

Zen and the Art of Mayhem

Ki Mastery

Ki is the raw energy summoned from within the warrior, even in its crudest form it can be quite powerful, administrated as extra strength or a blast it can greatly increase a warriors potential in battle. A skilled fighter can learn to fine-tune their ki energies into very fearsome and lethal attacks. Greatly increasing their combat abilities, and making them very formidable on the field of battle.

If a character chooses Ki Mastery as a major talent they automatically gain the Physical skill: Ki Mastery, it is treated as a martial arts skill. The skill has an automatic +5 to all rolls. Also, just like Schools of Martial Arts, the character has 8 slots to fill with Special Fighting Techniques. When creating a character they receive 25 luck points per level of ki mastery to buy attacks with. For example a character with a 5 ki mastery will have 125 luck points to buy attacks with, a character with Level 7 ki mastery have 175 luck points.

A character can learn attacks once their skill level is equal to or higher than the level of an attack. Every skill level the character raises they receive 25 luck points to buy attacks. A character can also spend luck points earned during a game to buy attacks. However, when buying attacks they cannot gain over eight, or gain an attack higher than their skill level.

Level 1 25 Luck Points
Level 3 50 Luck Points
Level 5 75 Luck Points
Level 7 100 Luck Points
Level 9 150 Luck Points

Ki Mastery Special Fighting Techniques

There are many ways a fighter can manipulate ki in battle, using it to boost their abilities, increase the amount of damage they deliver, to powerful blast of ki energy. These are the techniques characters fill the eight open slots with. Each technique offers their own bonus in combat, and each have a different cost for use.

Each technique has a level this is the minimum ki mastery skill level the character must have before they can purchase that technique. Each technique can only be purchased once, bonus techniques for the ki spheres each take up one slot but can be used together in an attack.

When combat begins, basically when characters roll initiative, they gain Ki Points equal to 1/4 their skill level, rounded up. Each time Initiative is rolled the character will gain 1 additional Ki point. In non combat situations the character will just to take a little time to charge up their Ki before using a Ki ability. However using Ki can be draining on the body, if a character spends more than skill level +5 on Ki abilities before a rest, they will lose hit points equal to the cost. If they spend double, then they lose hit points double to the cost etc...

Ki Punches & Kicks

A student of the ki arts learns to focus their ki energy with every attack, allowing them to deliver more damage than a normal person would be able to dispense. With any attack automatically add SL to damage; this is done with no ki point cost.

+SL Damage
Level 1
Cost None

Ki Boost

Ki can be channeled into characters physical abilities boosting them past their normal limits. Increasing speed, strength, even coordination when a warrior needs it most. A boost will raise one stat +5 points for 1/2 SL in turns. The boost will not raise the stat past 15 however, and DAN and Hit Points remain unchanged.

+5 to one stat for one turn
Level 1
Cost 1 Ki point

Ki Explosion

The fighter learns the ki explosion as a very powerful attack of raw energy. Releasing energy away from their body as a destructive wave outwards in a full 360 degrees, hitting anything in the area of the attack. The radius of the attack is 1/2 SL, damage is 3d10+SL. Each ki explosion Cost a base1 ki point to discharge.

3d10+SL Damage, Half SL Range
Level 1
Cost 1 Ki point

Ki Blast

This attack projects a cone of ki outward towards an opponent, making it difficult to dodge. Anyone in the path of this attack has a chance to be hit. The attack has SL range, and a SL/4 (round down) arc, Coordination + SL + 10 + 1d10 is rolled to hit. Damage is 4d10+Skill Level x 2. Each ki blast cost a base 2 ki points to fire.

Coord+SL+10+1d10 to hit,
4d10+SLx2Damage, SL Range SL/4 cone
Level 3
Cost 3 Ki point

Ki Armor

A student of Ki Mastery is taught to put up an armor made of ki around their body. This thin layer of ki acts as a barrier in front of the body absorbing potential damage. When the shield is struck by an attack, it takes the energy and spreads it through out the shield, thus taking energy away from the attack and protecting the warrior. Cost 1 point ki point per turn, add skill level to DAN, Takes one action to set up, after that it only cost one ki point per turn to keep active.

Add Ki Mastery skill level to DAN
Level 3
Cost 3 point per turn

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Ki Shield Projection

It is possible to project a field of ki to protect a warrior or allies in battle. The projected shield will absorb the damage from incoming attacks before DAN. The Shield can protect a full 360 degrees at 1/2 SL range, a 180 degree arc at SL range. It cost 2 ki points to set up, the shield is erected with SL + 10 + 1d10 Strength. Each turn it is up it will drop one point in strength, any damage that hits the shield will reduce it's strength, once the strength reaches zero it is gone.

SL+10+1d10 Shield, 1/2 SL

360° SL 180° protection

Level 3

Cost 3

Ki Sphere

Ki sphere is a more refined ki technique. Unlike with ki blast the ki is concentrated into a smaller package, which doesn't waste as much raw power. Coordination + SL + 1d10 is rolled to Hit. Damage is 3d10 + skill level. Each ki sphere cost a base 1 ki point to fire.

Coord+SL+1d10 to hit

3d10 + SL x2 Damage

Level 3

Cost 3

Ki Sphere Bonus Techniques

These bonuses can be added after ki sphere is purchased. They can be used with a ki sphere signally or combined with each other in single attack. But remember this will also increase the cost of the Ki Sphere and will effectively lessen the number of attacks the character can do.

Ki Tracer- This technique allows the ki sphere to actually lock on to another person's ki and follow the target.

When Fired a Ki Tracer receive a +5 to hit.

+5 to Hit

Level 5

Cost 1 extra Ki point

Ki Sphere Explosion- This special ki sphere explodes on impact causing damage in an area of effect. Although less powerful then a straight ki sphere it can effect more then one target. The damage for the ki sphere is halved but effects 1/3 Skill Level range. Cost 1 extra Ki point per sphere to use.

1/2 damage, Skill Level in feet explosion

Level 5

Cost 1 extra Ki point

Ki Cutter- With this technique the user is able to convert the ki sphere into a small flying ki blade. When thrown it is able to slice throw objects. Doubling the damage done to DAN of an object or Armor only, but not to living targets. Cost 1 extra Ki point.

1/2 DAN of opponent(not to Hit points)

Double Damage to objects

Level 7

Cost 1 extra ki point

Ki Rapid Shots- With a highly developed ki sphere a master can fire off more then one at a time. This technique although costly can be very powerful and can catch an opponent or group off guard with devastating results. 1 extra ki sphere per ki point, up to SL in ki spheres.

May fire Ki Mastery skill level in

Ki spheres in one turn

Level 7

Cost 1 extra Ki point per Ki sphere

Double Charge- The Ki sphere is charged with extra energy and will cause double damage on impact.

3d10 + SL x4 Damage

Level 7

Cost 1 extra ki point

Ki Flash

This attack allows the user to blind an opponent, instead of expending ki into a refined strike the ki is let out in a large flash of light. Anyone in skill level range will be affected, all in range must make a coordination check or they will be momentarily blinded by the flash. Every turn the victims must make coordination check to regain their sight, each coordination check is halved. The cost of a ki flash is one ki point. The ki flash will affect anyone in skill level range. If the attacker wishes they could limit the effect to either a 180 or 90-degree arch, they can also warn allies and allow them time to cover their eyes next action.

Blinding Flash of light

Level 5

Cost 5

Ki Blade

The ki energy is refined into a blade, which is able to cut through all most any obstacle. The ki blade can reach 1/2 SL range, Coordination + SL + 1d10 to hit, and 4d10 + SL Damage. However DAN is halved from a ki blade attack, making it very useful against well armored foes. The ki blade attack also halves the DAN of objects it hits. Allowing it to cut through vehicles, doors, armor, etc much easier.

Damage 4d10+SL

Level 5

Cost 5

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Ki Recharge

During a battle it is sometimes useful for a student of Ki Mastery to recharge their Ki energies. To do this a student must draw deep into themselves to find their own personal reserves of power. For every action spent a student will gain back 1 ki point. However when recharging a the student may do nothing else, and is open to incoming attacks. Since ki recharge is drawing on personal reserves to recharge the student the reserves must be recharged as well. So for every ki point gained through recharge the student will have to wait 1 hour before being able to gain back normal Ki. For example, a student recharges 4 ki points during a battle. Five hours later the character will gain back 1 Ki point.

+1 Ki point for every turn spent recharging

Level 7

Cost Special read above

Ki Heal

Ki can also be employed to heal, the energies can be channeled into a body restoring health and healing wounds. For every ki point spent the subject will receive 3d6 hit points back, however the total number of hit points can't be raised past the characters maximum. Ki heal can be used on oneself or other.

Heal 3d6 Points of Damage
for each Ki point spent

Level 7

Cost 1 ki point per 3d6 Hit Points

Ki Deflection

This is a very powerful defense, allowing a warrior to bat aside an incoming attack. Ki energy is concentrated on a focal point and will redirect the attack harmlessly away. This can be used to deflect ki, magic, psionic, or other energy attack out of the way. The cost is 3 points per deflection, Coordination + Speed + Skill Level + 1d10 if this beats the attackers to hit roll the attack is deflected.

Deflect Energy Attack

Level 7

Cost 7

Pinpoint Ki Blast

This is a very powerful ki attack; all of the ki energy is concentrated into one small area and projected at the adversary. The attack will only hit one opponent but is very powerful and deadly. Range is SL. Coordination + SL +1d10 is rolled to hit. Damage is 5d10 + SL x3. Each pinpoint ki blast cost a base 3 ki point to fire.

5d10+SL x3 Damage, SL Range

Level 9

Cost 9

Ki Technique Bonus

Ki mastery teaches more than just specialized ki techniques and attacks it also teaches the refinement of ki. Most attacks are their rawest form, ki mastery teaches students to refine and even increase the power of a ki technique. By taking extra actions or adding extra power to an attack they can greatly increase their power. However this does come at the cost of extra points and burns out a warrior's energy much more rapidly. Warriors are taught how to combine attacks with another to increase their power. They are also taught how to channel ki energy and receive it from others.

Charging an Attack

The more time a student takes to charge up the more powerful the attack, for each action of combat spent charging up, times the damage by that amount. One action x1 or normal damage, 3 actions x3 damage, etc... Each action spent charging the attack will also cost the base ki cost for the technique, so an attack charged for three actions will cost 3 times the ki points.

Combining Ki Attacks

If two or more warriors fire a ki attack at the same target during the same segment of combat then the damage should be combined and treated as a grand total instead of subtracting DAN from each attack individually. To do this one warrior will have to hold back their action until the other is ready. If the attacks are not launched at the same then they do not get this bonus. Ki sphere rapid fire all hitting a single opponent do get this bonus automatically.

Channeling Ki Energies

It is possible for two or more people to channel energies to another warrior. This energy can be used to power an attack, even charging it up in one action making the attack even more powerful. Each person must have the ability to channel ki and can only add the attacks cost in ki per action. Each time the amount of energy needed to do the attack is double then times damage from the attack is increased by one. For example a ki blast cost 2 points, if 4 points are feed into the attack then damage is x3 damage instead of x2. 8 points would be x4 damage, 10 points x5 damage, etc....