
Dizzy Threshold: 14 **Rage Threshold:** 16
Base Damage: Strength: +2
Skills: Computer 4, Disguise 4, Drive Car 6, Escape 5, Expert: Intelligence 4, Firearms 4, First Aid 3, Interrogation 3, Language (pick one or more) 3+, Stealth 5, Survival 2
Advantages & Disadvantages: None
Disciplines: None
Styles: Special Forces 3 (occasionally something else)
Special Moves: None
Other Maneuvers: Body Flip, Foot Sweep
Background: An agent of one of the world's intelligence agencies, be it the CIA, MI6, the the Chinese External Defense Force, or whatever.
Quote: "My name is Bond… Sevins Bond…"

SWAT Officer
Attributes: Intelligence 5, Focus 4, Charisma 5, Will 7, Strength 6, Agility 7, Stamina 7, Appearance 4
Base APs: 10
Chi: 18 **Health:** 28
Dizzy Threshold: 15 **Rage Threshold:** 18
Base Damage: Strength: +2

Skills: Blunt Weapons 5, Computer 2, Drive Car 6, Firearms 6, First Aid 3
Advantages & Disadvantages: None
Disciplines: None
Styles: Special Forces 2
Special Moves: None
Other Maneuvers: Body Flip, Foot Sweep
Background: The SWAT types are the special division of the police that deal with really dangerous situations, and are in general only a few steps removed from being actual soldiers.
Quote: "Okay clown! Put your hands where I can see 'em! … Hey! None of that glowing blue shit either!"

Thug
Attributes: Intelligence 3, Focus 4, Charisma 4, Will 7, Strength 7, Agility 5, Stamina 8, Appearance 3
Base APs: 10
Chi: 18 **Health:** 32
Dizzy Threshold: 14 **Rage Threshold:** 19
Base Damage: Strength: +3
Skills: Blunt Weapons 3, Chain Weapons 3, Firearms 2, Intimidation 2, Streetwise 7
Advantages & Disadvantages: None
Disciplines: None
Styles: Brawling 2
Special Moves: None
Other Maneuvers: None
Background: Yup, he's a thug allright. Bash his head and keep going - you've got a lot more to thrash before you get to fight the boss. And don't miss the 1-up under the garbage can!
Quote: "Grrr!"

Warrior Thug
Attributes: Intelligence 3, Focus 5, Charisma 5, Will 8, Strength 8, Agility 5, Stamina 9, Appearance 4
Base APs: 12
Chi: 21 **Health:** 36
Dizzy Threshold: 17 **Rage Threshold:** 22
Base Damage: Strength: +4
Skills: Blunt Weapons 5, Chain Weapons 5, Firearms 3, Intimidation 3, Streetwise 7
Advantages & Disadvantages: None
Disciplines: None
Styles: Brawling 4 (or occasionally a real martial art at 1-2)
Special Moves: None
Other Maneuvers: None
Background: This is the big thug who's the leader of the lesser thugs and thinks he knows how to fight. Be careful, because you only get three continues in this game.
Quote: "What's this?!?! The two of you?! At once?!?!? FINE THEN!!!!!"

Appendix 3: System Notes

Style Construction Guidelines

The following is a quick system for making creating new styles while ensuring game balance (to some degree).

Prerequisites: Other prerequisites may be required, at the discretion of the GM, but do not affect point value.

Attribute Requirement: -1 for each attribute that has to be 6 or higher. -2 for any that has to be 9 or higher.

Attribute Bonus: 3 points per +1 to any attribute or +5 to base Chi points.

Basic Maneuvers: The basic maneuvers given by the style are purchased at the usual CP cost.

Cost Modifiers:

Maneuver Cost Adjustment: Reducing the cost of one category costs 4 points for -1 CPs, and 9 for -2 CPs. Increasing the cost of a category gives -3 points per +1 to the CP cost (to a maximum of +2). Reducing the cost of one sub-category costs 1 point for -1 CP, and 3 for -2 CPs. Increasing the cost of a sub-category gives -1 CP for +1 and -2 CPs for +2.

Maneuver Limitation: -6 points for being barred from a category or limited to one maneuver. -4 for only two to three maneuvers being available to that category.

Special:

Discipline Ability: The style provides the ability of a discipline. 4 points for common disciplines, and 6 for special ones (e.g., Weapon Mastery, Positive and Negative Chi, Vital Points, any mystical abilities, etc.).

Weapon Limited: The style can ONLY be used with a particular class of weapon. Gives -5 points.

Weapon Use: The style can double for using a particular type of weapon; how broad a category is left up to the discretion of the GM; a single very specific type of weapon (e.g., a kris) costs only 2 points, while being able to use any sword is 3 points, and any sort of blade weapon is 4 points.

Final Cost: When all that is done, the style should not exceed 20 points, regardless of other factors. If you can't do it right without such, then the PC must pay CPs equal to the point value of the style, minus 20. If the point value of the style is 9 or less, it can be considered a Discipline Style.

For your reference (and mine, for that matter), the point values of the styles included here are as follows: Aikido 17, Arnis/Kali/Escrima 13, Bojutsu 4, Boxing 0, Brawling Special, Capoeria 11, Generic Style 10, Hwarang-Do 11, Jeet Kune Do 10, Judo 11, Kalaripayit 13, Karate 11, Kenjutsu 12, Kempo 14, Kung Fu 15, Muay Thai 13, Ninjutsu 16, Pentjak-Silat 14, Savate 15, Special Forces 13, Sumo 16, Swordfighting 10, Tae Kwon Do 11, Tai Chi Chuan 16, Wrestling 0, Wu Shu 19

Maneuver Construction Guidelines

The following are guidelines for creating new maneuvers, to make the cost and so on consistent, yadda yadda ya.

Special Effects

Aerial Maneuver 1
Counter 1
Crouching Maneuver 1
Knockdown 1
Projectile Attack 6
Stun Damage -2
Sustained Hold 2
Special Effect -- Varies

Reduce the cost of most maneuvers which are not attacks by HALF.

Accuracy

The Accuracy modifier is simply added to the CP cost (e.g.; +2 to Accuracy raises the cost by 2 CPs).

Action Points

APs	Cost
2	5
3	3
4	2
5	1
6	0
7	0
8	-1
9	-2
10	-2
11	-3
12	-3
ALL	-4

Chi Cost

Reduce the cost of the maneuver by -1 per 2 points of Chi that must be expended

Damage	Cost
1 point or +1	-1
1d4 or+2	0
1d4+1 or +3	1
1d6	2
1d6+1	3
2d4	4
1d6+2	5
1d10	6

Move	Cost
None	-2
1	1
2	2
3	2
4	3
5	3
etc.	

Sources

The following is a list of the various games, books, and other fun stuff that was inspirational/informational or whatever in the creation of *Thrash*.

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

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

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

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

King of Fighters: One of my favorite fighting games of all time, with neat characters, 3-on-3 play, and some of the coolest special moves ever.

Mekton Z: Mekton Z is simply the single best RPG currently available for playing anime. Though the system is wholly geared towards mecha, any GM who is interested in anime could learn a lot from this book.

Ninjas & Superspies/Mystic China: Ninjas & Superspies is one of Palladium's less appreciated games (on account of it not being Rifts), but it is still a fairly cool game. In particular, especially when combined with Mystic China (the only sourcebook ever made for it) it has more information on Chi powers and Chinese mysticism that will be found in any other RPG.

The rec.martial-arts FAQ: From the newsgroup for the martial arts, the rma FAQ contains useful information on several different aspects of martial arts, including a guide to several of the major (and minor) styles of the world.

Samurai Shodown: Samurai Shodown II was my favorite fighting game until King of Fighters '95 came along. The whole SS series is still generally awesome (despite how messed up SS3 was), especially in its latest installment. This game features a collection of characters, all armed with swords and other fun weapons, trying to slice each other up. Taking place in feudal Japan and featuring evil sorcerers, strange demons, and Nakoruru ^_^ this is definitely not to be missed.

Street Fighter: The Storytelling Game: The Street Fighter STG was an Attempt by White Wolf to get younger people interested in roleplaying. It failed. Furthermore, many of the company's fans wanted nothing to do with in, preferring the angst of the World of Darkness, leaving only a select few (myself among them) who love this game. Unfortunately, it is now out of print, since White Wolf never bothered to renew their licensing from Capcom -- that's the main reason I decided to write Thrash, that and the fact that Street Fighter was a little messed up in terms of the rules.

Street Fighter video games: The Street Fighter series is what started this whole mess with fighting games, and I for one am glad it did. Its more recent incarnations continue to get better and better, as evidenced by Marvel vs. Capcom.

Other Fighting Games: I play a *lot* of fighting games to varying degrees. Among the other games that were in some way inspirational in the writing of Thrash are: Rival Schools: United By Fate, Bloody Roar, Tobal No. 1, Battle Arena Toshinden, Tekken, Fighter's History, DarkStalkers, CyberBots, Soul Edge, Tobal No. 1, Star Gladiator, Killer Instinct, and Mortal Wombat, I mean Kombat.