

ADVANCED NINJAS & SUPERSPIES

VOLUME 2: CLASSES



Advanced Ninjas and Superspies Book II: Classes

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Foreword

This document is the second compilation of all the remaining articles about the game Ninjas & Superspies taken from various internet sites, many of which are no longer around. None were created by me.

1. New Weapons

Mantisking's Weapons of the Philippines:

Olisi (Stick): This weapon is commonly called an Escrima or Kali Stick. It can be made from wood or bamboo, but most often it is made of rattan. Length: 0.74 meters/2.42 feet, Weight: 0.15 kilograms/0.33 pounds, Damage: 1D6, Cost: \$12.

Mantisking's Weapons of China:

Deer Antler Knives (Lu Jiao Dao) / Crescent Moon Piercers (Yue Ya Ci) / Mandarin Duck Blades (Yuen Yang Yue): These weapons consist of overlapping, crescent-shaped blades. One crescent points towards the user, the other away. The handle is the center portion of the crescent that is facing away. Usually used in pairs, one weapon is used to catch and lock the opponent's weapon while the other is used to strike the opponent. One variant of this weapon is called the Elk Horn Knives, it only has three prongs though. Weight: 2 pounds (0.91 kilograms), Width: 1.25 feet (0.38 meters), Length: 0.41 feet (0.13 meters), Damage: 1D6, Cost: \$150 (for one).

Kwan Dao (General Kwan's Sword): This weapon, supposedly created by the legendary General Kwan, consists of a heavy sword blade attached to a stout staff. Length: 2.1 meters/7.0 feet, Weight: 9.09 kilograms/20.0 pounds, Damage: 2D8+2, Cost: \$150.

Ta Ch'iang (Long Spear): This weapon is used in the Liu Ho Ta Ch'iang style. A long and very heavy spear, significant strength and training is required to use it properly. Length: 3.05 meters/10.0 feet, Weight: 7.26 kilograms/16.0 pounds, Damage: 2D8, Cost: \$150.

Omei Tz'u (Emei Piercer): A short, thin, metal rod with points on both ends. A finger ring is mounted on a swivel in the middle of the rod. Length: 0.3 meters/1 foot, Weight: 0.34 kilograms/0.75 pounds, Damage: 1D6, Cost: \$30.

P'u Tao (Long Handle Broadsword): This is a heavy Chinese broadsword blade with a short staff for a handle. Length: 1.5 meters/4.8 feet, Weight: 3.6 kilograms/8 pounds, Damage: 3D6, Cost: \$160.

Sam Chieh Kun (Three Section Staff): Three long rods (2.2 feet each) connected by sections of chain (0.75 feet each). It looks like a staff-sized version of a nunchaku with an extra rod. It is also known as an "Eighteen Staff". Length: 2.5 meters/8.1 feet, Weight: 4 kilograms/8.8 pounds, Damage: 2D6+1, Cost: \$60.

Shuang Shou Tao (Two Handed Broadsword): This is a larger version of the standard Chinese broadsword. Length: 1.7 meters/5.5 feet, Weight: 3.2 kilograms/7 pounds, Damage: 3D6, Cost: \$140.

Shuang Tao (Double Broadsword): This is a pair of Chinese Broadwords designed to fit together into the same scabbard. Length: 0.9 meters/3 feet, Weight: 1.1 kilograms/2.5 pounds (single) 2.3 kilograms/5 pounds (both), Damage: 2D6, Cost: \$159.

W.P. Hook Sword: +1 to Strike and Parry at level 1. +1 to Strike at levels 3, 6, 9, 12, & 15. +1 to Parry at levels 3, 5, 10, & 13. +1 to Throw at levels 4, 8, & 14. +1 to Entangle at levels 2, 7, 11, & 15.

Mantisking's Weapons of Korea:

Joong Bong (Short Stick): This is the Korean version of the Escrima Stick. Length: 0.4 meters/2.25 feet, Weight: 0.9 kilograms/2 pounds, Damage: 1D6, Cost: \$12.

Dan Gum (Short Sword): This is the Korean version of the Butterfly Sword. Length: 0.6 meters/2 feet, Weight: 1.4 kilograms/3.1 pounds, Damage: 1D6+1, Cost: \$75.

Ch'ang Hsiao Pang (Short Handle Sweeper): This is a short rod (1 foot) connected to a short staff (3.75 feet) by a length of chain (0.5 feet). Length: 1.6 meters/5.25 feet, Weight: 1.9 kilograms/4.25 pounds, Damage: 2D4, Cost: \$30.

Di So Gee (Long Handle Sweeper): This is a long rod (2 feet) connected to a staff (6.5 feet) by a length of chain (1 foot). Length: 2.8 meters/9.5 feet, Weight: 3.9 kilograms/8.5 pounds, Damage: 3D4, Cost: \$45.

Mantisking's Weapons from India:

Urumi: This Indian weapon consists of 1 to 4 blades of light, flexible steel attached to a hilt. The blades are 1.5 to 2 inches wide and sharp on both edges. It's generally used with whipping or flailing techniques when in combat. Also called a Spring Sword or Belt Sword, the Urumi can be carried concealed around the waist like a belt. Length: 0.9 meters/3 feet, Weight: 1.1 kilograms/2.5 pounds, Damage: 1D6+1, Cost: \$119.

Chakram: A flat, razor edged, Indian throwing weapon similar to the Chinese lun (wheel), favored by Sikh warriors. It is thrown like an American frisbee. Length: 1 foot / 0.31 meters,

Weight: 0.3 pounds / 0.14 kilograms, Damage: 1D6, Cost: \$.

Mantisking's Hawaiian weapons:

Most of the numbers are guesstimates at the moment.

Hoe (Oar): This is a canoe paddle used as a weapon. Length: 5 feet / 1.53 meters, Weight: 3.3 pounds / 1.5 kilograms, Damage: 1D8+1

Hoe Lei-o-mano (Shark Tooth Oar): This is an oar with shark's teeth placed along the edge of the paddle section. Length: 5 feet / 1.53 meters, Weight: 3.52 pounds / 1.6 kilograms, Damage: 1D8+2

Ko'oko'o (Staff): Length: 6 feet / 1.83 meters, Weight: 3.3 pounds / 1.5 kilograms, Damage: 1D8,

Ko'oko'o Pokole (Short Staff): Length: 4 feet / 1.22 meters, Weight: 2.2 pounds / 1.0 kilograms, Damage: 1D6,

Ku'eku'e Lima Lei-o-mano (Knuckle Duster Weapon): This weapon has two versions. One is shaped like a "D", with shark's teeth around the outside of the curved section. The other is shaped like a "d", similar to a trench knife, it has shark's teeth around the outside of the curved section and the extended section sharpened to a point. Length: inches / meters, Weight: pounds / kilograms, Damage: 1D

Lei-o-manô (Shark Tooth Weapon): This weapon looks like a large ping-pong paddle with shark's teeth around the outside edge. The handle is sharpened to a point and can be used as a thrusting weapon. Length: 1.5 feet / 0.46 meters,

Weight: 1.24 pounds / 0.56 kilograms,
Damage: 1D6+1.

Maka Pâhoa (Double-Edge Dagger):
This weapon looks like a wooden Jitte,
but with both tines of a equal length.
Length: 1.5 feet / 0.46 meters, Weight:
1.24 pounds / 0.56 kilograms, Damage:
1D6

Newa (Short Club): A small, wooden
club carved to look like a human hip or
leg bone. Length: 1 foot / 0.305 meters,
Weight: 1.5 pounds / 0.68 kilograms,
Damage: 1D6

Pahi (Knife): A wooden knife. Length:
feet / meters, Weight: pounds /
kilograms, Damage: 1D, Cost: \$.

Pâhoa Ko'oko'o (Cane Double-Edge
Dagger): A larger version of the Maka
Pahoa. Length: 4 feet / 1.22 meters,
Weight: 2.75 pounds / 1.25 kilograms,
Damage: 1D8

Klewang
Short Sword; 2D4 damage; 5 lbs.; \$???
The klewang is a Malaysian
machete/sabre hybrid.

Kora
Large Sword; 2D6 damage; 8 lbs.; \$???
The kora is the national sword of Nepal.
It is a pure chopping weapon, ostensibly
for the purpose of executions...

Kukri
Knife; 1D6+2 damage; ? lbs.; \$???
The famous (and deadly) knife of
Nepal's Gurkha mercenaries. The edge is
curved inward, and the back of the blade
is straight for several inches, before
angling towards the tip.

Kukri, Regimental
Short Sword; 2D6 (very sharp); 4 lbs.;
The regimental kukri is an enlarged
version of the normal Gurkha knife. It is
a ceremonial weapon, used to bless the
regiment by beheading a water buffalo
with a single stroke. Only one is issued
per Gurkha regiment, and only for the
specific purpose of the blessing
ceremony.

Mantisking's Okinawan Weapons:
The format is the name of the weapon
followed by the weapon proficiency it
falls under.

Ryoba Katana (Sword): This is a double-
edged, straight-bladed sword. It is
similar to the Chinese Jian. Damage:
1D8+2

Yamatana (Sword): This is a broad-
bladed, single-edged sword that is
heavier than a normal katana. It
resembles the southern Chinese Nan
Dao. The name literally translates into
"Mountain Sword". Damage: 3d4+1

Puku (Spear): This is the spear
Okinawans use for hunting. Damage:
1D8

Tuja (Spear): This is a three-pronged
fishing spear. Damage: 1D8

Kusarigama (W.P. Kusarigama): This
weapon is different than the Japanese
weapon of the same name. It consists of
two Kama joined by a length of chain.
The chain can be used to entangle or
choke. Damage: 1D8

Gekiguan (W.P. Gekiguan): This is a 3
1/2 foot stick with weighted rope or
chain attached to one end. Damage: 1D6
(short staff)/ 1D8 (chain)

Rokushaku Kama (Polearm): This is a 6 foot staff with a sickle blade attached at a right angle to one end. Damage: 1D8

Toyoi Nobori Kama (Polearm): This is a 5 1/2 foot staff with a hatchet blade attached at a right angle to one end. It is also known as a Nata. Damage: 1D8

Tanbo (Paired Blunt): This is a short stick, 1 foot long or less, that is used in pairs. Damage: 1D6

Tankon (Blunt): This is a 2 foot stick, designed to be used singlehandedly. Damage: 1d6

Tekko (Blunt): This weapon would be called a knuckle duster by Americans. It is "D" shaped, with the user holding the straight section of the "D". Sometimes there are bumps or projections on the curved section of the "D". Damage: 1D8

Techu (Blunt): This is a 1 foot metal or wood rod, that is tapered at the ends. It also has a swivel ring in the center. This weapon is similar to Bagua's Pun Gun Bi, but heavier. Damage: 1D6

Rokushaku Bo (Staff): This is a 6 foot staff. Damage: 1D6

Hassaku Bo (Staff): This is an 8 foot staff. Damage: 1D8

Kyushaku Bo (Staff): This is a 9 foot staff. Damage: 1D8

Daijo (Chain): This is a nunchaku variant. The rods of this weapon are only 6 inches long. Damage: 1d6

Tinbe(Knife): This is a short-handled weapon that resembles a tiny spear. It is

usually used in combination with a leather or straw shield. Damage: 1D6

Kanzashi (Blunt): This item, a hairpin used by both Okinawan men and women, does 1D2 damage. It also can be used to perform Neural Atemi, Bloodflow Atemi, and Paralysis Attack.

Nuntei (W.P. Nuntei): This weapon is a 7 foot staff with a Manji no sai (see above) fastened to one end. It is also called the Nunti. Damage: 1D6. NOTE: This is listed under it's own weapon proficiency because it is a combination of the spear, staff, and forked W.P.s.

Mame (Small Thrown Weapons): A dried bean. Damage: 1D2 (S.D.C. only)

Kenju (Flintlock): This is a flintlock pistol.
Damage: 3D6
Feed: Muzzle Loader
Weight: 2.5 pounds (1.1 kg) loaded
Effective Range: 60 feet (18.24 m)
Overall Length: 15.5 inches (39.37 cm)

Kinawaju (Flintlock): This is a flintlock rifle.
Damage: 4D6
Feed: Muzzle Loader
Weight: 8.8 pounds (4 kg) loaded
Effective Range: 150 feet (45.7 m)
Overall Length: 49 inches (124.46 cm)

Kiseru (Blunt): This is an Okinawan pipe. It can be used for smoking tobacco or as a weapon. Generally made from wood, there are some made from metal. They range from 12 to 18 inches in length, though there are some of Chinese origin that are longer. Damage: 1D4 (Wood), 1D4+1 (Metal).

Chiu Tsi Kou (Nine Teeth Hook): This weapon is a variant of the Hook Sword. Instead of a crescent shaped hand guard, there is a half-moon shaped one that has nine spikes on it. Also instead of being hooked over, the end of the blade is straight with a short hook coming out of the side opposite to the hand guard. Like the Hook Sword, the Nine Teeth Hook is used as a set of paired weapons. Overall Length: ~50". Weight: ~4 lbs. Damage: 1D8+2 for the main blade, 1D8 for the spiked hand guard, 1d4 for the hook. W.P. Type: Large Sword.

Kai (Blunt): The kai is a long, paddle-like wooden oar used primarily for boating in the Ryukyu islands, but readily adapted for use as a weapon. Damage: 1D8+1.

Gusan Jo (Blunt, Staff, or Stick): A three and a half foot wooden stick of Ryukyu archipelago origin. Damage: 1D4+2.

Sanjaku Jo (Blunt, Staff, or Stick): A three foot long staff of Ryukyu archipelago origin. Similar in all respects to the Jo. Damage: 1D8.

Sanbon Nunchaku(Chain): A three-section staff of Ryukyu archipelago origin, consisting of three separate two foot long staves connected with rope or chain. This weapon was originally introduced to the Ryukyu archipelago from China. Damage: 1D6+1.

Uchibo(Chain): This Ryukyu archipelago weapon consists of two staves, one longer than the other, connected by a short length of rope or chain. One staff is generally one foot in length, with the other being two and sometimes three feet long. Damage: 1D8.

Manji-no-sai(Forked): A weapon of Ryukyu archipelago origin, the manji-no-sai is similar to the sai, except that one of the two shorter tines curves downward. Damage: 1D6.

Abumi: woodens saddle stirrups which were also used as knuckle dusters. Damage: 1D4

Chizikanbo: These are knuckle dusters made from wooden fish floats. Damage: 1D4

Kuruman Bo: "supple long staff" This weapon is a six shaku long staff to which is attached by the means of a rope or chain, a second staff roughly 50 cm long. Similiar to many other Okinawan flail weapons, the original use of this was to harvest rice. This weapon comes from the village of Kume. Damage: 2D8

Tatsuko: A knuckle duster similar in design to the Tekko or Tekken, this weapon is made from metal hand has metal studs protruding where the knuckles are placed. Damage: 1D4+2

Mantisking's Burmese weapons:

Dalwel. A Burmese two-handed sword with a tanged steel blade. Damage: 3D6

Dha The national sword of Burma, it is a single-edged blade varies in length from about 12 to 24 inches (30-100 cm) and is slightly curved; the point is usually long, apart from a few specimens which are square-ended. Some blades are plain but others are grooved and decorated with scrolls, figures, and inscriptions inlaid in copper and silver. There is no guard and the hilt is long with hardwood, horn, silver, or ivory often beautifully carved or engraved. Shark skin is sometimes used to cover it. Dha scabbards are

wooden and have brass or silver fittings with bands of cane, silver, or even gold. Occasionally a cord is wound around the scabbard and secured with a knot and a long loop to enable the weapon to be slung around the neck. Damage: 2D4+2

Dhaw. A Burmese knife. Damage 1D4

Panji: Burmese bamboo slivers wrapped in rattan with an arm band like strap. Damage: Add 1D4 to Forearm Strikes.

NOTE: I'm going to try to post more new weapons at least once each day, but I've got a lot of notes, so it may take longer.

NEW NOTE: Yeah, a lot longer. I went looking for pics and found a bunch of new notes. (Ironic isn't it, when you're looking for notes you can't find jack, when you're looking for something else, you find stuff for notes.)

Mantisking's Vietnamese Weapons:

Bat Tram Dao: Vietnamese butterfly knife can be used in pairs, using both the hands at the same time to ward-off and counter-attack. Functionally identical to Mystic China's Da Kan Dau.
Chinese Butterfly Knives

Cau Liem Kiem: Vietnamese hook sword. Functionally identical to Mystic China's Wu Grou Jen.
Chinese hook swords

Cochin Dai-dao: Dao of Cochin China are of the two handed variety called dai dao. These are related to other Southeast Asian saber such as the Burmese and Thai dha. But they also show a strong Japanese influence. The Japanese influence on Vietnamese dai dao appears strongest in the fittings. These Cochin

sabers have guards shaped like the tsuba of Japanese katana. Some are actually copies of tsuba right down to the holes on either side to allow for the utility knives present on the side of Japanese sword scabbards (but are absent on the dai dao). The Cochin dai dao also have a habaki or collar at the forte as do Japanese swords. Sometimes, oval, serrated washers like Japanese seppa are also positioned between guard and collar. While these specific features are drawn from Japanese sources, the overall design of the Cochin saber is Southeast Asian. Their blades form closely follow the Chinese Willow Leaf pattern mentioned above. And the grips on these weapons are also of round cross-section, like those of Thai and Burmese dha.
Damage: 2D6.
Bottom sword

Cung: A Vietnamese bow. Damage 1D6.
Range 300 feet.

Cuu Tiet Mai Hoa Tien: Vietnamese chain, has the same characteristics; it is composed by a series of nine knots joined together. Functionally identical to the Chinese nine-section whip. Damage: 2D6+1
Chinese Nine-Section Whip

Dai Dao: This weapon, which consists of a spear with one or two crescent moon-shaped blades set just below the spearhead. Functionally equivalent to the Chinese Fang Tian Hua Ji or Sky Halberd. Damage: 4D4.
Chinese Double Halberd

Dai-dao††: Vietnamese two-handed saber †† The small "d" should be crossed. In Vietnamese, the D is pronounced like an English "d". A crossed D is pronounced like "z" in the

north, like "y" in the south. Functionally identical to Mystic China's Pok Dau.
Chinese Da Dao

Dao: Vietnamese sabre of Chinese origin. The Dao, in fact, is a heavy weapon, typically military, used by cut, that needs wide circular movements to perform the techniques with very hard impact. Functionally identical to Mystic China's Lieu Yeh Dau.
held in arms

Dinh Ba: Vietnamese trident, used to perform ward off and counter-attack while blocking at the same time the weapon of the enemy. Functionally identical to the Chinese Tiger Fork.
Damage: 4D4
Far right polearm

Doan-dao††: Vietnamese dagger †† The small "d" should be crossed. In Vietnamese, the D is pronounced like an English "d". A crossed D is pronounced like "z" in the north, like "y" in the south. Functionally identical to Mystic China's Bi Shou.

Doan Con: Vietnamese short stick about 80 centimeters long (distance wrist - armpit). The short stick (1-2) is the better weapon for an application in a fighting, as it can be substituted by object of common use. It has the same length of the short weapons as the Dao (butterfly-sword). Also called Gian. Functionally identical to other short sticks of the same size. Damage: 1D4+1
held in arms

Guom: (in North Vietnam, also called Kiem) Vietnamese curved sword with one edge sharpened. It is used one handed and is similar to the Dao, but thinner. It's blade design allows for

slashing as well as thrusting. Damage: 2D4+1

Khan: Vietnamese material belt as a band, that is characteristic of the uniform of the practicing of Viet Anh Mon: the belt is made of a double layer of cloth and it was used as a purse and in case of need it was used in a similar way as a medieval nailed star, whirling and hitting for the weight of the coins. Functionally similar to the Manriki-Gusari. Damage: 1D6-1

Khieng: Vietnamese shield.

Kich: Vietnamese lance with blade as a half-moon. that allow, for their particular conformation, to perform ward off and counter-attack while blocking at the same time the weapon of the enemy. Functionally equivalent to the Chinese Ma Ji or Horse Halberd. Damage: 3D4+2

Kiem (Jian in Mandarin): A Vietnamese straight sword. The kien is a double edged straight sword that has no parallel elsewhere in Southeast Asia. Kiem are clearly a direct descendant of the Chinese straight sword, or Jian, and mirror their general shape and design very closely. The Vietnamese kien however are lighter with thin almost needle-like blades. In some respects the Vietnamese straight sword is reminiscent of European small swords and at first glance one might mistakenly assume a European origin for this weapon. Vietnamese(right sword with double cut), of Chinese origin, is lighter and easier to handle (than the Dao) and allows fluent movements, faster and more exact attacks, performed mostly with the tip of the sword. This is the light Chinese broadsword, often used in

Kung Fu styles. The weapon's blade is straight, light and double-edged; it's a thrusting weapon, and normally only the four inches at the tip of the blade are used in combat. Functionally identical to Mystic China's Shi-Zi Jen.
in use

Luc Liem Dai Dao: Vietnamese Halberd stick-sword with a shorter grip, that makes it easier to handle in contexts different from the clash in open field, too. Damage: 2D6.
center polearm

Luong Tiet Con:
Vietnamese(nunchaku), derived from it; both were used to hit the rice, so to share it from the chaff. Functionally identical to the nuchaku. Damage: 1D6+1
Nunchaku

Ná: A Vietnamese Crossbow.
Functionally identical to a light crossbow. Damage: 2D4 Range: 340 feet.

Phi Long Da: Vietnamese meteor, is composed by a rope on which it is fixed a metallic point, and it can be as lethal as a weapon to launch, but in opposition of a knife or a arrow, it is immediately recoverable. Functionally identical to the Meteor Hammer. Damage: 1D4
Chinese Meteor Hammer

Phu: Vietnamese axe. Functionally identical to Mystic China's Fu.
Chinese Li Kwei Axe

Quai: Vietnamese(tonfa), often associated to the sword to perform ward off techniques, was used for the grinding. Functionally identical to the tonfa.
Damage: 1D4
Tonfa

Quat: Vietnamese fan. Functionally identical to the fan. Damage. 1D4.
Martial Arts fans

Roi: "as mouse tail" Vietnamese stick, with conical section, about 2.10 meters long a weapons typical of the Vietnamese styles, whose origin goes back in the beginning of the 19th century, when in the Binh Dinh (Central Vietnam), was prohibited the practice of the martial arts: to train the techniques of lance (Thuong), they begin to use a stick with the same length, thinner in one end, that allow movements similar to the ones performed with the lance. Damage: 2D4

Song Dau Thuong: Vietnamese lance with two heads. In southern styles, the pole of the lance is a wooden or metal rigid stick, with cylindrical section; in North styles, like Thai Cuc Duong Lang, the pole is a stick with conical section, similar to the Roi stick, that, for its flexibility, allows to perform particularly insidious attack techniques, able to penetrate the enemy guard through sudden or rapid rotatory movements. The tassel decorating the point of the lance has the role to distract the enemy, as in rotatory movements it opens "as a flower" hiding partially blocking his view. Functionally identical to Mystic China's Chiang Chiang.
Chinese Double Headed Spear

Song Gian: Vietnamese paired short sticks. See Doan Con.

Song Kiem: Vietnamese paired straight swords. See Kiem.

Song Dao: Vietnamese paired sabers. See Dao.

Tam Thiet Con: Vietnamese stick with three sections Functionally identical to Mystic China's Shan Gieh Kun.

Three Section Staff

Te Mi Con: Vietnamese stick high as a man about 1.8 meters long. The weapon mostly diffused is certainly the long stick (3-4), present both in the Vietnamese and in the sino-vietnamese styles, that used this weapon in different way according to their strategy of fighting. According to the styles, the long stick could be held with the hands in opposition (positive-negative) or with the two hands turned on the same part (positive-positive); the stick can be also took up in the center, for a fighting in short distance in which the two heads are used; or with the hands at one end, that involve long distance and need more complex movements to change head. classical long stick high as a man, that is used both in the Vietnamese and in the Chinese styles. Functionally identical to the Bo staff. Damage: 1D10
in use

That Cuoc Mai Hoa Tien: Vietnamese in Thai Cuc Duong Lang, contrary to the other styles, uses a chain variant composed of seven knots. Functionally identical to the seven-section whip.

Damage: 4D4-3.

Chinese Seven-Section Whip

Thiet Linh: Vietnamese(whip), a long stick linked to a shorter one. Of peasant flail origin. Functionally identical to Mystic China's Shao Tzu.

Chinese Chang Xiao Ban

Thuong: Vietnamese (lance), most important of the long weapons. In southern styles, the pole of the lance is a wooden or metal rigid stick, with

cylindrical section; in North styles, like Thai Cuc Duong Lang, the pole is a stick with conical section, similar to the Roi stick, that, for its flexibility, allows to perform particularly insidious attack techniques, able to penetrate the enemy guard through sudden or rapid rotatory movements. The tassel decorating the point of the lance has the role to distract the enemy, as in rotatory movements it opens "as a flower" hiding partially blocking his view. Functionally identical to Mystic China's Chiang.
in use

Tien Bong: This is a single stick around 4' in length. Functionally identical to the Jo staff. Damage: 1D8

Tien Can: Vietnamese medium stick, a little longer than the precedent (at the height of the navel). The short stick is the better weapon for an application in a fighting, as it can be substituted by object of common use. Vietnamese medium stick Tien Can has the same length of the short weapons as the Kiem (sword with double cut). Functionally identical to the Hanbo. Damage: 1D8-1

Tonkin Dao: Sabers from northern Vietnam (Tonkin) show a strong Chinese influence. In blade form and design of fittings, they descend from the Ming type LiuYe Dao - 'Willow Leaf Saber'. These dao have a hand or hand and a half grip. Functionally identical to Mystic China's Lieu Yeh Dau.

Top sword

Truong Con: A Vietnamese long stick, 3.5 meters long, used only in the Chinese styles, like Thieu Lam Chu Gia (Shaolin Zhou Gar). Functionally identical to Mystic China's Chang Bahn.

Xa Mau: Vietnamese lance or spear with winding (as a snake) blade. In southern styles, the pole of the lance is a wooden or metal rigid stick, with cylindrical section; in North styles, like Thai Cuc Duong Lang, the pole is a stick with conical section, similar to the Roi stick, that, for its flexibility, allows to perform particularly insidious attack techniques, able to penetrate the enemy guard through sudden or rapid rotatory movements. The tassel decorating the point of the lance has the role to distract the enemy, as in rotatory movements it opens "as a flower" hiding partially blocking his view. Functionally identical to Mystic China's Chiang Zhu.

Mantisking's Thai Weapons

The Thai language uses five tones, called mid (M), low (L), high (H), rising (R), and falling (F).

Baat (L): lasso, lariat, chain, snare, noose

Bpa (L) Dtak (L): archaic harpoon, spear

Bpang (M) Dtaaw (M): loanword, Chinese cleaver; butcher's knife

Cha (L) Muaak (L): harpoon; spear

Chakram, Thai: The Indian Chakram, usually with a sawtooth edge.

Daab/daap (L): A Thai sword used in Krabi Krabong. Thai sword. This is the more popular weapon in the history of Siam. Sometimes the warrior held two swords (One on each hand), this is call "Daab Song Muun" They can be used to stab or slash the opponent. Normally a ground weapon and is a little more curved and heavier than a "Krabi". It can be used to cut and stab. It is made from

striking metal. Its shape is flat and curve at the end, weighing more than krabi. It is used in ground-level and horseback fights.

Daam (F) Jiu (F): A folding fan of Chinese design. Also called phat (H) daam (F) jiu (F).

Daap (L) Bplaay (M) Bpeuun (M): bayonet

Dha: length: 28" ,blade: 20 3/4",blade width: 1" base,grip: 7 1/4" Nice solid workingman's dha. 5/16" thick at spine of blade with distal tapering to 1/16" at the point. (By the way, this is one indicator you can use to tell tourist junk from authentic weaponry. Tourist junk invariably has a flat blade, working tools and weapons will be thicker at the base, tapering to thinner at the point. This is not a sure-fire identifier, but it's a great rule of thumb.) Sharp blade with dark patina, no maker's marks. Wooden grip with rattan banding, brass and copper plating. Wooden scabbard with lacquered black cloth wrapping for water-proofness. Someone or some generations carried and used this weapon regularly, but the blade edge is in perfect shape.

Diu (F): club, stick, bat, truncheon

Dtang (M) Ga (L): Pali spade, hoe, hatchet

Dtang (M) Gi (L) Gaa (M): Sanskrit axe, hatchet, chisel

Dung: Thai Long Shield. This weapon is a different kind of shield, it is long and thin. It covers from the shoulder until your knee and is made of skin or metal and is "HEAVY"!!! Thai tool for defense made from animal skin or rattan.

It has long rectangular shape which curves like a leaf sheaf of a banana tree trunk. It is about 100 centimeters long. (shield)

Graw (L): body armor; chain mail; protective plating

Haawk (L): lance, spike, spear

H/Na: A crossbow

Kaen: Thai Buckler. This medium shield is rectangular like DUNG, but is not very long. It adjust well on your forearm. Made from the same materials as the other shields. Thai rectangular-shaped weapon for defense. It is about 50 centimeters long. It is about 50 centimeters long. It is usually made from animal skin. (shield)

Khan (M) Chak (H)/Khan (M) Sohn (R)/Tha (H) Nuu (M): archery bow The longbow, which was also used as a staff at close quarters.

Khiaao (M): A sickle like the Javanese Arit.

Khwaan (R) Lek (H): hatchet

Khwaan (R): ax, axe

Krabi/Gra (L) Bee (L): A sword identical to the Burmese Dha and the Vietnamese Dai Dao. Like Japanese swords, it is basic pattern that is repeated at different lengths. The best swordsmen fight with a pair of identical-length. In my *Very* amateur observation, the striking movements look sorta like the "Doble Baston" of eskrima. Thai saber used for cutting and stabbing. It is made from struck metal. With its flat shape and sharp tip, it suits the ground-level

fighting. It is used to stab, is thin and sharp, metallic and is a ground weapon; Normally used by high rank soldiers. This is the European fencing saber, a very sharp, curved weapon used principally for slashing. It is included in The Ultimate Martial Artist because it is used with the Fencing style. The saber's statistics can also be used for the krabi, a saber-like sword used in Krabi-Krabong. Overall Length: 34"

Krabong/Gra (L) Baawng (M): Thai a wooden bar, made normally from Bamboo, It is 6 feet long. It is very easy to make one and very effective because of it's long range. Is normally a ground weapon and the people that used it are farmers that became soldiers. a long staff similar to the Japanese Rokushakubo.

Kris: Kris made in the Malay shape. The Thai kris is straight rather than pistol hilted, is always waved, and that's really about it. Usually no Aring, Dagu, or other peculiar features that distinguish Malay keris. All that matters is the waves.

Leaf Blade Sword: A sword with a leaf shaped blade.

Loh: Thai Round Shield. This weapon normally is used to block but you can strike with the edges as well. It is big and round, and is made of metal or skin. Thai self-defense. It is round, protruding in the middle and usually made from animal skin, rattan weaving together or metal. (shield)

Maai (H) Dta (L) Baawng (M): wooden club; cudgel

Mai Sowks: (also called Mae Sun Sowks and Mai Sun) Thai (wooden elbows).

Eighteen inch long pieces of wood with double handles that were strapped to your arms. The mai sowks were developed for use against longer weapons but work well at all ranges. Much of what you see in traditional Muay Thai hand positioning, blocking, and stance come from the mai sowks. The mai sowks are a truly formidable weapon able to defend at distance and awesome in close with punches, elbows, slaps, hooks with the handles, and the ability to slide out to your hands and be used as clubs. Thai ground level weapon ,made of hard wood or bone. They come in pairs, each one you wear iton the out side part of your forearm. The weapon is used to attack as well asto block .Because it is a close range weapon you can use it very well in close combat. Thai rectangular lump of wood shaped like the bone at the tip of the arm. It is put on each lower arm for both fighting and defense. (shield)

Mit/meet (F): A single-edged Siamese dagger shaped exactly like the Krabong but tanto size.

Ngao: (also called Ngaw, ngaao (H)) Thai spear. This weapon is to be used on Elephant-back or horse-back. Normally the King would use this weapon. There is an extensive variety of different spears. When the King was going to Battle on the sides of the Elephant he had different kinds of spears. The end of some look like a knife, others looks like a fork, and some like a sword. Some are for slicing, some to trap the opponents weapon, and some for stabbing etc. The spears consist of a strong and long wood pole and with a sharp metal end. The form changes1 depending of what kind of spear you are talking about. Thai long weapon used to

cut and stab. Its body is made from fine metal. It is flat-shaped and curve at the end like daab but short and attached to a long wooden stick. It is the weapon used on the elephant back. Looks like the Chinese GuanDao, but thinner and with a hook in front. Used when dueling from Elephant-back; this is what King Naresuan used to kill the Crown Prince of Burma in 1556.

Ngow: This is similar to the Chinese Ghi halberd, which consists of a spear with one or two crescent moon-shaped blades set just below the spearhead.

Phra (H) Saaeng (R): official sword of state

Phraa (H): a big curved knife, a jungle sickle, a scythe

Plong/Phlaawng (M): This is a 5'-6' hardwood staff (also called Sri-Sok) Thai (four-cubit long) weapon used to strike.

Sa (L) Lao (R): A Cambodian loanword for arrow, spear

Saae (F): whip

Sak (L): spike, lance, javelin, sword, spear. Straight spear resembling the Yari.

Seuua (F) Graw (L): chain mail jacket

Thuan: This weapon is similar to the Chinese spear. It comes in dozens of unusual styles. Often the spear had a red tassel tied behind its head, partly for decoration and partly to keep blood from running back down the shaft and fouling the spearman's grip.

Trident, Thai: This is identical to the Indian Trisula. In artwork it is always depicted being gripped ice-pick fashion, implying downward stabs.

P'an Kuan Pi (Scholar's Brush): A short rod that tapers from one end which is thick and round, to the other that ends in a point. This weapon can be used for stabbing attacks, or to strike atemi points. Length: 1 foot (0.3 meters), weight: 0.5 pounds (0.2 kilograms), Damage: 1D6, Cost: \$25, Weapon Proficiency: W.P. P'an Kuan Pi.

Tessen (Iron Fan) / Shon (Fan): This is a regular folding fan that has been strengthened for combat. Length: 1 foot (0.3 meters)(closed) / 1.8 feet (0.55 meters)(open), Weight: 1.1 pounds (0.5 kilograms), Damage: 1D6, Cost: \$90, Weapon Proficiency: W.P. Fan.

2. New Classes

AMATEUR DETECTIVE OCC (Free Agent) based on N&SS by Flashfire.

NOTE: This class should work equally well, if not more so, in Beyond the Supernatural. Crime and mystery aren't just for the spies and martial artists... "And I'd have gotten away with it, too, if it hadn't been for those meddling kids!" The Amateur Detective is a private citizen who, for varied reasons, become involved in mysteries, conspiracies, and adventures outside the norm. These Sleuths, unlike other Free Agents, do not do this sort of thing for a living. They are professionals in various fields, from medical to legal to construction work, who simply enjoy the thrill of the chase and the adventure of puzzling out mysteries and crimes. They possess sharp minds, ability to read body language, and more than their fare share

of intuition. Their unusual skills become tools and weapons used against crime, corruption, and the plots of madmen. Amateur Detectives lack the resources of most large scale Agencies. Most of the time, the local cops will outclass them in resource and technological areas. For this character, the adventure comes from defeating the enemy without the ability to call in an air strike. They are the Dupins and Miss Marples of the Superspy world, unable or unwilling to call on the cavalry or rely on anything but their own wits and talents.

ATTRIBUTE REQUIREMENTS: IQ of 13 or higher, MA of 10 or higher.

STARTING AGE: 1D10 x 1D8 (minimum of 14)

BASE SDC: 10

MARTIAL ART FORM: None. Can choose Basic (costs one Secondary Skill) or Martial Arts (costs three Secondaries).

EDUCATIONAL LEVEL: N&SS:

Anything. Best to use the HU or BtS Educational Tables and system for the character's background and skills. If those aren't available, choose one based on the background of the character and use a comparable bonus based on other educational levels.

BtS: Roll on the Educational Table.

SUPERSPY MODIFICATIONS: None.

BASIC MINIMUM SKILLS: Basic Math, Literacy: Native Language, Language: Native.

AVAILABLE SKILL PROGRAMS:

Automatically gains Information Gathering (can be traded for two Basic Programs) at +15%. Gains 1D4 Basic Skill Programs, plus 1 for every ten years of age.

BtS characters take Investigation Program at no bonus (scholastic or otherwise) at the cost of one skill program (can be traded off for that lost

skill program). Roll on the Educational Table for the exact number of programs.
SECONDARY SKILLS: N&SS: Select ten.

BtS: See Educational Level.

MONEY: \$5,000 in cash and \$30,000 in various bank accounts, stocks, and other financial holdings.

EQUIPMENT: Characters have reasonable personal possessions, up to and including a personal firearm or two (legal ones only). Vehicles can be of any conventional type (including large blue and green vans) , but is 2D6 years old.

INCOME: Varies, based on job. They don't often get paid for detective work, though an agency may hire them on based on their real job where they'll make \$100 more a week than in the rest of the field. Freelancers also make whatever is offered as reward money for solving the case.

LEVEL ADVANCEMENT BONUSES: Select two new Secondary Skills at levels 2, 5, 7, 10, 12, and 15.

Alternately, use the BtS rules for gaining new skills.

WHY I LOVE BEING AN AMATEUR

DETECTIVE: You mean people get paid for this? Why should a person be paid for something they love doing? Besides, its just a hobby with me. Never could stand the laws and red tape those P.I.s and cops have to follow. Sure, I might not have a laser mike or be able to call in the troops, but that's not really the point of it, is it?

EXPERIENCE TABLE:

N&SS: Use the Free Agent Table.

BtS: Use the Ordinary Person Table.

Battle Mage

By Kuseru

Battle Mages are the military's answer to magic on the battlefield. Battle Mages typically hold Warrant or Commissioned

Officer rank in the military force they are serving in.

Magic Abilities of the Battle Mage: These represent the best combat magic abilities I have seen to date.

1. Aura of Power: After receiving intense training at the hands of the military, the young Battle Mage learns to manipulate his personal magical aura for a distinguishing sense of power and respectability. Horror Factor: 10+1 per three levels of experience. This aura does not extend to other Battle Mages and does not affect them.

2. The Principles of Force and Resistance: Throughout the years of magical study, the Battle Mage is inducted into a form of mystical pseudo-religious training as the Principles of Force and Resistance. This magical training allows the mage to cast destructive and defensive spell magic at half the usual P.P.E. cost.

3. See Magic Energy: The Battle Mage is so in tune with the forces of magic, that he can see magic energy radiating from people, creatures, objects and areas, as long as more than forty (40) P.P.E. is present. The sensing ability is so acute that the character can see things made invisible by magic and invisible things that are magic, including supernatural creatures. Range: 500 feet (152.4m).

4. Sense Magic in Use: The expenditure of magic in the form of spells can be felt, if not seen, up to 50 feet (15.24m) per level of experience. The Battle Mage will not know the location or the source, but will be able to feel the energy within his range.

5. Initial Spell Knowledge: The Battle Mages are known to have one of the most dangerous repertoire of spells. They tend to concentrate on regular spell magic because of the amount of time

required to cast rituals. A first-level Battle Mage may select three spells from each magic level one through four, for a total of twelve spells (three from each). At each additional level of experience, the Battle Mage may select or learn one spell equal to his own level of experience. Note: Spell selections are based on which game is used for magic selection, i.e. BTS, NB, HU2, PF2, Rifts, etc, only Invocation spells can be selected.

6. Learning New Spells: Additional Spell Magic spells may only be learned from other Battle Mages.

7. Magic Bonuses: +6 to save vs Horror Factor.

8. Battle Mage Combat Table

1st: Can cast TWO spells per melee*

2nd: +1 to save vs spell magic

3rd: Can cast One additional spell per melee*

4th: +2 is added to destructive & defensive magic spell strength**

5th: +1 to save vs spell magic

6th: Can cast One additional spell per melee*

7th: +1 is added to destructive & defensive magic spell strength**

8th: +2 to save vs circle magic

9th: Can cast One additional spell per melee*

10th: +1 to save vs psionics

11th: +1 is added to destructive & defensive magic spell strength**

12th: Can cast One additional spell per melee*

13th: +1 to save vs spell magic

14th: +1 is added to destructive & defensive magic spell strength**

15th: Can cast One additional spell per melee*

*The casting of a spell counts as one action/attack and will take the place of a hand to hand attack. The spell caster can have more magic attacks than hand to

hand; it simply means physical combat that melee is out of the question. The mage can mix magic and physical combat with no difficulty.

**Raises the requirement needed to save vs magic. As a spell caster grows in experience and expertise, the strength or power of his spells also increase. This increase is indicated as a spell strength bonus listed in the wizard magic combat table. This bonus is added to the base magic attack strike (saving throw) of 12. Thus, a +2 spell strength makes a magic attack/strike of 14.

Attribute Requirements: I.Q. 10 and P.E. of 10

Starting Age: 28

Base S.D.C.: 10

Martial Art Styles: Choose either Hand to Hand Martial Arts (Agent) or Hand to Hand Assassin (Agent). At the GM's option the character can trade the three Military skill programs for one martial art style from the following list: Aikido, An Yin, Ba Gua, Bak Mei, Bok Pai, Ch'a Ch'uan, Chao Ta, Chi Hsuan Men, Chin-Na, Choy-Li-Fut, Gui Long, Han Yu, Hsing-I, Lee Kwan Choo, Li Chia, Liang Hsiung, Mien Chuan, Moo Gi Gong, Pao Pat Mei, Sankukai Karate, Shan Tung, Shih Ba Ban Wu Yi, Snake Style, Tai Chi Chuan, Taido, Tang Su, Te, Tong Lun, Triad Assassin, Yu Sool, and Zanji Shinjinken Ryu. If the GM allows, a non-Exclusive style from the PMAN may be selected.

Educational Level: Military Academy Graduate.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

Character automatically receives the Basic Military Skill Program with the Basic Military Mage Skill Program

(new). The character also selects three (3) Military Skill Programs and any one (1) Basic Skill Programs.

Secondary Skills: Select any five (5).

Money: \$5,000

Income: Base of \$400 a week from an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 5th, 7th and 10th levels.

Social Contacts: The character keeps track of both sides of the magic war, both the magic organizations, and the military and magical forces of the various governments. As a result character can recognize most prominent spell caster along with the major commanders of anti-magic and magic units (30%). Keeping a very low profile, the character has a 2% chance of ever being recognized.

Basic Military Mage Skill Program

Detect Ambush (+15%)

Tactics (+5%)

Select four (4) Lore skills from the following list, with a +10% bonus for each: Demons & Monsters, Entities & Ghosts, Faerie & Creatures of Magic, Geomancy/Lines of Power, Magic, Magic Arcane, Mythology, Paranormal & Psionics, Religion, and Superstitions. Take two (2) Weapon Proficiencies from the following list: W.P. Knife (for claw attacks and/or staking vampires), W.P. Axe (for decapitating monsters), W.P. Crossbow (for shooting wooden bolts, or silver-tipped quarrels), W.P. Flamethrower (ironically, usually useful against all types of undead), W.P. Grenade (sometimes monsters need a lot of killing), W.P. Black Powder (sometimes older weapons work better), W.P. Energy Rifle, W.P. Energy Pistol (both for miscellaneous weapons that might be used), W.P. Dart Pistol (for those annoying military "capture the

monster" missions), and W.P. Shotgun (generally useful).

*Cyborg Soldier: Again, basically unchanged, with the same recommendation as the Cyber Agent and some new options for the Man-Machine variant:

01-15 Full Cranial Damage (see N&S, page 56)

16-30 Massive Body Trunk Damage (see N&S, page 56)

31-45 Right Side Destroyed (see N&S, page 56)

46-60 Left Side Destroyed (see N&S, page 56)

61-70 Lower Extremities Destroyed. I don't know why this wasn't included in the original, since it seems the most likely occurrence for soldiers stepping on land mines. Both Legs have been blown off. Unlimited Cyber-Attachment replacements are available, so long as they're within Expense Account limits. Additionally, a total of two Body Cavity Implants can be purchased.

Implant/Cyber Expense Account: \$550,000.

71-80 Bionic Implants (see HU2, page 118)

81-90 Bionic Weapon System (see HU2, page 119)

91-00 Bionic Sensor System (see HU2, page 119)

Bounty Hunter O.C.C.

By Kuseru

A special breed of Freelance Agent. Bounty Hunters are typically employed to hunt down criminals, rogue agents, and other wanted persons. Bounty Hunters specialize in tracking people down and bringing them back to their employer. Many Bounty Hunters are typically ex-military or espionage types, but some professional hunters or action seekers also try their hand at the

business. Anarchists and evil aligned Bounty Hunters typically don't care if their targets are alive or dead, when they bring them back, and the employer must specify this for these unsavory types. Some Aberrant Bounty Hunters may make it a point to bring their targets back alive, whatever the cost. Most evil alignments and Anarchists also take no precautions against damage to property or bystanders, unless told otherwise. Good alignments and Unprincipled characters typically try to bring their targets back alive and try to minimize property damage and the loss of innocent lives.

Special Abilities: In Ninjas and Superspies there are three types of Bounty Hunters:

The Cyborg Hunter: These are Bounty Hunters who have opted for the edge of cybernetic enhancement. All cybernetics are selected/purchased from among Implants, Cyber-Attachments, and Cyber-Disguises.

The Skilled Hunter: Bounty Hunters with lots of professional training and are able to select more skill programs than the other types of Bounty Hunters

The Martial Hunter: Martial Hunters have trained in a martial art to assist them in capturing their prey. Select one martial art style from the following:

Ch'in-na, Isshin Ryu Karate, Fu-Chiao Pai Kung Fu, Jujutsu, Lee Kwan Choo, Li-Chia Kung Fu, Mien-Ch'uan Kung Fu, Moo Gi Gong, Pao Pat Mei Kung Fu, Tae Kwon Do Karate, and T'ang-Su Karate from Ninjas & Superspies. If Mystic China is available add Bak Mei Kung Fu, Liang Hsiung Kung Fu (Bounty Hunters who study this style usually hunt down demons and monsters), and Triad Assassin (mostly for evil and anarchist types who don't

care about damage to their targets or anything else).

Attribute Requirements: None.

Starting Age: 18

Base S.D.C.: 20

Martial Art Forms: See above.

Educational Level: Literate with a formal education.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

O.C.C. Skills: Cyborg and Martial Hunters can select two (2) skill programs from among the categories of Espionage, Military, and Basic. Skilled Hunters select five (5) skill programs from among the categories of Espionage, Military, and Basic. All three Bounty Hunters can select an additional Basic skill program.

Secondary Skills: Select any six (6).

Money: \$15,000 for Martial Hunters, \$10,000 for Cyborg Hunters, \$20,000 for Skilled Hunters.

Implant/Cybernetic Expense Account: Cyborg Hunter only: \$450,000.

Income: The Income for Bounty Hunters is dealt with in two ways: A Bounty Hunter can make \$400 a week if working for an agency or can make from \$2500 to \$1 million per contracted target.

Level Advancement Bonuses: receive one new Secondary skill at 3rd, 6th, 8th, and 12th levels.

Social Contacts: The character has a 20%+5% per level of experience chance of encountering a former employer, target, or acquaintance.

The Civilian Martial Artist O.C.C.

As written up in Ninjas & Superspies, the Dedicated Martial Artist is a pure scholar of the arts, while the Worldly

Martial Artist is more of a transient scholar. Yet, there has always been a void in the RPG for those types not trained in a monastery or some government agency. What of people growing up in a non-cloistered martial artist environment?

The Civilian Martial Artist has little experience with the monastic lifestyle, having grown up surrounded by the arts as part of their everyday existence.

These persons grew up as part of another martial artist's household; usually as the child or fosterling of their sensei. Their training starts long before puberty, and often continues into their college years. In fact, these martial artists often start their own satellite schools of their art, if not actually inheriting the sensei's (often a parent, grandparent or other family member) own dojo.

Attribute Requirements: None

Starting Age: 8

Base S.D.C.: 35

Basic Minimum Skills:

Native Language (with literacy) and Basic Mathematics. Depending on culture and preference, will have either Pilot Bicycle or Pilot Automobile as well. Also choose two domestic skills from the Cultural skill list (i.e. ones found in the household) that reflect the home environment of the character. For example, the skills Cook and Sewing can be found in most households, but more esoteric skills such as Bonsai, Calligraphy, Gardening, gaming skills (such as Go), Floral Arrangement, Poetry and/or Singing vary in availability, generally from culture, the school's martial art and/or the teacher's own knowledge.

Super-spy Modifications: None, and will probably never even KNOW about them, let alone get them. The character would consider modifications not required

medically as repugnant, and under normal circumstances would have no access to them.

Martial Arts Forms: Choose one Primary form (and its automatic skills), plus three physical skills.

Educational Level & Skill Programs: Varies, based on final age (after training) or culture, if no other factors used. Will almost always have at least the equivalent of a high-school education.

Choose (with GM's approval), or roll on the following table (percentiles), adjusting age to meet minimums for the education level rolled:

Percentile Roll

01-20 High School Graduate: Physical Program, plus two other Basic skill programs. Minimum age: 16

21-35 Military: The character joined the military after finishing training and high school. Basic Military Program, Physical Program, plus two other Basic programs and one Military program. However, as the character chose NOT to follow that career path, none of the bonuses for the programs apply - just the skill selections. Adds 1D4+1 years to age. Minimum age: 20, after addition

36-48 Vocational School: Physical Program, plus 3 Electrical skills (no engineering or robot skills, but can include Computer skills), the Mechanical Program, and one other Basic Program. Minimum age: 20

49-68 Associate Degree (two years of college): Physical Program, plus three other Basic skill programs. Adds 2 years to age. Minimum age: 20

69-88 Bachelor Degree (four years of college): Physical Program, plus four other Basic skill programs. Two of the non-physical programs may be traded for a Gizmoteer or the Basic Military programs. Adds 1D4+2 years to age. Minimum age: 22

89-93 Special Training: As High School, plus Basic Military and choice of Professional Thief or Guerilla Warfare programs. However, as the character chose NOT to follow that career path, none of the bonuses for the programs apply - just the skill selections. Very Rare. Adds 1D4+2 years to age.

Minimum age: 22

94-97 Masters Degree: As Bachelor Degree, but with +5% to non-physical skills. Adds 1D4+4 years to age.

Minimum age: 24

98-00 Doctorate: As Masters Degree, but with +10% instead of +5%. Can trade two Programs for Medical Doctor program, Holistic Medicine skill (from Rifts), and six science and/or medical skills related to (or required by) a medical degree. Adds 1D6+6 years to age. Minimum age: 26

Secondary Skills: Choose any eight.

Receive one additional skill at each level evenly divisible by four. Also, can use the rules for learning additional skills from Heroes Unlimited, but if done so prior to beginning of play, factor in that aging as well.

OPTIONAL: "Second Edition" Skill format.

Actually, this is for skill selection in the format of Mystic China, Rifts, and the majority of other Palladium RPGs. A skill list combining those of the various 20th Century setting RPGs is suggested, as the character will have a skill selection closer to a Heroes Unlimited non-powered character, but still with access to the beefed-up physical skills of Ninjas & Superspies.

O.C.C. Skills

Martial Arts Form: Choose one Primary form (with its automatic skills)

Choose three physical skills (+15% where applicable).

Choose two domestic skills (as in old-style description above) (+15%)

Native Language (with literacy): 98%

Basic Mathematics

O.C.C. Related Skills: Choose 12; four must be physical skills.

Communications: Any, except

Electronic Counter-Measures.

Domestic/Cultural: Any (+5%)

Electrical/Computer: Basic Electronics and Computer skills only.

Espionage/Military: None.

Mechanical: Aircraft, Automotive and Basic Electronics only. Armorer (up to 20th Century technology only) can be taken, but costs triple.

Medical: Any 20th century skills, but Medical Doctor costs 3 skills and has many prerequisites (and the age penalty from the old system, above). Holistic Medicine costs one skill.

Physical: Any (+5%).

Pilot: Any non-space conventional skills, but aircraft, and high-tech water craft cost double. Military vehicles available only to characters who previously served in the military.

Pilot-Related: Any non-space.

Rogue: Any, but the truly criminal skills cost double.

Science: Any, but add 4 years to character's age for every skill over 3 taken.

Technical: Any, except demolitions. Lores are at the GM's discretion, but Geomancy/Ley Line lore is the most likely to be possessed.

Weapon Proficiencies: Any, but tends toward ancient weapons, and especially to those used in the martial art (i.e. those with bonus or available katas)

Wilderness: Any (+5%).

Secondary Skills: Choose any eight from those choices above, but without the listed bonuses. Receive one additional skill at each level evenly divisible by

four. Also, can use the rules for learning additional skills from Heroes Unlimited.

Special Martial Arts Bonus: The character can select one additional Martial Arts Power from those available through his martial arts form at level one and level seven. At level twelve, select a Zenjorike power.

Money: \$3D6x1000; depending on character background, may be in like to inherit a dojo, but would never consider selling it or the land.

Income: \$250 per week as a martial arts instructor working for someone else (such as a family member). If actually running the dojo, income is \$50 per week per student, and may have class sempai (high-ranking students; younger siblings?) helping teach classes under him (lower level classes, or as temporary substitutes while he's away). If so, then income is split 3/1 between the character and the sempai, in favor of the character.

Social Contacts: As Worldly Martial Artist, but not from travels. More likely, the knowledge/contacts come from years of other, traveling martial artists boarding, training, or visiting at the character's home dojo.

18% chance of Recognizing a major martial artist (5% chance of having met, or at least having that person recognize the character as someone they last saw as a child).

30% of tracking down another, known martial artist.

Cyber Martial Artist

By Kuseru

Attribute Requirements: As per Martial Art Style.

Starting Age: 16

Base S.D.C.: 20

Martial Art Forms: Choose one style from the list: Aikido, An Yin, Ba Gua,

Bak Mei, Bok Pai, Ch'a Ch'uan, Chao Ta, Chi Hsuan Men, Chin-Na, Choy-Li-Fut, Gui Long, Han Yu, Hsing-I, Lee Kwan Choo, Li Chia, Liang Hsiung, Mien Chuan, Moo Gi Gong, Pao Pat Mei, Sankukai Karate, Shan Tung, Shih Ba Ban Wu Yi, Snake Style, Tai Chi Chuan, Taido, Tang Su, Te, Tong Lun, Triad Assassin, Yu Sool, and Zanji Shinjinken Ryu. If the GM allows, a non-Exclusive style from the PMAN may be selected.

Educational Level: Special Training

Superspy Modifications Available:

Cybernetics Option: All N&S cybernetics, Mutants in Orbit Bioware, and Rifts Cybernetics are available.

Bionics Option: Select Partial or Full Conversion Borg from Heroes Unlimited Second Edition or Rifts.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

Available Skill Programs: Character can select any two (2) Basic skill programs.

Secondary Skills: Choose any six (6).

Money: \$2,000

Cybernetics Expense Account: \$1.25 million. **Bionics Option Account:** Partial or Full Conversion cost plus \$2.5 million.

Income: Character can teach martial arts for \$150 a week. Base pay at an agency is \$500 per week.

Level Advancement Bonuses: Receive one additional Secondary Skill at 4th, 8th, and 12th levels.

Social Contacts: Character keeps track of every publicly known cybernetic researcher in the field. There a 75% chance of recognizing or tracking down any of these researchers. In addition, there's a 15% chance that any cybernetic researcher will recognize the character.

Cyber-Cop

The police variant of the Cyborg Soldier

Attribute Requirements: I.Q. 8 or higher

Starting Age: 20

Base S.D.C.: 25

Martial Art Style: Choose either Hand to Hand Expert (Agent) or Martial Arts (Agent) or can spend three (3) skill

programs for one of the following

Martial Art Styles: Tae Kwon Do

Karate, Kyokushinkai Karate, Isshin-

Ryu Karate, or Jujutsu.

Educational Level: Equal to about two years of college.

Superspy Modifications Available:

Cybernetics Option: All N&S

cybernetics, Mutants in Orbit Bioware,

and Rifts Cybernetics are available.

Bionics Option: Select Partial or Full

Conversion Borg from Heroes Unlimited

Second Edition or Rifts.

Man-Machine Option: Identical to the

revised table for the Cyborg Soldier.

Base Minimum Skills: Basic Math,

Speak Native Language, Literacy:

Native Language.

Available Skill Programs: Automatically

receives the Police/Law Enforcement

(Basic Cop) skill program. In addition,

select two (2) Police skill programs.

Also, select one (1) Basic skill program.

Secondary Skills: Select any six (6).

Money: \$12,000

Implant/Cyber Expense Account:

\$450,000

Income: Base pay as an agent is \$1,200

per week.

Level Advancement Bonuses: Receive

one new Secondary skill at 3rd, 6th, 8th

& 12th levels.

Social Contacts: Cyber-Cops are usually

well connected to other police agencies.

The character has a 33% chance of

locating a former friend, acquaintance,

or key figure of these groups. In addition

most cops have dealt with criminals and

crime organizations and can find an

informant, major crime figure or former

convicted felon (25% chance). Major

police or other law enforcement agencies

have a 20% chance of identifying the

character and criminals have a 15%

chance of identifying the character.

Cyberpunk

By Kuseru

The genre come to life for your

cybernetic criminals.

Attribute Requirements: I.Q. 8, P.P. 12

Starting Age: 16

Base S.D.C.: 10

Martial Art Styles: None. Choose either

Hand to Hand Basic or trade one

secondary skill for the Hand to Hand

Expert or trade two secondary skills for

Hand to Hand Martial Arts.

Educational Level: General and Special

Training.

Superspy Modifications Available:

Cybernetics Option: Choose a total of

four (4) from among Implants, Cyber-

Attachments and Cyber-Disguises. Note

that the character is limited to a

maximum of one Cyber-Attachment.

Any Bioware from Mutants in Orbit or

Cybernetics from Rifts are also available

as Implants.

Bionics Option: Partial Conversion only.

Basic Minimum Skills: Basic

Mathematics, Read/Write Native

Language, Speak Native Language.

Available Skill Programs: Automatically

receives the Cyberpunk skill program

(New). In addition, select any three (3)

Rogue/Criminal skill programs. Also,

select two (2) Basic skill programs.

Secondary Skills: Select any eight (8).

Money: \$9,000

Implant/Cyber Expense Account:

\$1,000,000, Partial Conversion Option:

\$7,000,000 total, so the Partial

Conversion must be paid for out of this amount.

Income: Base pay is \$425 a week when at an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 6th, 9th, and 13th levels.

Social Contacts: The character has served time in prison. Roll for country and roll 1D20 for number of years (and add to age). Character can also easily pass for an underworld criminal (60% + 5% per level). The character has a chance of finding a former friend, accomplice; or acquaintance in most criminal hang-outs or organizations (20% in country of origin, 31% in country where the character was jailed, and 7% everywhere else). This cuts both ways, since other criminals have a 7% chance of recognizing the character.

Demonstration Agent

By ?

The Demonstration Agent, is a trained Gizmoteer/Field Agent, that will assist in the delivery, demonstration and training in the use of all SpyWorks equipment.

The SpyWorks agents, are protected under contract with the agencies requesting their services and if wounded, or killed in the course of their duties due compensation is required to be paid to SpyWorks. If the agent is wounded or killed by the carelessness of the hiring agency, all contracts will be suspended for 3 months. If the wounding or death was deliberate SpyWorks inc will cancel all contracts, with no refund for outstanding contracts.

Demonstration Agent Package for Ninjas and Superspies.

Attribute Requirements: I.Q. 12, P.P. 12

Starting Age: 18

Base SDC: 10

Martial Arts Forms: Choose (1) one martial art form except those marked exclusive.

Education Level: Special Training

Basic Minimum Skills: Basic

Mathematics, Read/Write Native Language, Speak native Language and one other.

Available Skill Programs: Select any 5 programs, 2 must be Gizmoteer, two must be espionage and/or military.

Secondary Skills: Select any six (6).

Money: \$40,000

Income: Base Pay is \$1,200

Level Advancement Bonuses: Receive one additional secondary skill at levels 4, 8 and 12.

Social Contacts

The Demonstration Agent, has a broad focus in their contacts, ranging from going through various trade magazines and shows, to intelligence gathering professionals. The character has a 10% chance of recognising major inventors, products and those in the intelligence community.

Why I love being a Demonstration Agent O.C.C.

For one thing, trying out all the new gadgets and gizmos. Sure I have to teach some stuck up spies how to use the gadgets to save their lives, but this means that I get to use the gear first. Plus I get the chance to travel.

This OCC can be used in in other Ninjas and Superspies games, and represents those who test gadgets in the field.

Grand Master Martial Artist

By Kuseru

Grand Masters are typically good for the sensei or teacher of the player group.

Grand Masters typically specialize in at least one fighting style and one mental style.

Special Abilities:

1. Feign Death, The Cleansing Spirit, and Positive Energy from HU's Ancient Master.

2. Additional Martial Art Powers: The Character can select one additional martial arts power from those available through each of his Primary Form(s) at levels one, five, ten, and fifteen (that means that a Grand Master with three Primary forms would select three new martial art power at those levels).

3. Grand Masters are also apt to have abilities from one of the following (if one of the following powers is chosen, reduce the number of Exclusive forms available by one):

Chi Magic: has all the abilities under P.C.C. skills and Wu Shih Magic & Spell Casting, but no additional martial arts, or skills.

Psionics: considered to have major psionics (25% chance) or minor psionics (75% chance).

Super Powers: determine Super Powers by rolling on the following table:

Roll Percentile dice

Roll Number of Super Abilities

01-15 One major super ability and three minor abilities

16-32 Four minor super abilities only (no major powers)

33-50 One major super ability and one minor ability

51-69 One major super ability and two minor abilities

70-86 Five minor super abilities (no major powers)

87-00 Two major super abilities (no minor powers)

Attribute Requirements: P.S.: 10, P.E.: 12, P.P.: 8.

Starting Age: 60 (this is based on the Dedicated Martial artists starting level with the average times to learn the martial arts added in.)

Base S.D.C.: 50+3D6

Martial Art Forms: Since these characters have spent their lives studying the martial arts, the character can select two primary forms (Exclusive, with those counting as two martial art forms (Thai Kick Boxing and Ninjutsu) taking up both slots.) And three (3) secondary forms (non-Exclusive). At the GM's option, all three secondary forms can be traded in for another Exclusive form.

The Grand Master will have the following experience levels for his martial arts: First Primary Form: 1D4+4 levels of experience; Second Primary Form: 1D4+3 levels of experience; Secondary Forms/Third Exclusive Form: 1D4+1 levels of experience. NOTE: Grandmaster Martial Artists who create their own style will forfeit the appropriate 'slot' of available martial art forms for the new style.

Educational Level: Literate (can read and write native language), but without formal education. No education Bonus.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

O.C.C. Skills: None, only those skills gained from martial art styles.

Secondary Skills: Select any four (4).

Money: \$500 plus any weapons or equipment associated with the characters martial art styles.

Income: Weekly earnings are roughly \$1000 a week as a martial arts instructor.

Base pay at an agency is special, as the Grand Master is typically head of his own organization (typically considered a master martial arts school, 100 points are available for the creation of the Grand Master's 'school') . Assume that the Grand Master's salary is four times that of the feature selected for step N:

Agency Salary.

Level Advancement Bonuses: receive one new Secondary skill at 3rd, 5th, 7th, 9th, 11th, and 13th.

Social Contacts: (Basically double the percentages of the Dedicated martial artist.) The character has a 50% chance of recognizing any other major figure in the martial arts world. There is only a 10% +5% chance per level of experience that the character will have met the martial artist before. Recognizing martial artists from any of the character's Primary Form(s) is 90% for major figures and 30% for established practitioners (3rd level or higher). For the character's Secondary Forms, there is a 75% chance of recognizing the major figures and a 25% chance of recognizing established practitioners (3rd level or higher).

Hacker Gizmoteer O.C.C.

By Kuseru

These characters are advanced versions of traditional hackers. Hacker Gizmoteers typically construct their own computer/cybernetic systems for use in their work. These hackers are at the cutting edge of computer technology and are able to breeze through most of the computer systems in the world. While some Hacker gizmoteers prefer to use standard keyboard and mouse computer interfaces, others use cybernetic implants to interface with computers. While the cybernetic interface is faster than the traditional method, there is also the increased risk of brain damage if a virus is implanted in the character's 'biological computer' (brain). Hackers use the cyberjacking rules as found in Rifter #2.

Attribute Requirements: I.Q.: 14.

Starting Age: 16

Base S.D.C.: 10

Martial Art Forms: None, choose either Hand to Hand: Basic or spend one secondary skill for Hand to Hand: Expert, or two secondary skills for Hand to Hand: Martial Arts.

Educational Level: Special Training; add +3% to all skills gained from the Hacker's specialty skill Programs.

Superspy Modifications Available: Choose three (3) Implants.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

O.C.C. Skills: Character can select four skill programs from the following:

Electronic Communication (Gizmoteer), Telephone Hacking (Gizmoteer), Computer Hacking (Gizmoteer), Locksmith & Security Systems (Gizmoteer), Microchip Technology (Gizmoteer), Cybernetics (Gizmoteer), Robot Construction (Gizmoteer), Information Gathering (Espionage), Electronic Warfare (Military). Also select any One Basic Skill Program.

Secondary Skills: Select four (4) secondary skills.

Money: \$25,000 for personal equipment plus \$80,000 for their computer system (if cybernetics are not opted for).

Implant/Cybernetic Expense Account: \$200,000.

Income: \$600 base pay working for an agency. May make up to three times as much working freelance.

Level Advancement Bonuses: These characters can receive new Cybernetic Implants as they advance in level. Get a new Implant at 3rd, 6th, and 10th levels. Note that the character must pay for these changes. While they are not free, they are automatically successful, and the character does not have to roll for the surgery. On-Board Computer options and data chips can be purchased anytime the character can afford the prices.

Receive one new Secondary skill at 4rd, 8th, 10th, 12th, and 15th levels.

Social Contacts: Due to the character's interactions on the net, encountering a real person who knows the character and vice versa is 15%. Recognizing a net persona is 75%.

Instructor O.C.C.

By Ronin

This one was inspired by every martial arts movie master, from Obi-Wan Kenobi and Qui-Gon Jinn, to that dude Pat Morieta played. It is especially inspired and dedicated Kwanjangnim Park Chang Hwa, one of the wisest men I have ever met, and whose kindness far outshines his vaunted skills.

WARNING: This character's advanced combat skills, as well as his life experience can make him an unbalanced character in the hands of an inept or munchkin gamer. Only experienced players should be allowed to play an Instructor, or he should be used as an NPC. He makes a great NPC for a dojo-based campaign.

WARNING: If a gamer is playing an Instructor and calls one of his student's Grasshopper, he should be smacked . . . hard.

Note: The Instructor is not just a teacher. The average sensei does not apply. He is a master or grandmaster, ie. above a 7th degree black belt. In a traditional school. Not a McDojang that gives 4th degree black belts to fourth grade kids. Ie. he's really old. And really good.

Somebody's got to teach your players the martial arts. The Instructor has studied a martial art for most likely all of his life, to the point where he is capable enough in his art to teach others. This means that the character automatically gets a martial art at a high level, but that is outweighed by his advanced age (not to self: insert

advanced age rules for PFRPG).

Mastering a martial arts does take time after all, and true mastery can take a lifetime. The Instructor can be a Kick Boxing coach, a karate sensei, a kung fu sifu, a Korean kwanjangnim, the possibilities are nearly endless. Aside from his great martial arts abilities, the Instructor has years of life experience. He has traveled and seen places and things that his students have only imagined. He has done things that his student/Es can only dream of attaining. He is the Master.

The Instructor runs a school, dojo, gym, dojang, or kwoon, teaching students his art. This ties him down and prevents quite a bit of adventuring, but he often serves as a leader for his students, an adviser in their crises, and a moral guidepost for those looking to find meaning in the chaos of life. The Instructor could go on adventuring of course, when he himself is called upon by the Grand Masters of his style to complete a quest. Often, this involves taking his best students along with him, both for their aid, and for the life experience it will give them. He can also travel as he leads his students to tournaments and competitions.

Some Instructors gain no pay from teaching, charging his students only what is needed to keep the school operating. This means the Instructor must have a "day job" that provides him with the income necessary to survive. Others charge for their instruction, and some successful instructor's can make quite a living. Also, military units and police forces will sometime hire an Instructor of a particularly well-known school or style to teach a seminar to their members.

NOTE: Many high-level martial artists take on students. The Instructor is more

than just a martial artist who teaches. His focus has changed from personal mastery, winning tournaments, or learning how to fight, to teaching others what he has learned. While he is a phenomenal combatant, he is no longer a fighter, but a teacher, and should be played as such. The high combat skill level is reflective of his years of experience, and not how many skulls he can bash in.

Alignment: Any

Attribute Requirements: None

Starting Age: 30

Base SDC: 25

Martial Art Form: The character has four martial arts "slots". An exclusive martial art takes up two slots. A non-exclusive martial art takes up one. Thus you can have different combinations of exclusive and non-exclusive arts. One art is primary, this is the art that character first studied and has achieved the highest rank in. Roll 1D6+7 to determine the experience level in this art. Roll 1D6+6 to determine the experience level for the secondary martial art. Roll 1D6+5 to determine the experience level for the tertiary martial art. Roll 1D6+4 to determine the experience level for the quaternary martial art.

Educational Level: High School

Superspy Modifications: None

Basic Minimum Skills: Basic

Mathematics, Read/Write Native

Language, Speak Native Language

Available Skill Programs: Select 2 from Basic.

Secondary Skills: Choose any 10.

Money: \$1,000.00

Income: \$300 a week teaching at a school. Agencies/military will pay \$500 a week if they hired(SP) the character to teach their agents/soldiers/police officers. High end instructors, like Ernie

Reyes, Sr. can make \$1000 to \$5000 a week.

Level Advancement Bonuses: Receive 1 additional Secondary Skill at 3rd, 5th, 7th, 9th 11th, and 13th levels.

Social Contacts: The character has an 30% chance of recognizing any other major figure in the martial arts world, be the fighter, trainer, or promoter. There is only a 8% chance that the characters have met before. The character's forms may have branches throughout the world. In any of these places, the Instructor has a 50% chance of tracking down a familiar contact.

Why I love being an Instructor?

I am able to touch lives in ways no other can. I can guide the young in the way of discipline and honor, and teach them how to protect themselves from that cruel world out there. I have the trust and respect of my students, and the joy of being a teacher.

INTELLIGENCE ANALYST OCC

(Espionage Agent) based on N&SS by Flashfire.

The intelligence analysts are the guys who figure things out. It is their job to take all the information that they can get and try to come up with a reasonable guess as to what it all means, to figure out what the other guy is going to do. Most have a college or university education and are not combat oriented, though this does not stop them from learning Martial Arts and weaponry skills anymore than it does the average Joe off the street.

ATTRIBUTE REQUIREMENTS: IQ of 12 or higher

STARTING AGE: 20+3D6

BASE SDC: 15

MARTIAL ART FORM: None. Can choose Basic (costs one Secondary Skill) or Martial Arts (costs three Secondaries).

EDUCATIONAL LEVEL: Equal to four years of college (+20%)

SUPERSPY MODIFICATIONS: None

BASIC MINIMUM SKILLS: Basic

Math, Literacy: Native Language,

Language: Native

AVAILABLE SKILL PROGRAMS:

Automatically gets Information

Gathering at +15% to all skills, plus they can choose any five Basic Skill

Programs, including Basic Military, Spy Network Administration, and Computer Hacking.

SECONDARY SKILLS: Select any six.

MONEY: \$35,000

INCOME: Base of \$850 a week at a spy agency, or \$1100 a week at a large news network.

LEVEL ADVANCEMENT BONUSES:

Receives one new Secondary Skill at levels 2, 4, 6, 7, 9, 11, 12, 14, and 15.

SOCIAL CONTACTS: Due to the character's job description, he or she has a 55% chance at recognizing anyone in the Superspy (or whatever part of the world they're tasked to) world, though that person may not recognize them. He or she has a 10% chance at finding a contact who knows them in the international scene, but has a markedly less chance at being recognized by those that don't know them personally when in the field (half chance).

WHY I LOVE BEING AN

INTELLIGENCE ANALYST: Some will tell you about the power of being a mercenary, or the glamour of being a secret agent man, or the inner peace that comes from having the ability to break people with their bare hands. None of this compares to knowing everything about everyone. Got your Flying Spinning Kick Of Death? I've got your bank account number, which will be empty tomorrow. Got your .50 caliber machinegun and white phosphorous

grenades? I've just handed the President intel that places most of the world's leading terrorists in your kitchen. We know who you are and we know what you can do. Goodbye...

Looker O.C.C.

By Mephisto

The looker is the spy who specializes in observing things: both from up close and at a distance. They are skilled and well trained and often like to play the role of ditzy airhead. This is always an act, and they use their womanly wiles to secure many secrets about organizations and individuals.

Attribute Requirements: I.Q. 10, M.A.

12, P.B. 14

Starting Age: 14

Base S.D.C.: 15

Martial Art Form: Choose one non-exclusive martial art form. However, by sacrificing three secondary skills the character can choose Wui Wing Chun. **Education Level:** Special Training **Superspy Modifications:** Can select up to two breast implants, plus three other implants.

Basic Skills: Basic Math, Speak Native Language, Read/Write Native Language

Available Skill Programs: Character automatically receives Seduction

(+15%). The character gets two (2) Espionage skill programs, one (1) Basic skill program, and one (1) additional skill program from Espionage, Gizmoteer, Military, or Basic.

Special Looker Bonuses: +4 to M.E., +3 to P.B. Also +3 to initiative (very alert), and +4 to save versus psionics or mind control.

Secondary Skills: Choose any eight (8).

Money: \$30,000

Implant/Cyber Account: \$800,000

Income: Base pay is \$1500 a week from an agency.

Level Advancement Bonuses: Add one secondary skill at levels 3, 7, 10, and 13. Each skill starts at level one proficiency. Social Contacts: The character has a 10% chance of recognizing a major espionage figure. The character however has a 30% chance of recognizing a fellow femme fatale.

Mad Scientist O.C.C.

By Kuseru

I love these guys! The mad scientist is the ultimate gizmoteer, building all kinds of machines depending on their whims. Mad Scientists are often found working for the military, companies that market tons of new products, or organizations bent on world conquest. Optional: Roll three times on the Random Insanity table or roll once on the multiple personality table.

Attribute Requirements: A minimum I.Q. of 11 and M.E. of 10 is required (not so much resistance to insanities, but more of the willpower to persevere with their research, regardless of the cost), an I.Q. of 14 or higher is recommended.

Starting Age: 18

Base S.D.C.: 10

Martial Art Forms: None, choose either Hand to Hand: Basic or spend one secondary skill for Hand to Hand: Expert, or two secondary skills for Hand to Hand: Martial Arts.

Educational Level: Special Training; add +5% to all skills gained from the Gizmoteer skill Programs.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

O.C.C. Skills: Character can select four Gizmoteer skill programs and two skill programs from the following: *Forensics (medical), Medical Doctor (medical),

*Medical Researcher (medical), *C4I (military), Electronic Warfare (military), Information Gathering (espionage), Security Specialist (espionage), or any basic skill program.

Secondary Skills: Select eight (8) secondary skills.

Money: \$250,000. Note: This character may opt to spend some of his money on Cybernetics, this either occurs at character creation and is paid for from the initial funds or the character must acquire the money and locate a facility capable (and willing) to handle the implantation process.

Implant/Cybernetic Expense Account: None.

Income: \$3000 base pay working for an agency. May make up to five times as much working freelance.

Level Advancement Bonuses: receive one new Secondary skill at 3rd, 6th, 9th, 12th, and 15th levels.

Social Contacts: Due to the character's varying interests, encountering someone they know is 20%+3% per level of experience.

Magestalker

To combat the presence of magic and the supernatural, several police forces have recruited their own spell casters to help maintain law and order. These cops hunt down law breaking spell casters and thus earn the title of Magestalker.

Magic Abilities of the Magestalker:

1. Determining P.P.E.: Use P.E. as the base and add 1D6x10. The character gains an additional 1D6 P.P.E. per level of experience. P.P.E. can be restored at the rate of five points per hour of meditation or sleep.

2. Understanding the Principles of Magic: Magestalkers know and understand the main principles of magic and sorcery, including rituals, symbols,

incantations and paraphernalia. This allows them to distinguish between fake "occult" materials from the real thing, as well as determine the general purpose of specific items and even which supernatural forces are involved. Base Skill: 70%+2% per level of experience. A failed roll means the character does not realize or misunderstands the significance of the evidence, dismissing it as fake, or maybe thinking a forgery or charlatan's scribblings are authentic.

3. Read Magic: The ability to read a magic scroll or perform a mystic ritual is not as simple as it may sound. Under the right circumstances and frame of mind, anyone can read a spell with mystic results. However, this is pure chance. The Magestalker understands the practical principles of magic. The weaving of a spell is more than reading or reciting mere words, just as the invocation of a circle is more than chalk. The use of any magic requires a practice of mental exercises akin to Oriental meditation. The magestalker knows how to relax, clear his mind, focus by using the spell's words like a mantra, draw on his P.P.E., know exactly how much will be needed and what effect the magic will have. He can manipulate mystic energies with an ease and speed that belies the years of study, practice and concentration it took to master the mystic arts. Base Skill: 80%+3% per level of experience.

4. Sense Magic: Magestalkers are attuned to the forces of magic. Most magic, magical items, or magic forces can be detected. Range: 120 feet plus 10 feet per level of experience.

5. Recognize Magic & Enchantment: Recognize enchantment: Just as a doctor can recognize flu symptoms and disease, the wizard can recognize the influence of magic that charms, hypnotizes, or

otherwise causes mind control (including trances, domination, compulsion, quest, etc.). This ability also includes identifying magic sickness, curses, the effects of faerie food and faerie magic, and supernatural or magic possession. Illusions, metamorphosis, and psionic powers do not count as enchantment. Base Skill: 35%+5% per level of experience.

Recognize magic: The wizard has a certain percentage chance to recognize a magic item by shape, inscription, magic symbols or intuition (gut feeling). It's important to understand that while the character may know something has magical properties, he does not know what powers the item may have or how to use it. Base Skill: 20%+5% per level of experience.

6. Initial Spell Knowledge: Because the Magestalkers studies magic used to police spell casting, they learn how to cast spells certain spells. At first level the magestalker starts off with See The Invisible, See Aura, Sense Evil, Detect Concealment, Extinguish Fire, Fear, Armor of Ithan, Negate Poison/Toxin, Paralysis: Lesser, Carpet of Adhesion, Magic Net and Seal. At each new additional level of experience, roll on the Shortcut to Gaining New Spells table on page 151 of HU2.

7. Read/Acquire Magic: Through intense study of scrolls or books of magic lore, Magestalkers can attempt to learn a new spell or ritual. Once the spell has been deciphered, the Magestalker can attempt to cast it. Casting a new spell in this fashion requires an additional roll against the caster's skill. Base Skill: 30%+5% per level of experience.
Attribute Requirements: I.Q. and P.S. 10
Starting Age: 22
Base S.D.C.: 15

Martial Art Forms: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert or trade two secondary skills for Hand to Hand Martial Arts.

Educational Level: Two Years of College or equivalent.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

Available Skill Programs: Automatically receives the Magestalker skill program (New). In addition, select three (3) Police skill programs. Also, select two (2) Basic skill programs.

Secondary Skills: Select any six (6)

Money: \$5000

Income: Base pay as a Magestalker is \$650 per week.

Level Advancement Bonuses: Receive one new Secondary skill at 2nd, 4th, 6th, 9th, and 13th levels.

Social Contacts: Magestalkers are usually well connected to other police agencies,. The character has a 33% chance of locating a former friend, acquaintance, or Magestalker in one of these groups. In addition most cops have dealt with criminals and crime organizations and can find an informant, major criminal spell casters or former convicted felon (25% chance). Major police or other law enforcement agencies have a 20% chance of identifying the character and spell casters have a 15% chance of identifying the character.

Magestalker Skill Program

Crime Scene Investigation or Investigation (+15%)

Tracking or Stalk & Capture (+15%)

Select two (2) Lore skills from the following list, with a +10% bonus for each: Demons & Monsters, Entities & Ghosts, Faerie & Creatures of Magic,

Geomancy/Lines of Power, Magic, Magic Arcane, Mythology, Paranormal & Psionics, Religion, and Superstitions. Take one (1) Weapon Proficiency from the following list: W.P. Knife (for claw attacks and/or staking vampires), W.P. Axe (for decapitating monsters), W.P. Crossbow (for shooting wooden bolts, or silver-tipped quarrels), W.P. Flamethrower (ironically, usually useful against all types of undead), W.P. Grenade (sometimes monsters need a lot of killing), W.P. Black Powder (sometimes older weapons work better), W.P. Energy Rifle , W.P. Energy Pistol (both for miscellaneous weapons that might be used), W.P. Dart Pistol (for those annoying "capture the monster" missions), and W.P. Shotgun (generally useful).

MASTER THIEF O.C.C.

by Devenyi

No mere muggers or back-alley purse snatchers, Master Thieves are the elite of the criminal underground. They are security experts and masters of subterfuge and disguise who use their unconventional skills to steal valuables. Their targets are usually enormous sums of money, prized information, and extremely expensive jewelry and metals. Some Master Thieves rob from the rich and give to the poor, as sort of modern Robin Hoods. Other, more unscrupulous Master Thieves steal only for personal gain and rarely cares about anyone in the way. There is even the occasional Master Thief that uses his special skills and abilities to rob super-villains and other powerful, evil corporations. Master Thieves tend to be very agile, sharp, and observant with training in covert operations and diversions.

(NOTE: These make good villains and fun NPC's. For some ideas on how some really good thieves work, pick up any Lupin III anime (also known as Rupan III), the movie "The Saint", and numerous others. Some Bond movies might give you some nifty ideas too).

ATTRIBUTES:

Determine the eight attributes as normal, but add in these special bonuses:

+1 M.E.

+1D4 M.A.

+1D6 P.P.

+1D6 Spd

Hit Points: P.E. attribute number +1D6 per level of experience. S.D.C.:

Determine as normal; gets a one-time bonus of +30 S.D.C.

EDUCATION AND SKILLS

Common and General Skills:

Pilot Automobile (+10%)

Pilot: One of choice (+20%)

Mathematics: Basic (+25%)

Speak Native Language (+25%)

Read and Write Native Language (+20%)

Speaks two other languages of choice (+15%)

And 2D4+3 secondary skills

Security and Locksmith Skill Program:

Surveillance Systems (+25%)

Electrical Engineer (+15%)

Mechanical Engineer (+15%)

Locksmith (+20%)

Read Sensory Equipment (+10%)

Safecracking (+20%)

Radio: Basic (+25%)

Radio: Scramblers (+15%)

Computer Operation (+20%)

Computer Programming (+15%)

Computer Hacking (+10%)

Rogue Skill Program:

Hand to Hand Expert

Disguise (+20%)

Forgery (+20%)

Imitate Voice/Impersonation (+15%)

Intelligence (+10%)

Climbing (+20%)

Concealment (+16%)

Pick Pockets (+15%)

Streetwise (+20%)

Plus three Rogue or Espionage skills of choice (+15%)

Plus one Scholastic Skill Program

Equal to three years of college (+15%); see Option #2 further down.

SPECIAL SKILLS:

1)Mastery of Security and Surveillance Devices (82% + 2%/level)

The Master Thief is incredibly skilled in the construction, deactivation, repair, programming, and setting up various security and surveillance devices. He is far more skilled than the Electrical Genius (found in Hardware), but only when his skills are pertaining to security devices in general. However, he can not build wild and crazy devices like the Hardware character, but can create most standard types of devices.

SECURITY AND ALARM SYSTEMS

-0% A common, standard alarm, a piece of cake; time required 1D6 melees

-5% A sophisticated alarm system; time required 2D4+2 melees

-5% Tied to a security camera; add 1D4 melees

-5% Tied to a laser system; adds 1D4 minutes

-10% A superior alarm system; time required is 1D6 minutes

-10% An unfamiliar security system; add 1D4+1 minutes

-10% Tied to a heat or motion detector; add 1D6 melees

-10% Mechanical construction or deconstruction is necessary

-20% A super high-tech, state of the art complex alarm system (like in banks, museums, and enemy strongholds); time required is 4D4 minutes

(NOTE: A failed roll means the alarm has accidentally been set off, unless the GM thinks something else will happen)

ELECTRICAL LOCKS

- 5% A basic lock system; time required 2D4 melees (piece of cake)
- 10% A more sophisticated lock system; time required 1D4 minutes
- 10% A timer lock system (set to open only at a specific time; often combined with the sophisticated systems); add 1D4+1 minutes
- 20% A superior lock system; time required 1D6+1 minutes
- 30% A super-sophisticated, complex lock system; 2D6+2 minutes
- ?% An alarm system is linked to the lock (must be disconnected first)

MISCELLANEOUS

- 5% Tap into a computer system or network
- 5% Bypass keypad entry system, commercial type; requires 1D4 melees
- 10% Tap into telephone wires
- 10% Bypass sophisticated keypad; requires 2D4 melees
- 10% Tamper-proof keypad (supposedly); add 1D4 minutes
- 15% Tap into a sophisticated computer system or network
- 15% Hot-wire or shut down electrical doors, escalators, or elevators (keypad must be available to work); requires 1D6 melees

2) SUPERIOR STEALTH AND COVERT TRAINING

Like the ancient Ninja of Japan, a Master Thief can move with unnatural grace and silence. This is far better than the regular Prowl skill (which, if you noticed it was missing from the skills, is why it isn't there) and is far more encompassing and useful. Gains the following abilities:

**Art of Stealth: If the opposition does not expect him or is actively looking for

him, his stealth rolls automatically succeed and he is undetected. If being actively searched for, he must roll lower than 60% + 4% per level or else he is detected.

**Art of Hiding: A Master Thief can remain hidden for hours (some even days) at a time with minimal movement. They have a 45% + 5% per level chance to hide successfully and, if they do, will be nearly impossible to find again (until the thief moves to a new spot). This does not work too well with heat sensors or enhanced senses, but motion detectors only have a 1-in-20 chance of detecting the character.

**Art of Vanishing: If being pursued by an enemy, a Master Thief can use this special ability to make it seem as if he/she has suddenly vanished! This has a 70% + 2% per level chance of success, -10% for good light and -20% for flat featureless ground. Add +10% if in the dark and +10% if in a place with lots of hiding spots. A Master Thief can even use this in combat (although it counts as all actions that melee round). This technique usually involves a sleight-of-hand distraction, followed by rolling or diving onto the ground out of the sight of your opponent.

EQUIPMENT:

Roll on the following table for the starting budget of a Master Thief. At least 40% of the starting money must be spent on equipment used in thievery (such as lock picks, climbing equipment, optics, etc.) and 10% for listening devices and other surveillance equipment. As much as 50% can be saved for later.

BUDGET:

- 01-19: \$10,000
- 20-39: \$20,000
- 40-59: \$30,000
- 60-79: \$40,000

80-94: \$50,000

95-00: \$60,000

(NOTE: Presumably the character has already spent \$2D4x10,000 on some kind of hidden safe-house he or she can hide out at until things cool down. It is bound to be loaded with stolen valuables, half-repaired surveillance devices, its own security system, a hidden vault, and an escape tunnel). The character typically has a common vehicle, at least 2D4 years old.

OTHER STUFF

Alignment: Any can be chosen, although I would suggest no principled or scrupulous alignments (for rather obvious reasons).

S.D.C.: As noted previously.

Hand to Hand Combat: Automatically gets two attacks per melee, plus training.

Weapons and Armor: Unless fabulously wealthy (as some thieves are), they start with pretty conventional equipment, armor, and weapons.

Other Options #1: With GM permission, a character can have up to 1D6 implants from Ninjas and Superspies, probably cyber-disguises. They may also be allowed to buy some of the nifty gadgets from the book.

Other Options #2: By giving up their skill program of choice, a Master Thief can be a minor psychic with 1D4x10 I.S.P. and the powers of total recall, speed reading, sixth sense, and object read. Gains 1D6 I.S.P. per level and is considered a minor latent psionic (needs a 12 or higher to save versus psionics)

Mountebank

By Kuseru

A psychic who uses their powers for personal gain, often through trickery or deceit.

Psionic Powers of the Mountebank:

Roll on the following Table to determine psychic powers:

01-20 Diviner; Psychic Dowsing, Reading Signs, Palm Reading, Touch Conveyance, See the Aura of the Supernatural, See the Aura of Magic, P.P.E., I.S.P., Recovering I.S.P., and Selecting Physical Psychic Abilities. (BTS2, pages 39-42)

21-30 Latent Psychic; Outlook & Orientation, Mind Storm, Precognitive Dream, P.P.E. base, I.S.P., and Recovering I.S.P. (BTS2, pages 55-58)

31-40 Parapsychologist; Specialized Knowledge of the Paranormal and Magic, Keen Perception, Understanding the Principles of Psionics, Understanding the Principles of Magic, Read Magic, and P.P.E. (BTS2, pages 70-72)

41-60 Physical Psychic; Yoga Style Meditation & Trance States, Summon Supernatural Strength, Standard Meditation, Select additional abilities at levels 2, 4, 5, 6, 11, and 14, Closed to the Supernatural, P.P.E., I.S.P., Recovering I.S.P., and Selecting Physical Psychic Abilities. (BTS2, pages 74-76)

61-80 Psychic Medium; The Spirit Guide, See Other Spirit Guides, See & Communicate with Other Spirits, Spirit Channeling/Seance, Auditory Reading, Olfactory Symbols & Omens, Spirit Strike, Hear Death Rattle, Object Read the Dead, P.P.E., I.S.P., Recovering I.S.P., and Selecting Physical Psychic Abilities. (BTS2, pages 83-88)

81-00 Psychic Sensitive; Sense Supernatural Evil, Opening Oneself to the Supernatural, Recognize Possession, Recognize Magic Enchantment, P.P.E., I.S.P., Recovering I.S.P., and Selecting Psychic Sensitive Abilities. (BTS2, pages 90-91)

Attribute Requirements: A high M.E. is recommended but not necessary.
Starting Age: 18
Base S.D.C.: 15
Martial Art Forms: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert or trade two secondary skills for Hand to Hand Martial Arts.
Educational Level: Special Training
Superspy Modifications Available: None.
Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.
Available Skill Programs: Automatically receives the Mountebank skill program (New). In addition, select any three (3) Rogue/Criminal skill programs. Also, select two (2) Basic skill programs.
Secondary Skills: Select any eight (8).
Money: \$9000
Income: Base pay is \$450 a week when working for a crime group.
Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 6th, 9th, and 13th levels.
Social Contacts: The character has served time in prison. Roll for country and roll 1D20 for number of years (and add to age). Character can also easily pass for an underworld criminal (60% +5% per level). The mountebank has a chance of finding a former friend, accomplice; or acquaintance in most criminal hang-outs or organizations (20% in country of origin, 31% in country where the character was jailed, and 7% everywhere else). This cuts both ways, since other criminals have a 7% chance of recognizing the character.
Mountebank Skill Program
Yarrow Stick Counting (+10%)
Streetwise: Wierd (+15%)
Select Two Rogue skills from the following list, each with a +5%:

Cardsharp/Card Shark, Dickering: Dishonest Dickering, Gambling (Dirty Tricks), Imitate Voices & Sounds, Muck Slinging, Palming, Pick Pockets, Seduction, Shell Game, and Fast Talking.
W.P. Knife or W.P. Blunt (pick one)

NINJA O.C.C

By Kuseru
Trained since an early age in the ways of Ninjutsu, this martial artist has dedicated his life to carrying on the legacy of the ancient Ninja clans of feudal Japan. Something of a cross between the Dedicated and Worldly Martial Artists, this character's training has had a particular emphasis on the Arts of Invisibility. The Ninja may be the student of a solitary master, the member of a vast international organization, or anything in between.
Attribute Requirements: None.
Starting Age: 12.
Base S.D.C.: 25.
Martial Art Forms: Choose either Ninjutsu or Ninpo.
Educational Level: Special Training.
Superspy Modifications Available: None.
Basic Minimum Skills: Basic Mathematics, Read/Write Native Language, Speak Native Language.
Available Skill Programs: Character gets one (1) Espionage Skill Program, two (2) Basic Skill Programs, plus one (1) additional skill program from Military or Espionage or Gizmoteer or Basic.
Special Martial Arts Bonus: The character can select one (1) additional Martial Art Power from among the Arts of Invisibility at levels one (1), five (5), and ten (10).
Secondary Skills: Choose any six (6).
Money: \$1000.

Income: Character can teach martial arts for \$300 per week. Base pay at an agency is \$400 per week.

Level Advancement Bonuses: Receive one additional Secondary Skill at 4th, 8th, and 12th levels.

Social Contacts: The character has a 15% chance of recognizing any other major figure in the martial arts world. There is only a 5% chance that the character will have met the martial artist before. If a member of a Ninja clan, the character's organization will likely have branches located throughout the world. In any of these places, the character has a 40% chance of tracking down a fellow member (not necessarily an acquaintance).

Why I love being a Ninja O.C.C.

In many ways combining the best of both the martial artist and the superspy, the Ninja is a force to be reckoned with. No other character can be as skilled in the ways of invisibility as the mysterious Ninja. Additionally, the Ninja's duty and responsibility to his master and clan give him a sense or purpose that many other characters lack.

NINPO - THE LAW OF PERSEVERANCE (EXCLUSIVE)

Entrance Requirements: Characters must be of an Honorable Alignment and committed to Ninpo. Minimum attributes include: I.Q.: 9, M.E.: 12, P.P.: 14; a high M.A. and P.E. are useful but not required.

Skill Cost: 13 Years.

Ninpo is a term that refers both to the collective of martial skills studied by the infamous Ninja warriors of feudal Japan, and to the philosophical understanding that underlines those skills. The Ninja were the warrior clans (primarily composed of jizamurai, or farmer-samurai) that controlled the mountainous Iga and Koga regions of south-central

Japan. These families were renowned for possessing great skill in espionage, reconnaissance, sabotage, and commando warfare --- and they sold their skills, on a case-by-case basis, to anyone that could serve to protect the interests of their community as well as the interests of the nation as a whole. Even today, their exploits are legendary both in and out of Japan, and the descendents of the original Ninja families have found themselves often satirized by popular culture. A select few, however, know the actual truth... The martial arts of Ninpo focus heavily on dealing with situations that the feudal Ninja would find themselves in, mostly on reconnaissance or sabotage missions. Thus, there is a strong emphasis on evasion, avoidance, and escape found in Ninpo, as opposed to simply "defeating" one's opponent. A Ninpo stylist will typically use the momentum or energy generated by his opponent's initial movements to attack an exposed vital point, knock the opponent to the ground, distract him/her with shuriken (throwing blades) or metsubishi (blinding powders), and then escape as quickly as possible. There is a very relaxed, soft, and flowing dynamism to Ninpo techniques, and they make extensive use of rolling maneuvers and other acrobatics, as well as an in-depth study of attacking Atemi weak points. Ninja are also known for their diverse training in various forms of weaponry. The guiding philosophy of Ninpo informs the Ninja's entire way of seeing and relating to the world. It is closely rooted in Mikkyo Buddhism and Amatsu Tatara Shinto, with many Ninja masters being of a Taoist alignment in game play. The details of Ninpo philosophy are explained below.

Ninpo can be studied at many "civilian" dojos throughout the world, but is most common in Japan and the United States. After a student has reached a high enough level of skill and demonstrated a sincere loyalty to the tradition in one of these schools, he/she may be initiated into the clan itself. This is a rare occurrence, however, and not to be taken lightly. Virtually all higher-ranking Ninpo practitioners are clan members. Costume: A black Judo-style gi is what is most commonly worn in the dojo, and it is almost always accompanied with a pair of tabi (split-toed, lightly-soled stockings). Students of more traditionally oriented dojos can often be seen donning black hakama, as well. However, many dojos (particularly those in the West) have no formal uniform, and merely adopt common, everyday clothing.

Stance: Ichimonji no Kamae --- low, wide-legged, side stance, with most of the body centered over the back leg, forward leg pointed toward opponent. Forward hand is held out and open, the rear hand is pulled back and out at waist or neck level.

CHARACTER BONUSES:

Add 1D4 to M.E.

Add 1D4 to M.A.

Add 1D4 to P.P.

Add 1 to P.E.

Add 10 to BIO-E (Mutant Animals and Human Mutants only)

COMBAT SKILLS:

Attacks per Melee: 2

Escape Moves: Leap, Roll with Punch/Fall/Impact.

Attack Moves: Leap, Roll.

Basic Defensive Moves: Automatic Parry, Dodge, Parry.

Advanced Defenses: Automatic Roll, Breakfall, Circular Parry, Combination

Roll/Dodge (special!), Multiple Dodge, Muto Dori (special!).

Hand Attacks: Claw Hand, Extended Knuckle Fist (special!), Knife Hand, Strike (Fist).

Basic Foot Attacks: Kick Attack, Rear Kick (special!), Snap Kick.

Jumping Foot Attacks: Jump Kick.

Special Attacks: Body Flip/Throw, Combination Joint Lock/Throw (special!), Combination Roll/Attack (special!), Death Blow, Escape Throw (special!), Leap Attack, Paralysis Attack (Vital Points), Roll/Knockdown.

Holds/Locks: None.

Weapon Katas (Pick Three): W.P.

Chain, W.P. Forked, W.P. Knife, W.P.

Large Sword, W.P. Polearm, W.P. Short

Sword, W.P. Spear, W.P. Staff, W.P.

Thrown.

Modifiers to Attacks: Critical Strike,

Critical Strike or Knockout/Stun on

Sneak Attacks, Knockout/Stun, Pull

Punch.

SKILLS INCLUDED IN TRAINING:

Martial Art Powers: Select a total of four (4) Powers from among Arts of

Invisibility, Atemi Abilities, Martial Art Techniques, and Special Katas. Powers

cannot be exchanged for Skill Programs.

Languages: Japanese.

Physical: Acrobatics, Climbing,

Gymnastics, Prowl, Swimming (Basic).

Cultural Skills: None.

Survival: None.

Temple: None.

Weapon Proficiencies: W.P. Bow, W.P.

Chain, W.P. Forked, W.P. Knife, W.P.

Large Sword, W.P. Mouth Weapons,

W.P. Polearm, W.P. Short Sword, W.P.

Spear, W.P. Staff, W.P. Thrown.

Philosophical Training: Ninpo (special!).

LEVEL ADVANCEMENT BONUSES:

1st +3 to Roll with Punch/Fall/Impact,

+2 to Parry/Dodge, Knockout/Stun on a

Natural 20, Critical Strike or Knockout/Stun on Sneak Attacks.
 2nd +1 to Strike, +2 to Breakfall.
 3rd +1 Attack per Melee, +2 to Roll/Knockdown.
 4th +1 to Muto Dori, +2 to Roll with Punch/Fall/Impact.
 5th Death Blow on a Natural 20, Select One (1) Additional Martial Art Power from among Arts of Invisibility, Atemi Abilities, Martial Art Techniques, and Special Katas.
 6th +1 Attack per Melee, +2 to Breakfall.
 7th Knockout/Stun on a Natural 18 or better, +1 to Strike.
 8th Critical Strike on a Natural 17 or better (triple damage), Death Blow on a Natural 19 or better.
 9th +2 to Parry/Dodge, +1 to Roll/Knockdown.
 10th +1 to Muto Dori.
 11th +1 Attack per Melee, Select One (1) Additional Martial Art Power from among Arts of Invisibility, Atemi Abilities, Martial Art Techniques, and Zenjorike.
 12th +2 to Roll with Punch/Fall/Impact.
 13th +1 to Breakfall, Death Blow!
 14th +2 to Roll/Knockdown.
 15th +1 to Muto Dori, Select One (1) Additional Martial Art Power from among Arts of Invisibility, Atemi Abilities, Martial Art Techniques, and Zenjorike.
 Why study NINPO?
 The true way of the Ninja, Ninpo embodies the spirit and essence of Japan's mystical shadow warriors!! Flexibility, surprising attacks, and deadly moves, as well as a vast repertoire of weapon skills, are all the Ninja's trademarks.
SPECIAL MANEUVERS:
 Combination Roll/Dodge: This is a defensive maneuver in which the

character uses a Roll that is either an advance or retreat from combat range to avoid an aggressor's attack. When using this maneuver, the defender must roll above (or equal) the opponent's Strike roll using only the bonus to Roll with Punch/Fall/Impact. Failure to beat the Strike means taking full damage without a chance to Roll with Punch/Fall/Impact or Breakfall. Success means avoiding the attack and either closing or escaping from immediate combat range.
 Combination Roll/Dodge can be used at any range and uses up one melee attack/action, even if it fails. This technique cannot be combined with Automatic Roll.
 Muto Dori: An advanced Disarm maneuver in which the opponent's weapon is taken by the disarmer. This maneuver can be used as a defense only, and the defender can only use P.P. bonuses and Muto Dori bonuses (no bonus to Strike or Parry allowed). Requires at least one free hand to use (and thus no W.P bonuses allowed, either). This technique does no damage and uses up one melee attack/action, even if it fails.
 Extended Knuckle Fist (Shikan Ken): A clenched fist with all the finger knuckles protruding out. Cannot be used at Grappling Range. Does 1D8 damage and can also be used for Atemi Abilities.
 Rear Kick (Koho Geri): This is a version of the Kick Attack used on opponents from behind the character. Does 1D8 damage.
 Combination Joint Lock/Throw (Gyaku Nage-Waza): By applying pressure against a particular joint, often the wrist or elbow, the character can force the opponent to the ground. Standard damage is 1D8 (plus any Damage bonus) with the opponent knocked down, losing initiative, and losing the next melee

attack. Victims can attempt to defend normally with Parry, Dodge, or a similar technique. After a Combination Joint Lock/Throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. As an attack, it is possible to throw the victim of a Combination Joint Lock/Throw into something or someone. To determine success, roll another Strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with a Parry, Dodge, or similar technique. If the two bodies collide, then they both take the same amount of damage, lose initiative, are knocked down, and lose one attack. Another unique aspect of this ability is that it can be used to disarm an attacker by using the flipping action to turn the arm and bend the hand to make the attacker drop his weapon (no damage), or to throw him in such a way that no damage is inflicted, but the attacker drops his weapon. The damage upgrades from Grasping Hand Atemi can be applied to this maneuver.

Combination Roll/Attack: This maneuver combines a Roll with a melee attack, including thrown weapons and body flip/throws. It cannot be used defensively (no Roll with Punch/Fall/Impact allowed), but what can be done is a melee attack combined with a Roll that is either an advance or retreat from combat range. Against an opponent from the front, only a rolling Body Flip/Throw can be used at Grappling Range. All others must be attempted at Combat Range. Against an opponent to the rear, only kick attacks are possible and these can only be done at Combat Range. The only bonuses that can be used with this maneuver are those

to Roll with Punch/Fall/Impact (no P.P., Strike, or W.P. bonuses allowed). This maneuver cannot be used with Death Blow or Knockout/Stun, and the character cannot add his/her Damage bonuses to the attack. Uses up one melee attack/action.

Escape Throw (Hajutsu): This is a special maneuver which can only be used if the opponent has successfully applied a Hold, Joint Lock, or Pin to the character. Instead of escaping normally, the character can attempt to unbalance the opponent, thus reversing his/her grasp, and then throwing him/her to the ground. This technique requires agility. Both the character and the opponent roll twenty-sided die and add their P.P. attribute. The character doing the Hold, Joint Lock, or Pin also gets to add in any bonuses to Hold or Lock or Pin, and to Strike. The character attempting the escape can add in any bonuses to Disarm or Muto Dori, and to Body Flip/Throw. If the defender meets or beats the aggressor's roll, then he/she can throw the character doing the Hold, Joint Lock, or Pin. Standard damage is 1D4, with the victim ending up knocked down, losing the initiative, and losing the next melee attack/action. A character's Damage bonuses are not included in this technique. The character doing the Hold, Joint Lock, or Pin cannot attempt to defend normally with a Parry, Dodge, or similar maneuver. After an Escape Throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one melee attack. With a Breakfall the damage is reduced in half, even if the roll fails. An Escape Throw can only be used to knock someone down, it cannot be used to throw them into something or someone

else. This maneuver uses up one melee attack/action, even if it fails.

Special Note: Combination Joint Lock/Throw and Escape Throw are revisions of special maneuvers originally created by Kuseru Satsujin.

NINPO PHILOSOPHY:

Kyojitsu Tenkan Ho: 'Method of interchanging truth and falsehood'. This refers to the Ninja's preference for utilizing deceptive and non-direct means to accomplishing his goals. Violence and direct confrontation are to be avoided unless no other option is viable. This involves the use of stealth, political manipulation, espionage, reconnaissance, illusion, reverse psychology, suggestion, sabotage, and surprise tactics such as ambushes. Even when the Ninja is forced into a direct battle, he will attempt to make use of evasive and deceptive tactics, including Sneak Attacks.

Wa: 'Harmony and balance'. In Ninpo, life is regarded as the most sacred, superseding value in the universe and it is to be protected at all costs. This refers to the lives of not only the Ninja's friends and family, but those of the supposed 'enemy' as well. Killing another sentient being is regarded as violating the Laws of Nature, unless deemed absolutely necessary as a last resort. Connected with this ideal is Ninpo's prescribed goal of continually attempting to ensure a peaceful balance within human society --- by any means necessary. As something of a paradox, it is sometimes required to perform acts of violence to maintain this balance (but always as a last resort). However, the motivation of the true Ninja must always be to fight not only for the peace of his loved ones, but for the peace of one's enemies as well.

Ninniku Seishin: 'Spirit of perseverance'. The true Ninja is expected to receive all threats, insults, and oppression with a calm, enduring heart. He is not to allow his personal desires to dictate his actions, and is not to indulge himself in such things as hatred, anger, guilt, jealousy, sadness, or malice. Such motivations are not only unhealthy but can also interfere with the success of the Ninja's mission.

Nagare: 'Flow'. In the end, there should be no such as surprise to the true Ninja. He is expected to constantly prepare himself for any situation in not only his martial arts training but his mental outlook, as well. He is to develop the flexibility of mind and adaptability of spirit to face any unforeseen obstacles.

Fudoshin: 'Immovable spirit'. The true Ninja is not to allow himself to be possessed by such things as greed, personal desire, luxury, laziness, pride, or egotism. He is discouraged from relying too much on others, even close friends, to accomplish his goals.

Jin: 'Humanity'. The true Ninja is expected to develop a kind and compassionate, yet detached, understanding of others. He is taught to allow his heart to grow into a warm palace and not wither away as a cold fortress. According to Ninpo traditions, the Ninja is encouraged to develop the Kajo Chikusei (Flower Heart, Bamboo Spirit) --- a heart that is as kind and pure as a flower, but as firm and flexible as the bamboo.

Gambatte: 'Keep going'. The true Ninja is expected to train intensively in all the prescribed areas of training, and master many forms of weaponry. The Ninja no Hachimon ('Eight Gates of the Ninja') are Ninja no Kiai (harmonizing of spirit), Ninja no Taijutsu (skill with the body), Ninja no Ken (sword), Ninja no

Yari (spear), Ninja no Shuriken (throwing blades), Ninja no Kajutsu (use of explosives), Ninja no Yugei (deceptive skills), and Ninja no Kyomon (philosophical training).
Bunbu Ichi: 'Pen and sword are one'. The true Ninja is expected to study and master many things in addition to the martial arts. These include varying different arts, sciences, philosophies, and so forth. Besides the personal development afforded such study, the goal is to be prepared for any situation one might encounter --- particularly during espionage missions.
Giri: 'Duty and obligation'. First and foremost, the true Ninja is loyal and respectful to his clan and its allies. He is not to betray his clan for any reason and not to go against the teachings of Ninpo. If the Ninja is asked to do something that either weakens or endangers the clan and its members, or that violates the teachings of Ninpo, he is to report the request to the clan heads to determine what the appropriate course of action is to be.

Police O.C.C.

By Kuseru

Police are the common public law enforcers of many nations. Characters who play the Police O.C.C. are typically either freelance agents who have police training or Police officers who are involved in a case or mission and have been assigned as liaisons to espionage or military agencies.

Attribute Requirements: None.

Starting Age: 18

Base S.D.C.: 25

Martial Art Forms: None, choose either Hand to Hand: Basic or spend one secondary skill for Hand to Hand: Expert, or two secondary skills for Hand to Hand: Martial Arts.

Educational Level: Technical Training.
Superspy Modifications Available: None.
Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.
Available Skill Programs: Automatically receives Basic Police Skill Program. Choose four (4) skill programs from the following: Advanced Pilot (Basic), Basic Military (Military), Beat Cop (Espionage), Communications (Basic), Detective (Espionage), Forensics (Medical), Information Gathering (Espionage), Journalist (Basic), Mechanical (Basic), Surveillance Specialist(Espionage), Swat Team Member(Espionage), Undercover Cop (Espionage).
Secondary Skills: Select six.
Money: \$10,000
Implant/Cybernetic Expense Account: None.
Income: Base pay equal to 400\$ a week.
Level Advancement Bonuses: Receive one new Secondary skill at levels 2, 4, 6, 8, 10, 12, & 14.
Social Contacts: The police usually are well connected to other police, the F.B.I., other national agencies, Interpol, and the local and national government. The character has a 33% chance of locating a former friend, acquaintance, or key figure of these groups. In addition most cops have dealt with criminals and crime organizations and can find an informant, major crime figure or former convicted felon (15% chance in country of origin, and 5% everywhere else). Major police or other law enforcement agencies have a 20% chance of identifying the character and criminals have a 15% chance of identifying the character.

Prestidigitator

By Kuseru

Some spell casters put their abilities to work for personal gain. Commonly known as Prestidigitators, they are feared and reviled.

Magic Abilities of the Prestidigitator:

1. Determining P.P.E.: Use P.E. as the base and add 1D6x10. The character gains an additional 1D6 P.P.E. per level of experience. P.P.E. can be restored at the rate of five points per hour of meditation or sleep.
2. Understanding the Principles of Magic: Prestidigitators know and understand the main principles of magic and sorcery, including rituals, symbols, incantations and paraphernalia. This allows them to distinguish between fake "occult" materials from the real thing, as well as determine the general purpose of specific items and even which supernatural forces are involved. Base Skill: 60%+2% per level of experience. A failed roll means the character does not realize or misunderstands the significance of the evidence, dismissing it as fake, or maybe thinking a forgery or charlatan's scribblings are authentic.
3. Sense Magic: Prestidigitators are attuned to the forces of magic. Most magic, magical items, or magic forces can be detected. Range: 120 feet plus 10 feet per level of experience.
4. Recognize Magic & Enchantment: Recognize enchantment: Just as a doctor can recognize flu symptoms and disease, the prestidigitator can recognize the influence of magic that charms, hypnotizes, or otherwise causes mind control (including trances, domination, compulsion, quest, etc.). This ability also includes identifying magic sickness, curses, the effects of faerie food and faerie magic, and supernatural or magic possession. Illusions, metamorphosis,

and psionic powers do not count as enchantment. Base Skill: 35%+5% per level of experience.

Recognize magic: The prestidigitator has a certain percentage chance to recognize a magic item by shape, inscription, magic symbols or intuition (gut feeling). It's important to understand that while the character may know something has magical properties, he does not know what powers the item may have or how to use it. Base Skill: 20%+5% per level of experience.

5. Initial Spell Knowledge: Because the prestidigitator studies magic used for personal gain, they learn how to cast spells certain spells. At first level the prestidigitator starts off with Cloud of Smoke, Decipher Magic, See the Invisible, Befuddle, Chameleon, Darkness, Breathe Without Air, Invisibility: Simple, Sense Traps, Charismatic Aura, Shadow Meld and Swim as a Fish.. At each new additional level of experience, roll on the Shortcut to Gaining New Spells table on page 151 of HU2.

6. Read/Acquire Magic: Through intense study of scrolls or books of magic lore, prestidigitators can attempt to learn a new spell or ritual. Once the spell has been deciphered, the prestidigitator can attempt to cast it. Casting a new spell in this fashion requires an additional roll against the caster's skill. Base Skill: 35%+5% per level of experience.

Attribute Requirements: A high P.E. is recommended but not necessary.

Starting Age: 16

Base S.D.C.: 10

Martial Art Forms: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert or trade two secondary skills for Hand to Hand Martial Arts.

Educational Level: Special Training

Superspy Modifications Available:
None.

Base Minimum Skills: Basic Math,
Speak Native Language, Literacy:
Native Language.

Available Skill Programs: Automatically
receives the Prestidigitator skill program
(New). In addition, select any three (3)
Rogue/Criminal skill programs. Also,
select two (2) Basic skill programs.

Secondary Skills: Select any eight (8).

Money: \$8000

Income: Base pay is \$400 a week when
working for a crime group.

Level Advancement Bonuses: Receive
one new Secondary Skill at 3rd, 6th, 9th,
and 13th levels.

Social Contacts: The character has
served time in prison. Roll for country
and roll 1D20 for number of years (and
add to age). Character can also easily
pass for an underworld criminal (60%
+5% per level). The prestidigitator has a
chance of finding a former friend,
accomplice; or acquaintance in most
criminal hang-outs or organizations
(20% in country of origin, 31% in
country where the character was jailed,
and 7% everywhere else). This cuts both
ways, since other criminals have a 7%
chance of recognizing the character.

Prestidigitator Skill Program
Streetwise or Yarrow Stick Counting
(+10%)

Streetwise: Wierd (+15%)

Select two (2) Lore skills from the
following list, with a +5% bonus for
each: Demons & Monsters, Entities &
Ghosts, Faerie & Creatures of Magic,
Geomancy/Lines of Power, Magic,
Magic Arcane, Mythology, Paranormal
& Psionics, Religion, and Superstitions.
Take two (2) Weapon Proficiencies from
the following list: W.P. Knife, W.P.
Axe, W.P. Crossbow, W.P.

Flamethrower, W.P. Black Powder, W.P.
Dart Pistol, and W.P. Shotgun.

Professional Assassin O.C.C.

By Kuseru

Professional Assassins are trained killers
employed to kill a specified target. Many
espionage agencies typically employ
assassins to remove enemy agents,
government officials, economic leaders,
and any other person who might become
a threat to the agency. Freelance
assassins are also employed by agencies
(to increase deniability), criminal
organizations, and businesses as well as
rich individuals.

Attribute Requirements: I.Q.: 11, M.E.:
10, P.P.: 10.

Starting Age: 18

Base S.D.C.: 15

Martial Art Forms: Hand to Hand
Assassin or Martial Arts or may spend
two (2) secondary skills to select one of
the non-exclusive martial arts or one
skill program and two skill programs and
four secondary skills to choose Ninjutsu.
Educational Level: Literate with a
formal education.

Superspy Modifications Available:
None.

Base Minimum Skills: Basic Math,
Speak Native Language, Literacy:
Native Language.

Available Skill Programs: Character gets
the Bodyguard/Assassin Skill Program
with a +15% bonus on each of those
skills and a +5 to Strike for the Sniper
Skill. In addition the character can select
three (3) of the following skill programs:
Explosive Construction, Weapon
Construction, Basic Military, *Counter
Terrorism, Guerilla Warfare, *Sea, Air,
& Land, *Special Forces, *"Black"
Operative, *Police: Special Weapons
And Tactics or any Basic Skill

Programs. Also select any one other Basic Skill Program.

Secondary Skills: Select any eight (8).
Money: \$50,000. Note: This character may opt to spend some of his money on Cybernetics, this either occurs at character creation and is paid for from the initial funds or the character must acquire the money and locate a facility capable (and willing) to handle the implantation process.

Implant/Cybernetic Expense Account: None.

Income: A professional Assassin can make \$1000 a week if working for an agency or can make from \$5000 to \$5 million for a freelance "hit".

Level Advancement Bonuses: receive one new Secondary skill at 3rd, 6th, 9th, and 13th levels. The Character also receives a new W.P. at 4th, 8th, 12th, and 15th levels.

Social Contacts: The character has been around long enough to recognize famous criminals (30%), Known Espionage Agents and Military Personnel (15%), and important political figures (30%).

PSIBER-KNIGHT O.C.C.

By Kuseru

I could easily write a huge, two or three page description of the Psiber-Knight, but all you really need to know is that they are Master Psychic knights whose focus, unlike that of the Cyber-Knight, is fighting supernatural menaces and evil. Special O.C.C. Training & Bonuses

1. Demon Death Blow: The warrior can focus his inner spirit to attack demons, dragons, elementals and other supernatural beings and creatures of magic! When used against supernatural opponents, the attack inflicts mega-damage, even if it is normally an S.D.C. attack. The character can inflict the mega-damage strike with a punch, kick,

or hand-held weapon like a sword, axe, spear, club, etc. and does double normal damage plus P.S. bonus in mega-damage. The attack is so devastating to the creature's body that it cannot bio-regenerate injury from the Demon Death Blow for 1D4 hours! This is what makes the attack so deadly to the supernatural.

Limitations:

1. In addition to being limited to the Psiber-Knight O.C.c., the character must be pure of spirit and intent. This means there can be no possibility of regret when this spiritual inner strength is used.

It cannot be used in anger, fear or for revenge, even if the character wants to.

2. Counts as two melee attacks/actions.

3. Limited to supernatural beings and creatures of magic. The demon death blow attack is not applicable against body armor, inanimate structures, or ordinary human beings, or any mortal, S.D.C./hit point creatures.

4. The demon death blow is not applicable to the projectile or thrown weapons.

Note: The demon death blow draws on 2D6 of the character's I.S.P. reserve of psychic, inner energy and can be considered a psionic attack.

2. Spirit Strike: An attack that draws on the character's inner spirit. It can only be used against dragons, elementals, demons and other supernatural beings and creatures of magic! It can be inflicted with all physical attacks using the hands, feet, head, and body (no weapons) and does triple normal damage in mega-damage! Uses 3D6 I.S.P. and counts as three melee attacks/actions.

3. Sense Supernatural Evil: The character is keenly aware of the world around him, thus, he or shee feels or senses any major disturbances nearby. One such disturbance is the presence of supernatural evil. All supernatural

beings radiate their alignment, most are evil. The Psiber-Knight can feel that evil like an icy chill cutting through him and taste their vile thoughts like vomit. The sensation is unmistakable, costs no I.S.P., and is automatic, meaning the character does not have to actively try to sense anything. The evil washes over the character, warning him like an alarm that supernatural evil is present. Range: Senses any supernatural evil within a 300 foot (91.5m) radius +50 feet (15.2m) per level of experience starting with level two. However, the sensation is very general. The location and nature of the evil is unknown. To identify the cause and pinpoint its source, the character must use other skills and abilities to locate the source. Note: Close proximity to ley lines (within a mile/1.6 km) disrupts and blurs the psychic senses (reduce range by half) and completely obliterates them when on/within a ley line.

4. Yoga Style Meditation and Trance States: Special meditation techniques that provide the following. Note that there is NO I.S.P. cost, only an investment of time and concentration. Complete Relaxation and Restorative Rest: A light trance in which the character can shut out the world and focus on calm, relaxation, and rest. Twenty minutes of meditation is the equivalent of two hours of sleep and restores I.S.P. equal to that much sleep. Requires 10 minutes of preparation but there is no I.S.P. cost.

Curative Trance: Reduces the symptoms, damage and penalties of poison, infection and illness by half for as long as the character remains in his trance. May be maintained up to a maximum of three hours per level of experience as the illness or poison runs its course. However, the character is incapable of

doing anything except his meditation and is completely unaware of what's going on around him. The character doesn't even dream while in this defensive state, except, perhaps of fighting whatever affliction is attacking his body. Empathetic and Telepathic transmissions can get through without difficulty and without breaking the trance, but the character cannot respond until he comes out of the trance. The character can be roused by firm shaking and shouting for 1D4+1 melee rounds, as will physical pain (at least four points of damage, causing the character to awaken within 2D4 seconds). When the Psiber-Knight comes out of his trance, he is completely alert and ready for action, though he will suffer the full effects of the poison or sickness unless the duration of its effects have passed.

5. I.S.P. Base and Additional Psionic Powers: 6D6+10+M.E. attribute number +1D6 I.S.P. per level of experience. As a Master Psychic, the Psiber-Knight needs a 10 or higher to save vs psionic attacks. Select a total of six additional psychic powers from the categories Healing, Sensitive, and Physical. The Psiber-Knight also gains one additional power from among these three categories at levels 3, 6, 9, and 12. In addition, the character also gains ONE Super-Psionic power at levels 2, 5, 8, and 13.

6. P.P.E. Base: Most of the Psiber-Knight's P.P.E. has been expended in the development of psychic abilities. The remaining P.P.E. base is only 1D6.

7. Psiber-Knight Combat:

1st Level: Start with: Five attacks per melee round, +3 to Initiative, +3 to Perception, +2 to Pull Punch, +2 to Disarm, and Knockout/Stun on a Natural 20. Basic Moves and Special Techniques: Automatic Parry, Body Block/Tackle, Body Flip/Throw, Critical

Strike, Disarm, Dodge, Elbow, Entangle, Human Fist (Punch; does 1D4 damage), Kick Attack (1D8 or 2D4 damage), Knee, Knockout/Stun, Leap Kick, Parry, Power Kick, Power Punch, Pull Punch, Roll with Punch/Fall/Impact, and Simultaneous Attack.

2nd Level: +2 to Parry and Dodge.

3rd Level: +2 to Strike, +2 to Roll with Punch/Fall/Impact.

4th Level: +1 to Parry and Dodge, Critical Strike on a Natural 19 or 20.

5th Level: +1 additional Attack per Melee.

6th Level: +2 to Roll with Punch/Fall/Impact, +1 to Parry and Dodge, +1 to Disarm.

7th Level: +1 to Strike and +2 to Damage.

8th Level: +1 additional Attack per Melee.

9th Level: Knockout/Stun on a Natural 19 or 20.

10th Level: +1 additional Attack per Melee.

11th Level: +1 to Strike and +2 to Damage.

12th Level: +1 to Roll with Punch/Fall/Impact, +1 to parry and Dodge.

13th Level: +2 to Disarm, +2 to Entangle, Critical Strike on a Natural 17, 18, 19 or 20.

14th Level: +1 additional Attack per Melee.

15th Level: +2 to Strike, +4 to Damage.

8. Bonuses: +2 to P.S., +2 to P.E., and +2 to P.P., +1 to save vs horror factor at levels 1, 2, 4, 5, 6, 7, 9, 11, 13, and 15, impervious to possession, impervious to the bite and mind control of vampires, and +1 to save vs mind control.

Psiber-Knight O.C.C. Stats

Alignment: Theoretically any, but most true Psiber-Knights are Principled (30%), Scrupulous (30%), or

Unprincipled (30%), with a handful of Anarchist (4%), Aberrant (4%), or some other alignment (2%).

Attribute Requirements: M.E. 14, P.E. 11, and P.S. 12 or higher. A high I.Q., and P.P. are also helpful, but not a requirement.

Racial Requirements: None, provided one can meet the Attribute Requirements (above) and has the discipline and temperament to be a Psiber-Knight.

O.C.C. Skills:

Climbing (+5%)

First Aid (+5%)

Horsemanship: Knight

Land Navigation (+10%)

Languages: Speaks two (+15% each)

Literacy: Native Language (+10%)

Lore: Demon and Monster (+15%)

Mathematics: Basic (+10%)

Swimming

Tracking (+15%; humans and demons)

Wilderness Survival (+10%)

W.P. Three of choice

W.P. Sword

Hand to Hand: Psiber-Knight Combat (SPECIAL! See above)

O.C.C. Related Skills: Select ten (10) other skills, but at least two must be selected from the Physical category, and another three must be selected from Military or Weapon Proficiencies. Select an additional two skills at 3rd, 6th, 9th and 12th levels. All new skills start at level one proficiency.

Communications: Any

Cowboy: Trick Riding only.

Domestic: Any (+10%)

Electrical: Basic Electronics only.

Espionage: Any (+10%).

Horsemanship: Exotic Animals (+10%) only.

Mechanical: Basic Mechanics only.

Medical: Holistic Medicine or Paramedic only.

Military: Any (+10%).

Physical: Any (+5% where applicable).
Pilot: None.
Pilot Related: Navigation Only.
Rogue: None.
Science: Any.
Technical: Any.
W.P.: Any.
Wilderness: Any.
Secondary Skills: Select eight (8) Secondary Skills from the list in the Skill Section. Select an additional two skills at 5th, 10th, and 15th levels. These are additional areas of knowledge that do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.
Standard Equipment: A suit of personalized, heavy, Mega-Damage body armor (typically has a classic "knight" design with 1D4x10+50 M.D.C.). The Knight also has a suit of light Mega-Damage body armor.
Clothing includes a pair of boots or moccasins, a set of camouflage or black clothing for cover operations, a set of dress clothing, hat or helmet, and two pairs of socks. Additional equipment typically carried; tent, sleeping bag, backpack or knapsack, saddle bags, an air filter or gas mask, tinted goggles or sunglasses, hatchet for cutting wood, knife (or two), 2D6 wooden stakes, hand-held silver cross, first aid kit with extra bandages and antiseptic, suture thread and painkiller, two canteens, two weeks worth of rations, radiation detector and some personal items.
Weapons include two ancient weapons of choice, handgun and rifle of choice (probably one energy weapon and one firearm) and three extra ammo-clips/E-Clips.
Money: The character starts off with 3D4x100 in credits, and has black market items which will garner another

2D6x1000 credits. As always, money can be spent immediately or saved.
Cynernetics: Starts with none. Tends to avoid implants in favor of natural powers.
Related O.C.C.s: While this is a variant of the North American "Cyber-Knight," this class has more in common with the Japanese and Chinese Demon Quellers than the anti-technology bent of the Cyber-Knights.
Note: Uses the same experience table as the Cyber-Knight (big surprise that, I know).

Psi-Soldier

By Kuseru

The result of the military's attempt to produce psychic warriors for the battlefield.

Psionic Powers of the Psi-Soldier:
Roll on the following Table to determine psychic powers:

01-20 Zapper; Impervious to Electricity, Sense Electricity, Electrical Aura & Radiate Electricity, Electricity Absorption, I.S.P. and P.P.E. (Psyscape, pages 81-82) Note: convert all Mega-Damage on one-to-one basis to S.D.C. for all Zapper powers.

21-40 Psi-Slayer; Sleepwalk, Locate & Track Mark, Telekinetic Air Walk, Psi-Dagger (convert Mega-Damage on one-to-one basis to S.D.C.), Other Psionic Powers, I.S.P. and P.P.E. (Psyscape, pages 71-73)

41-60 Psi-Warrior; Levels of Experience & Power, I.S.P. and P.P.E. (Psyscape, pages 78-79)

61-80 Fire Walker; Burning Touch, Commune with Fire, Fire Awareness/Sense Fire, Fire Knowledge, Resistant to Fire, Sense Temperature, Closed to the Supernatural, P.P.E., I.S.P., Recovering I.S.P., and Selecting

Physical Psychic Abilities. (BTS2, pages 44-45

81-00 Psi-Slinger; Energy Expulsion, Psychic Weapons, Energy Conversion, and Other Psionic Powers (New West, pages 98-99) Note: convert all Mega-Damage on one-to-one basis to S.D.C. for all Psi-Slinger powers.

Attribute Requirements: I.Q. 10 and M.E. of 10

Starting Age: 24

Base S.D.C.: 20

Martial Art Styles: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert or trade two secondary skills for Hand to Hand Martial Arts.

Educational Level: Military Academy Graduate.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

Character automatically receives the Basic Military Skill Program with the Psi-Soldier Skill Program (new). The character also selects two (2) Military Skill Programs and any one (1) Basic Skill Programs.

Secondary Skills: Select any five (5). Money: \$6,500

Income: Base of \$400 a week from an agency.

Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 5th, 7th and 10th levels.

Social Contacts: The character keeps track of both sides of the magic war, both the magic organizations, and the military and magical forces of the various governments. As a result character can recognize most prominent spell caster along with the major commanders of anti-magic and magic units (30%). Keeping a very low profile,

the character has a 2% chance of ever being recognized.

Psi-Soldier Skill Program

Detect Ambush (+15%)

Detect Concealment (+15%)

Land Navigation (+10%)

Tracking (+10%)

Select two (2) Lore skills from the following list, with a +10% bonus for each: Demons & Monsters, Entities & Ghosts, Faerie & Creatures of Magic, Paranormal & Psionics, Religion, and Superstitions.

Take four (4) Weapon Proficiencies from the following list: W.P. Knife, W.P. Axe, W.P. Crossbow, W.P. Flamethrower, W.P. Grenade, W.P. Black Powder, W.P. Assault Rifle, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Dart Pistol, and W.P. Shotgun.

Psychic Agent O.C.C.

By Kuseru

These characters are psychics who have been recruited and trained by various agencies to lend their psionic abilities the international espionage arena. They are typically employed to interrogate prisoners, infiltrations, assassinations, and information gathering.

Psychic powers for the Psychic Agent: Base I.S.P.: Roll 5D6 plus the character's M.E. attribute. The character receives another 2D4 I.S.P. per level of experience after first.

P.P.E.: Most of the Psychic's P.P.E. has been expended in the development of psychic abilities. The remaining P.P.E. base is only 2D4.

Chi: The character's Chi is equal to the P.E. attribute. However, unlike other characters who have learned how to harness their chi (at least on some level), Psychic Agents CANNOT manipulate their chi. Like all characters, they can

have their chi depleted, and zero or negative chi has the usual effects.
Saving throw versus psionic attack: As a Master psychic, the character needs a 10 or higher to save vs psionic attack.
Psionics: At first level, the character can select three powers from the categories of Physical, Sensitive, and Healer. The character can also select one power from the Super category. The character can select one additional lesser power (Physical, Sensitive, or Healer) at levels 3, 6, 9, 12, and 15 and one new Super power at levels 3, 5, 9, and 12.
Attribute Requirements: I.Q. and M.E. of 11 or higher.
Starting Age: 20
Base S.D.C.: 10
Martial Art Forms: None. Choose either Basic Hand to Hand (Agent) or trade one Secondary skill for Expert Hand to Hand (Agent), or two Secondary skills for Martial Arts Hand to Hand (Agent).
Educational Level: Special Training
Superspy Modifications Available: None.
Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.
O.C.C. Skills: The Character gets the Lore Skill Program and can select two Espionage or Military skill programs and two Basic Skill programs.
Secondary Skills: Select any six (6).
Money: \$25,000
Income: Base pay is \$1,000 a week from the character's agency.
Level Advancement Bonuses: Receive one new Secondary skill at 4th, 8th, and 12th, levels.
Social Contacts: The character has studied the international psychic community enough to recognize famous psychics (30%). The character's espionage training gives him the ability to recognize famous criminals (20%),

known espionage agents (10%), and important political figures (20%).

Psychic Detective

By Kuseru

A police or private detective with psychic powers.

Psionic Powers of the Psychic Detective: Roll on the following Table to determine psychic powers:

01-20 Diviner; Psychic Dowsing, Reading Signs, Palm Reading, Touch Conveyance, See the Aura of the Supernatural, See the Aura of Magic, P.P.E., I.S.P., Recovering I.S.P., and Selecting Physical Psychic Abilities. (BTS2, pages 39-42)
21-30 Latent Psychic; Outlook & Orientation, Mind Storm, Precognitive Dream, P.P.E. base, I.S.P., and Recovering I.S.P. (BTS2, pages 55-58)
31-40 Parapsychologist; Specialized Knowledge of the Paranormal and Magic, Keen Perception, Understanding the Principles of Psionics, Understanding the Principles of Magic, Read Magic, and P.P.E. (BTS2, pages 70-72)
41-60 Physical Psychic; Yoga Style Meditation & Trance States, Summon Supernatural Strength, Standard Meditation, Select additional abilities at levels 2, 4, 5, 6, 11, and 14, Closed to the Supernatural, P.P.E., I.S.P., Recovering I.S.P., and Selecting Physical Psychic Abilities. (BTS2, pages 74-76)
61-80 Psychic Medium; The Spirit Guide, See Other Spirit Guides, See & Communicate with Other Spirits, Spirit Channeling/Seance, Auditory Reading, Olfactory Symbols & Omens, Spirit Strike, Hear Death Rattle, Object Read the Dead, P.P.E., I.S.P., Recovering I.S.P., and Selecting Physical Psychic Abilities. (BTS2, pages 83-88)

81-00 Psychic Sensitive; Sense Supernatural Evil, Opening Oneself to the Supernatural, Recognize Possession, Recognize Magic Enchantment, P.P.E., I.S.P., Recovering I.S.P., and Selecting Psychic Sensitive Abilities. (BTS2, pages 90-91)
Attribute Requirements: I.Q. 9, P.E.:8
Starting Age: 18
Base S.D.C.: 15
Martial Art Forms: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert or trade two secondary skills for Hand to Hand Martial Arts.
Educational Level: Two Years of College or equivalent.
Superspy Modifications Available: None.
Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.
Available Skill Programs: Automatically receives the Psychic Detective skill program (New). Character can take any two (2) from among Espionage Programs, plus any two (2) Basic Skill Programs or Gizmoteer Skill Programs.
Secondary Skills: Select any eight (8).
Money: \$10,000.
Income: Base pay as a Psychic Detective is \$650 per week.
Level Advancement Bonuses: Receive one new Secondary skill at 2nd, 4th, 6th, 9th, and 13th levels.
Social Contacts: Being in the investigation business means the character is familiar with other investigators, and law enforcement figures, throughout the world. There's a 25% chance of recognizing a psychic or somebody in the law enforcement business during any investigation. And, because the character is in a known position, there's a 6% chance the Psychic Detective will be recognized by a former

client, former colleague, former enemy, or former rival during any investigation.
Psychic Detective Skill Program
Parapsychology (+15%)
Astrology (+15%)
Select two (2) Lore skills from the following list, with a +10% bonus for each: Demons & Monsters, Entities & Ghosts, Faerie & Creatures of Magic, Paranormal & Psionics, Religion, and Superstitions.
W.P. Automatic Pistol or W.P. Revolver (Pick one)

Psychic Gizmoteer

by Kuseru

These characters are psychics who have been recruited and trained by various agencies to lend their psionic abilities the international espionage arena. They are typically employed to interrogate prisoners, infiltrations, assassinations, and information gathering.

Psychic powers for the Psychic Gizmoteer:.

Base I.S.P.: Roll 2D6 plus the character's M.E. attribute. The character receives another 2D4 I.S.P. per level of experience after first.

P.P.E.: Most of the Psychic's P.P.E. has been expended in the development of psychic abilities. The remaining P.P.E. base is only 3D6.

Chi: The character's Chi is equal to the P.E. attribute. However, unlike other characters who have learned how to harness their chi (at least on some level), Psychic Agents CANNOT manipulate their chi. Like all characters, they can have their chi depleted, and zero or negative chi has the usual effects.

Saving throw versus psionic attack: As a Major psychic, the character needs a 12 or higher to save vs psionic attack.

Build Psionic Device: The character can build a device that emulates a broad

range of psychic abilities. When the machine is built, the Psychic Gizmoteer is permanently drained of P.P.E. The expenditure of P.P.E. creates the psychic circuit board which gives the machine its power. The psychic ability is identical to the natural psi-power it is meant to emulate. The P.P.E. cost to instill a device with a specific power is listed, along with the available abilities. Each individual machine will require P.P.E. However, to build a duplicate device costs half the original, listed, P.P.E. cost. Multiple psi-powers can be built into the same device, but is costly in both P.P.E. to create it and I.S.P. to operate it (each power will require I.S.P.).

The machine should suggest some scientific common sense. For example: To see the invisible, the character would devise some type of goggles or glasses. Perhaps a psychically "enhanced" pair of infrared goggles, or passive night sight goggles with some sort of extra doohickey (psi-powered) which would offer conventional optical enhancement, as well as the psychic, see the invisible. A psychic sensory device meant to detect a supernatural presence might include multiple psi-powers, such as presence sense, sense evil and/or sense magic. This sensory device is likely to look and function like a Geiger counter or other modern sensory machine, with displays, counters, dials, indicators, and even sound. A device to induce clairvoyance, empathy or telepathy will probably fit over the head like a helmet or wild looking, thinking cap. To invoke a mind block or cause levitation might require a headband-like device or another helmet/hat. Hydrokinesis may demand an underwater eye mask with unusual attachments or a shower head or well...I think you get the idea.
Cost and P.P.E.

Initially, at first level, the character can use as much as half the total P.P.E. to build one or several psi-machines. Remember, once spent, the P.P.E. is permanently gone. Also, remember that the other half of P.P.E. becomes the character's permanent base and can never be used for building. Any available P.P.E. that is not spent on building can be saved for later use. At second level, the character gets an additional ten P.P.E. for building and, at each of the following levels, an additional 2 to 8 P.P.E. (roll 2D4 for each level).

A psychic gizmoteer can immediately build a new device each level, or opt to save all or part of the additional P.P.E. available from level advancement. The saved P.P.E. can be used to create or duplicate a device at any time. For Example: Joe reaches second level of experience and gets ten more P.P.E. for building. He saves those P.P.E. At third level, Joe rolls 2D4 for additional building P.P.E.; he rolls a 5. He now has a total of 15 P.P.E. that he can use to build psi-machines. Joe spends 4 points on the creation of a new device, keeping the remaining 11 for an emergency. Sure enough, his goggles to "see the invisible" get smashed, but Joe has eleven P.P.E. to recreate a duplicate pair of goggles. The first pair cost Joe 4 P.P.E., but even though it takes him just as long to build a new pair, the duplicate goggles cost half; 2 P.P.E. This leaves nine P.P.E. still in reserve. Remember never to use the permanent P.P.E. base. To avoid confusion, it may be wise to log available building P.P.E. separately. The only restrictions are that: 1. Enough P.P.E. is available (do not use the permanent base). and 2. The character spends at least 48 hours building the item. That's 48 hours of actual labor, not

just two days time. A typical days work building a psi-machine is 10 to 12 hours, which would mean four or five days of intense activity. A rush job will require more work hours per day (16 maximum), which will result in a finished machine in three days, but an exhausted psi-mechanic.

WHO ELSE CAN USE THESE DEVICES?

The psychic gizmoteer is the only person who can use his odd creations without effort. Non-psychics can not use them at all. Nor can a psychic sensitive or physical psychic or supernatural creature. However, with proper instruction and practice, a latent psychic, psi-mechanic or another psychic gizmoteer may also be able to use the device.

The chance of successfully using a psi-machine without personal instruction from the creator is slim. Another Psychic gizmoteer has a chance equal to his Basic Gizmoteer Construction Skill to figure out its function and operation. A psi-mechanic has a 20% chance of figuring out its function and operation (two tries are possible). A latent psychic has a mere 12% chance to successfully use a psi-device (add + 5% if the latent psychic uses an object read on the item). Personal instruction by the character who created the device, plus 24 hours spent on focus and practice, will yield the best possible chance for success. Under these conditions, another psychic gizmoteer has a 55% chance of making the device work, although his own design philosophies limit his receptiveness. A psi-mechanic is also limited by his own design philosophies and has a 50% chance of making the device work. A latent psychic, who is not blocked by his own design ideas, has the best chance; 64%. The character gets

only one try. A failed roll means that, despite the private tutelage and practice, the character has no chance of ever mastering that particular psi-device. There is one more person who may be able to use the machine, with instruction. A child 6 to 12 years old has a 32% chance of successfully using the item. NOTE: All percentile rolls should be made in front of the game master.

Scientists and mechanical engineers will not be able to find a way of making the device work by conventional means.

BONUSES AND VULNERABILITY

Bonuses

*+ 10% on each mechanical or electrical skill. The character's mechanical inclinations provide an extra one time, skill bonus applicable to all conventional, building-type skills including demolitions, demolitions disposal, and secondary skills like basic mechanics and pick locks. This bonus is in addition to I.Q. and/or educational skill bonuses.

*Recognize magic or psychic enchantment of objects and devices (not people) -- 40% + 5% per each additional level of experience.

Vulnerability

*The most obvious weakness is that the character has no special psychic powers without the aid of his devices. On the other hand, the character can use both sensitive and abilities.

*Because of the unusual focus, the psychic gizmoteer does not have any innate sensitivity nor the usual battery of bonuses. However, the character tends to be extremely clever and resourceful.

*The large reserve of P.P.E. makes him or her an inviting target of supernatural forces.

PSYCHIC POWERS AVAILABLE TO THE PSI-MECHANIC

Any one or more related abilities can be built into one of the gizmoteer's machines. The power(s) function as described in the psychic ability section and still require the usual number of I.S.P. The machine is powerless when the character temporarily uses up his I.S.P.

Each available power indicates the P.P.E. cost to build it into the psi-machine.

Sensitive Abilities

Clairvoyance Cost: 4 P.P.E.

Empathy Cost: 4 P.P.E.

Empathic Transfer Cost 6 P.P.E.

Mind Block Cost: 2 P.P.E.

Presence Sense Cost: 4 P.P.E.

See Aura Cost: 2 P.P.E.

See the Invisible Cost: 4 P.P.E.

Sense Evil Cost: 2 P.P.E.

Sense Magic Cost: 4 P.P.E.

Telepathy Cost: 6 P.P.E.

Physical Abilities

Electrokinesis Cost: 6 P.P.E.

Hydrokinesis Cost: 4 P.P.E.

Impervious to Cold Cost: 2 P.P.E.

Impervious to Fire Cost: 4 P.P.E.

Resist Fatigue Cost: 2 P.P.E.

Telekinesis Cost: 6 P.P.E.

Attribute Requirements: I.Q. and M.E. of 10 or higher.

Starting Age: 18

Base S.D.C.: 10

Martial Art Forms: None. Choose either Basic Hand to Hand (Agent) or trade one Secondary skill for Expert Hand to Hand (Agent), or two Secondary skills for Martial Arts Hand to Hand (Agent).

Educational Level: Special Training; add +2% skill bonus to all skills gained from the gizmoteer programs.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

O.C.C. Skills: The Character gets the Lore Skill Program and can select three Gizmoteer skill programs and one Basic Skill program.

Secondary Skills: Select any six (6).

Money: \$15,000

Income: Base pay is \$700 a week from the character's agency.

Level Advancement Bonuses: Receive one new Secondary skill at 3rd, 5th, 8th, 10th, and 12th, levels.

Social Contacts: The character has studied the international psychic community enough to recognize famous psychics (30%). The character also knows many academics and fellow gizmoteers, there's a 20% chance of running into an acquaintance at any large university.

Psychic Martial Artist O.C.C.

By Kuseru

The Psychic Martial Artist is a new optional O.C.C. variant, that has developed latent psychic abilities into martial art powers. With the exception of their psychic powers, the Psychic Martial Artist falls in between the Dedicated and Worldly Martial Artists in terms of Martial Arts studies.

Psychic powers for the Martial Artist: The character learns to develop psionics rather than standard martial art powers.

Base I.S.P.: Roll 3D4X10 plus the character's M.E. attribute. The character only receives additional I.S.P. based on the martial art style(s) studied.

P.P.E.: Most of the Psychic Martial Artists P.P.E. Has been expended in the development of psychic abilities. The remaining P.P.E. bas is only 2D4.

Chi: The character's Chi is equal to the P.E. attribute. However, unlike other martial artists who have learned how to harness their chi (at least on some level), Psychic Martial Artists CANNOT

manipulate their chi. Like all characters, they can have their chi depleted, and zero or negative chi has the usual effects. Saving throw versus psionic attack: As a Master psychic, the character needs a 10 or higher to save vs psionic attack.

Psionics: To determine the character's psionic abilities, take a look at what martial art powers would normally be available to the character's martial art style(s). If Weapon Katas are listed as part of the character bonuses, they remain unchanged.

In place of each Arts of Invisibility or Atemi power (including advanced Atemi), the character can select three (3) psionic powers from the Healing category.

In place of each Martial Art Technique or Chi Kata (but not Special Kata), the character can select three (3) psionic powers from the Sensitive category.

In place of each Body Hardening Exercise (including the Demon Hunter ones) or Special Kata (but not Chi Kata), the character can select three (3) psionic powers from the Physical Category.

In place of each Chi Mastery (including advanced Chi Mastery, but not including Chi Kata) or Zenjoriki, the character can select one (1) psionic power from the Super category.

No martial art powers (with the exception of Weapon Kata, if the GM approves) can be selected. Psionic powers cannot be traded in for basic skill programs.

Level advancement bonuses work the same way as initial psionic selections.

Example: The character has selected the Aikido style. Instead of selecting two powers from Atemi or Chi Mastery and one Zenjoriki, the character would select six psionics from healing and one psionic from super, or three healing and two super, or three super.

Chi bonuses: Where a chi bonus would normally occur for the martial art style, perform the same action for I.S.P. (i.e. Double Normal Chi would become Double Base I.S.P.). This is the only possible way to gain I.S.P.

Notes on martial arts with special martial art powers and automatic selections of martial art powers:

Bok Pai-Crane Stance Kata would become Levitation, Summon Inner Strength, and Mind Block.

Choy Li Fut Kung Fu-Bear Stance Kata would become Impervious to Cold, Impervious to Fire, and Resist Fatigue.

Fu-Chia Pai Kung Fu-Instead of Karumi Jutsu, the character receives Telekinesis (Super).

Isshin Ryu Karate-Instead of the Bassai "Fortress Penetration" Kata, the character receives Mind Block, Summon Inner Strength and Nightvision.

Kyoushinkai Karate-Instead of Tamashiwara, the character receives Presence Sense, See Aura, and Sixth Sense.

Monkey Style-Instead of the Monkey Style Special Kata(s), the character can select can select three powers from the Physical category.

Shao-lin Kung Fu-Dragon Kata would become Impervious to Fire, Resists Thirst, and Summon Inner Strength.

Thai Kick Boxing-Lightning Form Kata would become Levitation, Summon Inner Strength and Telekinesis (lesser).

Tien Hsueh Touch Mastery-Dim Mak becomes Bio-Manipulation.

Wu Shu T'sung PRC Kung Fu-Mao's Pride Kata becomes Summon Inner Strength, Alter Aura, and Resist Fatigue.

An Yin Kung Fu-the mudra selections become 2D4 I.S.P. each.

Ba Gua Kung Fu-Ba Gua Circle Kata becomes Alter Aura, Death Trance, and

Impervious to Poison. Pun Gung Bi Weapon Kata is unchanged.

Chao Ta Kung Fu-Greased Lightning Kata becomes Summon Inner Strength and Resists Fatigue. Kung Sao Kata becomes Impervious to Cold and Impervious to Fire. Ni Huei Kata becomes Resist Hunger and Resist Thirst.

Gui Long Kung Fu-advanced Chi Sword Technique becomes Psi Sword.

Hsien Hsia Kung Fu-Mind Walk becomes Astral Projection and Mind Bond. Calm Minds becomes Empathetic Transmission and Group Mind Block. Two Minds becomes Mind Block Auto Defense and Hypnotic Suggestion. Spirit Burst becomes Pyrokinesis or Electrokinetic or Hydrokinetic.

Discorporate becomes Bio-Manipulation and Telekinetic Force Field.

Hsing-I Kung Fu-Hua Chin becomes Mind Bolt.

Pao Chih-Instead of Evoke Animus of Positive Chi abilities, select three (3) Sensitive powers or one (1) Super power (for each Evoke Animus ability).

Triad Assassin Training-None. Triad Assassin training offers no Psionic abilities or powers.

Options: If the GM has access to the Phase World Sourcebook, Arts of Invisibility can become one of the powers under Oni Ninja Techniques. If the GM has access to Psycscape, the Evoke Animus abilities can be replaced (one for one) with the Mind Bleeder Psionic powers. Additionally, in place of Demon Hunter Body Hardening, Advanced Atemi, Chi Kata and Advanced Chi Mastery, the GM can substitute the new powers from Psycscape (at the regular category selections and rates).

For GMs wishing to give the Positive/Negative Chi aspect to their

games, substitute Negative Chi powers with the special Nega-Psychic Psionic powers and/or Psi-Nullifier Special Abilities from Psycscape, and the Anti-Psychic special abilities from Beyond the Supernatural.

Attribute Requirements: M.E. of 10 or higher.

Starting Age: 12-15 (usually a year after the onset of puberty).

Base S.D.C.: 30

Martial Art Forms: For non-revised N&S, select one Exclusive martial art or two Secondary martial arts. For Revised N&S, select one Exclusive or one Secondary martial art.

Educational Level: Special Training

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

O.C.C. Skills: The Character gets the Lore Skill Program and can select two other Basic Skill Programs.

Secondary Skills: Select any four (4).

Money: \$2500

Income: Can teach martial arts for roughly \$250 a week. Base pay at an agency is \$350 a week.

Level Advancement Bonuses: Receive one new Secondary skill at 3rd, 6th, 9th, 12th, and 15th levels.

Social Contacts: The character has a 20% chance of recognizing any other major figure in the martial arts world. There is a 5% chance that the character will have met the martial artist before. The character's style may have branches located throughout the world. In any of these places the character has a 30% chance of tracking down a familiar person.

Super Power Investigation & Enforcement (SPIE) Officer

By Kuseru

Basically, super-powered police officers, formed in an organization similar to SWAT to combat super power crimes.

Super Powers for the SPIE Officer: Roll on Table C of the Experiment Power Category (HU2, page 116).

Attribute Requirements: I.Q. and P.S. 10

Starting Age: 18

Base S.D.C.: 20

Martial Art Forms: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert (or trade two secondary skills for Hand to Hand Martial Arts.

Educational Level: Two Years of College or equivalent.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

Available Skill Programs: Automatically receives the Police/Law Enforcement (Basic Cop) skill program with a +12% bonus to each of those skills. In addition, select three (3) Police skill programs. Also, select two (2) Basic skill programs.

Secondary Skills: Select any six (6)

Money: \$3500

Income: Base pay as a SPIE Officer is \$500 per week.

Level Advancement Bonuses: receive one new Secondary skill at 2nd, 4th, 6th, 9th, and 13th levels.

Social Contacts: The SPIE usually are well connected to other police agencies,.

The character has a 33% chance of locating a former friend, acquaintance, or key figure of these groups. In addition most cops have dealt with criminals and crime organizations and can find an informant, major crime figure or former

convicted felon (25% chance). Major police or other law enforcement agencies have a 20% chance of identifying the character and criminals have a 15% chance of identifying the character.

Super Powered Martial Artist

By Kuseru

The Super Powered Martial Artist is a new optional O.C.C. variant, that has developed super powers into martial art powers. With the exception of their super powers, the Super Powered Martial Artist is on par with Worldly Martial Artists in terms of Martial Arts studies.

Super Powers for the Martial Artist: The character learns to develop super powers rather than standard martial art powers.

Chi: The character's Chi is equal to the P.E. attribute. However, unlike other martial artists who have learned how to harness their chi (at least on some level), Psychic Martial Artists CANNOT manipulate their chi. Like all characters, they can have their chi depleted, and zero or negative chi has the usual effects.

Super Powers: To determine the character's super powers, take a look at what martial art powers would normally be available to the character's martial art style(s). If Weapon Katas are listed as part of the character bonuses, they remain unchanged. All reference to super power types are based on Kittenstomp's Random Tables of DOOM.

*In place of each Arts of Invisibility, the character can select one power from Stealth (Minor) Powers.

*In place of each Atemi power, the character can select one power from Augmented Biology or Extra/Enhanced Limbs (Minor) Powers.

*In place of each advanced Atemi, the character can select one power from

Energy Expulsion or Energy Control (Minor) Powers.

*In place of each Martial Art Technique, the character can select one power from Matter Expulsion or Matter Control (Minor) Powers.

*In place of each Chi Kata (but not Special Kata), the character can select one power from Heightened Senses, Supervision, or Extrasensory Perceptions (Minor) Powers.

*In place of each Body Hardening Exercise (including the Demon Hunter ones), the character can select one power from Enhanced Attribute, Enhanced Structural Capacity or Impervious (Minor) Powers.

*In place of each Special Kata (but not Chi Kata), the character can select one power from Locomotion or Flight (Minor) Powers.

*In place of each Chi Mastery (including advanced Chi Mastery, but not including Chi Kata), the character can select one power from Mental Powers, Dimension Warping, or Physics Manipulation (Minor) Powers.

*In place of each Zenjoriki, the character can select one Major Power, with the exception of Natural Combat Ability. No martial art powers (with the exception of Weapon Kata, if the GM approves) can be selected. Super powers cannot be traded in for basic skill programs.

Level advancement bonuses work the same way as initial super power selections.

Example: The character has selected the Aikido style. Instead of selecting two powers from Atemi or Chi Mastery and one Zenjoriki, the character would select two super powers from Augmented Biology, Extra/Enhanced Limbs, Mental Powers, Dimension Warping, or Physics Manipulation and one Major Power.

Chi bonuses: Where a chi bonus would normally occur for the martial art style, delete the chi bonus.

Notes on martial arts with special martial art powers and automatic selections of martial art powers:

*Bok Pai-Crane Stance Kata would become Winged Flight.

*Choy Li Fut Kung Fu-Bear Stance Kata would become Adhesion.

*Fu-Chia Pai Kung Fu-Instead of Karumi Jutsu, the character receives Weight Manipulation.

*Isshin Ryu Karate-Instead of the Bassai "Fortress Penetration" Kata, the character receives Super Burrowing.

*Kyoushinkai Karate-Instead of Tamashiwara, the character receives Gun Limb.

*Monkey Style-Instead of the Monkey Style Special Kata(s), the character can select can select super powers from the Animal/Natural Abilities (Minor) Powers.

*Shao-lin Kung Fu-Dragon Kata would become Flight: Energy.

*Thai Kick Boxing-Lightning Form Kata would become Slow Motion Control.

*Tien Hsueh Touch Mastery-Dim Mak becomes Disruptive Touch.

*Wu Shu T'sung PRC Kung Fu-Mao's Pride Kata becomes Super Bounce.

*An Yin Kung Fu-The mudra selections are replaced by the first four Special Abilities of the Ancient Master; Feign Death, The Cleansing Spirit, Positive Energy, and Channel & Unleash Physical Energy.

*Ba Gua Kung Fu-Ba Gua Circle Kata becomes Spin at High Velocity. Pun Gung Bi Weapon Kata is unchanged.

*Chao Ta Kung Fu-Greased Lightning Kata becomes Enhanced Leaping. Kung Sao Kata becomes Sliding. Ni Huei Kata becomes Side-Step.

*Gui Long Kung Fu-advanced Chi Sword Technique becomes Body Weapons.

*Hsien Hsia Kung Fu-Mind Walk becomes Intangibility. Calm Minds becomes Karmic Power. Two Minds becomes *Transferral/Possession. Spirit Burst becomes Re-Channel & Expel Energy. Discorporate becomes APS: Void.

*Hsing-I Kung Fu-Hua Chin becomes Power Weapon.

*Pao Chih-Replace the Animus Powers, Martial Art Powers, and Level Advancement Bonuses with the following:

1st: +2 to Roll with Punch/Fall/Impact
 2nd: +1 attack per melee
 3rd: Receives Alter Physical Structure: Wood
 4th: +2 to Dodge
 5th: +1 to strike
 6th: Receives Alter Physical Structure: Fire
 7th: +1 on Initiative
 8th: +1 attack per melee
 9th: Receives Alter Physical Structure: Stone
 10th: +2 to Roll with Punch/Fall/Impact
 11th: +1 to dodge
 12th: Receives Alter Physical Structure: Metal
 13th: +1 to strike
 14th: Critical Strike from Behind
 15th: Receives Alter Physical Structure: Water

*Triad Assassin Training-None. Triad Assassin training offers no super powers. Attribute Requirements: As per Martial Art Style.
 Starting Age: 15
 Base S.D.C.: 30
 Martial Art Forms: Select one martial art style.
 Educational Level: Raised in a monastery or retreat, minimum skills.

Superspy Modifications Available: None.

Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.

Available Skill Programs: Character can select any two (2) Basic skill programs.

Secondary Skills: Choose any six (6).

Money: \$1,000

Income: Character can teach martial arts for \$150 a week. Base pay at an agency is \$250 per week.

Level Advancement Bonuses: Receive one additional Secondary Skill at 4th, 8th, and 12th levels.

Social Contacts: The character has an 18% chance of recognizing any other major figure in the martial arts world. There is only a 5% chance that the character will have met the martial artist before. Both of the character's styles may have branches located throughout the world. In any of these places, the character has a 30% chance of tracking down a familiar person.

Super Soldier

By Kuseru

The super soldier is an experiment which is a deliberate attempt to create a superior, human fighting machine. The focus is usually on tapping into the vast human potential. Unlike Heroes Unlimited super soldiers, these are only super powered end-products.

Super Powers for the Super Soldier: Use the following revised Supersoldier Ability table, If the same old super soldier ability (from HU2) is rolled more than once, ignore it and reroll, new entries can be rolled more than once, however, reroll the same result on the indicated sub-table. Roll four times: 01-10 Attempted to Increase Physical Agility and Dexterity (see HU2 , page 118)

11-20 Attempted to Increase Physical Speed (see HU2 , page 118)
 21-30 Mind and Body are more attuned (see HU2 , page 118)
 31-40 Attempted to make a natural weapon (Roll once on the Matter Expulsion sub-table from Kittenstomp's Random Tables of DOOM)
 41-50 Attempted to make the subject Impervious to something (Roll once on the Impervious sub-table from Kittenstomp's Random Tables of DOOM)
 51-60 Brain Boost (see HU2 , page 118)
 61-70 Physical Transformation (see HU2 , pages 118-119)
 71-80 Attempted to Enhance the Biology of the Subject (Roll percentile, 01-50% Roll once on the Enhanced Structural Capacity sub-table, 51-00% Roll once on the Augmented Biology sub-table, both from Kittenstomp's Random Tables of DOOM)
 81-90 Attempted to make an Energy Weapon (Roll once on the Energy Expulsion sub-table from Kittenstomp's Random Tables of DOOM)
 91-00 Uncanny Targeting & Throwing (see HU2 , page 119)
 Attribute Requirements: I.Q. 8 or higher
 Starting Age: 20
 Base S.D.C.: 30
 Martial Art Forms: None. Choose either Hand to Hand Martial Arts or Hand to Hand Assassin.
 Educational Level: Equal to about two years of college.
 Superspy Modifications Available: None.
 Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.
 Available Skill Programs: Character automatically receives the Basic Military Skill Program. Also select any two (2)

additional Military Programs, and one (1) General Skill Program.
 Secondary Skills: Select any six (6).
 Money: \$12,000
 Income: Base pay as an agent is \$1,200 per week.
 Level Advancement Bonuses: Receive one new Secondary skill at 3rd, 6th, 8th & 12th levels.

Super Villain

By Kuseru
 Yeah, nothing much new about these bad guys.
 Super Powers for the Super Villain: Roll on Table C of the Experiment Power Category (HU2, page 116).
 Attribute Requirements: I.Q. 10, P.P. 10.
 Starting Age: 16
 Base S.D.C.: 20
 Martial Art Forms: None. Choose either Hand to Hand Basic or trade one secondary skill for the Hand to Hand Expert (or trade two secondary skills for Hand to Hand Martial Arts.
 Educational Level: General and Special Training.
 Superspy Modifications Available: None
 Base Minimum Skills: Basic Math, Speak Native Language, Literacy: Native Language.
 Available Skill Programs: Select three Rogue/Criminal Skill Programs. Also, the character can select two (2) Basic skill programs.
 Secondary Skills: Select any six (6)
 Secondary Skills: Select any eight (8).
 Money: \$10,000
 Income: Base pay is \$400 a week when at an agency.
 Level Advancement Bonuses: Receive one new Secondary Skill at 3rd, 6th, 9th, and 13th levels.
 Social Contacts: The character has served time in prison. Roll for country and roll 1D20 for number of years (and

add to age). Character can also easily pass for an underworld criminal (60% +5% per level). The thief has a chance of finding a former friend, accomplice; or acquaintance in most criminal hang-outs or organizations (20% in country of origin, 31% in country where the character was jailed, and 7% everywhere else). This cuts both ways, since other criminals have a 7% chance of recognizing the character.

Tempress O.C.C.

By Mephisto

The Tempress is the assassin. They know how to use their sexuality to its best advantage and usually do most of their killing in the bedroom. They generally also like to play the weak woman role to lull men into overconfidence. However, those who underestimate the Tempresses are often the ones who end up dead. They are often fearless and are generally very capable in any situation they find themselves in.

Attribute Requirements: I.Q. 11, P.P. 14, P.E. 12, P.B. 12

Alignment Restrictions: limited to Anarchist and Evil

Starting Age: 13

Starting S.D.C.: 30

Martial Art Form: Any non-exclusive form. Can exchange four (4) secondary skills for one of the following exclusive forms: Aikido, Tien-Hsueh, Wui Wing Chun, or Wu Shu.

Education Level: Special Training

Basic Skills: Basic Math, Speak Native Language, Read/Write Native Language

Available Skill Programs: Character automatically gets Seduction (+25%) and the Bodyguard/Assassin program (+15% bonus to each skill in the program where applicable.). The character gets another Espionage skill

program, one (1) Basic skill program, plus one (1) additional program from Espionage, Basic, Military, or Gizmoteer.

Special Tempress Bonuses: +2 to strike with weapons the character has a proficiency in. (including guns, thrown weapons and melee combat). As well the character is +2 to M.E., +2 to P.S. and +2 to P.P. Additional bonuses include +3 to initiative and +2 to save versus pain.

Secondary Skills: Select any six (6).

Money: \$15,000

Special Clothing: The character has a special clothing budget of \$80,000 to purchase wardrobes useful for her occupational needs. At least 50% must be spent on lingerie modifications. As much as 30% can be saved for later purchases.

Income: Base pay at an agency is \$2000 a week (hazardous work)

Level Advancement Bonuses: Add one secondary skill at levels 5, 10, and 14.

Each new skill starts at level one proficiency.

Social Contacts: The character has a 35% chance of recognizing a past client/victim or a fellow femme fatale.

Why I love being a Femme Fatale O.C.C.

Ah, the only class that can shoot a gun and look good doing it! Feminine wiles, deadly marksmanship, and unparalleled charm gives the character unmatched versatility.

Western Drug Dealer O.C.C.

By Kuseru

This is a character who is a specialized type of merchant; a cross between a salesman, scholar, man of medicine, and often, assassin. While pandering to the rich and decadent has it's appeal, many Western Drug Dealers scour the world over for new ingredients to their

concoctions, and can be found anywhere from the Library of Blethlerad (doing research) to the Yin Sloth Jungles (looking for new plants, chemicals, animal parts, what have you). Outside of the Western Empire, these characters are not well regarded and tend to pass themselves off as scholars or men of medicine.

Alignments: The nature of drug dealing is such that a Drug Dealer cannot be a good alignment (principled or scrupulous). The best (or nicest) possible alignment available to the Drug Dealer O.C.C. is unprincipled (selfish). In this case, the drug dealer would have some degree of a conscience, so he tries to victimize only evil, greedy, cruel and selfish aligned people (his justification for questionable actions), and will never supply harmful drugs to friends.

Attribute Requirements: I.Q. 11 or higher, a high M.A. and P.E. are helpful, but not necessary.

O.C.C. Skills:

Basic Math (+25%)

Biology (+10%)

Botany (+20%)

Brewing (+20%)

Holistic Medicine (+20%)

Interrogation Techniques (+5%)

Language: Western at 98%

Literacy: Western (+20%)

Surgeon (+10%)

Use & Recognize Poison (+10%)

Hand to Hand: Basic can be selected for the cost of one "other" skill, expert for the cost of two "other" skills or martial arts for the cost of three "other" skills.

O.C.C. Related Skills: Select 10 other skills at level one, plus select two additional skills at levels three, six, nine, and twelve. All new skills start at first level proficiency.

Communications: Any

Domestic: Any (+5%)

Espionage: Any, except Sniper and Track Humanoids.

Horsemanship: General or Exotic only

Medical: Any (+10%)

Military: Any

Physical: Any except Acrobatics, Gymnastics, Boxing & Wrestling.

Rogue: Any (+5%)

Science: Any (+5%)

Scholar/Technical: Any

Weapon Proficiencies: Any except Siege, Axe, Shield, Polearms and Lance.

Wilderness: Identify Plants & Fruits, Preserve Food, and Wilderness Survival only. (+5%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels two, four, eight & twelve. These additional are areas of knowledge that do not get the advantage of the bonus listed in the parentheses.

All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Starting Equipment: Two sets of clothing, pair of boots, hat, belt, blanket, backpack, one large sack, 1D4+2 small sacks, a waterskin, bottle of wine, food rations for 1D4 weeks, a notebook, two crow quill pens, a bottle of ink, flint & steel, one dozen long burning candles.

Armor: Starts with a suit of hard leather (A.R. 11, S.D.C. 30).

Weapons: Starts with a dagger and one other weapon of choice. All are basic S.D.C. weapons of good quality. Magic weapons and other equipment must be acquired later.

Money: The character starts with 190 in gold, which can be used immediately to purchase more equipment or saved. Additional money will come from payment for jobs and/or booty.

Wu Shih P.C.C. /Chi Arcanist:

The Wu Shih (more commonly the character is just called "Wu") are the Chinese equivalent of sorcerers.

Instead of cultivating psychic powers, Wu learn to save their inner resources and view their hoarded P.P.E. as a battery with which to power spells of Chi Magic. Wu are also attuned to the world of Chi. In fact, they usually come to know about magic through their early experiences with the martial arts, where they will have mastered at least one ability that allows them to control Chi. Note: See the Arcanist Mage P.C.C. in Beyond the Supernatural for other useful information that can also apply to Wu Shih.

Wu Shih Requirements & Base Numbers:

Attribute Requirements: I.Q. 12, M.E. 9, and M.A. 9.

Alignment Requirements: None

Base S.D.C.: 20

Base Hit Points: Standard (P.E.)

Base Chi: Standard (P.E.)

Base P.P.E.: 6D6+10

Chun Tzu Advancement Bonuses:

1st: +2 to save vs. magic, +1 to save vs. possession, +1 to save vs. horror factor.

2nd: Add 1D6 to hit points, add 1D6 to P.P.E.

3rd: Add 1D6 to Chi and +1 to save vs. magic.

4th: Add 1D6 to P.P.E. and +1 to save vs. possession.

5th: +1 to save vs. horror factor.

6th: Add 1D6 to S.D.C. and add 1D6 to Chi.

7th: Add 1D6 to P.P.E. and +1 to save vs. possession.

8th: Add 1D6 to hit points and +1 to save vs. horror factor.

9th: Add 1D6 to Chi and +1 to save vs. magic.

10th: Add 1D6 to hit points and add 1D6 to S.D.C.

11th: Add 1D6 to P.P.E. and +1 to save vs. possession.

12th: Add 1D6 to Chi and +1 to save vs. horror factor.

13th: Add 1D6 to S.D.C.

14th: Add 1D6 to Chi and +1 to save vs. magic.

15th: Add 1D6 to P.P.E. and +1 to save vs. possession.

Wu Shih Martial Arts: All Wu Shih are retired martial artists. That means they devoted years to the study of a martial art form, but left it behind in the pursuit of magical power. As a result, each Wu Shih is permanently stuck at third level and cannot, under any circumstances, advance beyond that level! The character does NOT gain any experience in any martial art while progressing as a Wu Shih. Select any one martial art form from the following: Bok Pai Kung Fu (Crane Style), Hsing-I Kung Fu (Mind Shaping), Pao Chih (Animus Development), Snake Style Kung Fu (She Shen), Tai-Chi Ch'uan (Exercise Style)

Wu Shih P.C.C. Skills:

Chinese Language: Stage 4/Classical Chinese Literacy (+10%)

Chinese Classical Studies (+10%)

Artistic Calligraphy (+20%)

Research (+15%)

Wu Shih P.C.C. Related Skills: Select four from the following; plus select 2 more per 2 levels

Cultural/Domestic: Any (+10%)

Cultural Games: Any (+5%)

Technical: Any (+10%)

Temple: Any (+5%)

Communications: Basic Radio Only

Computer: Operations or Programming only.

Electrical: Basic Only

Espionage: Any
 Mechanical: Any, but only as secondary skill
 Medical: Any
 Physical: Any
 Pilot Skills, Basic: Any
 Science: Any
 Swindler: Any
 W.P. Ancient Chinese: Any
 W.P. Modern: Any
 Wu Shih Secondary Skills: Select any four from the following; plus select 2 more per 2 levels
 Wu Shih Finances:
 Cash: Start with \$5,000 to purchase initial equipment and/or for the character's personal savings.
 Income: Since the character is so devoted to such an esoteric study, any kind of steady income is difficult. However, since the Wu is extremely literate in ancient Chinese, he is often able to pick up freelance work as a translator, researcher, or as a reference expert (at a bookstore, library or University). Such jobs are full-time and pay \$250 to \$600 per week.
 Special Wu Shih Gear: Other than a set of clothing and personal effects, the Wu starts out with no other gear.

Wu Shih Magic & Spell Casting

1. Sense Magic. All Wu have attuned themselves to magical sensitivity. That means that most magic, magical items or magical forces will be detectible. It's also possible, if the character spends at least one full melee round of concentration, to determine if a person or an object has been magically enchanted. Note that the most a Wu will notice is the presence of the magic and a general sense of how powerful the magic

is (minuscule, low, moderate, powerful or super-powerful). Range: 120 Feet.
 2. Read/Acquire Magic. Wu are intensely interested in any book, manuscript or inscription related to magic. By learning to read all available magical scripts, including those of Celestial Calligraphy, the character can attempt (roll under skill on percentile) to determine the function of any written spell or magical procedure. Once a spell has been successfully deciphered, the Wu character can then attempt to cast it. Casting requires an additional roll against the Wu's skill proficiency. However, if the spell casting succeeds, then the character can add that spell to his/her list of known spells. Note: Since Wu do NOT automatically receive any spells as they advance in experience, one way to gain new spells is to find them in written form and decipher them (another is to be taught them).
 Base Skill: 25% +3% per level of experience.
 Initial Spells of the Wu Shih: Roll percentile, consult the following table, then select whatever spells are allowed from the listing of the Chi Magic spells.
 Note: If the result says "No Living Chi" or "No Geomantic" spell allowed, then none of those can be chosen for the character's initial selection of spells. The character can, however, attempt to learn these spells later on, in the same way that any spells are learned by an arcanist/sorcerer.
 01-10: All the spells from first and second levels, for a total of 16 spells.
 11-30: Six spells each from the first and second levels, plus one spell each from the third through sixth levels, for a total of 16 spells.
 31-55: Four spells each from the first four levels (4 from 1st, 4 from 2nd,

etc.), for a total of 16 spells.

56-75: Three spells each from the first four levels, plus two spells each from levels five and six, for a total of 16 spells.

76-80: Two spells each from the first seven levels, and one (1) from the eighth level, for a total of 16 spells. No Geomantic spells allowed.

81-85: Four spells each from first and second levels, two spells each from third and fourth levels, and one spell each from fifth, sixth and seventh levels, for a total of 15 spells. No Geomantic spells allowed.

86-90: Three spells each from first through third levels, two spells each from fourth and fifth levels, and one spell each from sixth and seventh levels, for a total of 15 spells. No Geomantic Spells allowed.

91-95: Two spells each from first through sixth levels, and one spell each from seventh through ninth levels, for a total of 15 spells. No Geomantic Spells allowed.

96-00: One spell from each level, for a total of 15 spells. No Living Chi or Geomantic spells allowed.

3. Revised Classes

By Kuseru

Overall the power level of characters with access to martial art forms went down from the pre-revised to revised edition (with a few exceptions, most notably Thief (Free Agent) and the Cyborg Soldier). However this down grade, while balancing in some aspects, really lessens the utility that the martial artist OCCs had prior to the conversion (lets face it, even with the extra physical skills and martial art powers, the WMA sucks compared to most of the Agent OCCs). Therefore I propose that the

balance of power be restored to Ninjas & Superspies and recommend the following changes to the revised edition:

Dedicated Martial Artist O.C.C.

Attribute Requirements: Unchanged.

Starting Age: Unchanged.

Base S.D.C.: 40

Martial Art Forms: Choose one Primary (Exclusive) form and one Secondary form, or three (3) Secondary forms, or One Exclusive form and the Special Martial Arts Bonus previously part of the WMA O.C.C., or two Secondary forms and the Special Martial Arts Bonus previously part of the WMA O.C.C.

Educational Level: Unchanged.

Superspy Modifications Available: Unchanged.

Base Minimum Skills: Unchanged.

Available Skill Programs: Unchanged.

Secondary Skills: Unchanged.

Money: Unchanged.

Income: Unchanged.

Level Advancement Bonuses:

Unchanged.

Social Contacts: Unchanged.

Worldly Martial Artist O.C.C.

Attribute Requirements: Unchanged.

Starting Age: Unchanged.

Base S.D.C.: 35

Martial Art Forms: Choose one Exclusive style or two non-Exclusive martial art styles. (Disregard the physical skill selections and Special Martial Arts Bonus.)

Educational Level: Unchanged.

Superspy Modifications Available: Unchanged.

Base Minimum Skills: Unchanged.

Available Skill Programs: Unchanged.

Secondary Skills: Unchanged.

Money: Unchanged.

Income: Unchanged.

Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Cyber Agent O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 20
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Gadgeteer Agent O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 25
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Wired Agent O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 25
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Base Minimum Skills: Unchanged.

Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Operative Agent O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 25
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Private Eye O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 20
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Professional Free Agent O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 20

Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.

Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Wandering Free Agent O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 25
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.

Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Professional Thief O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 15
Martial Art Forms: Replace the optional
selection of Aikido with Te (remember
Aikido is an exclusive style--WTF is the
Thief doing with access to it!)
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.

Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Dreamer Gizmoteer O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 15
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Gizoid Gizmoteer O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 10
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Tinker Gizmoteer O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 10
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.

Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Academy Officer O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 25
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Veteran Grunt O.C.C.

Attribute Requirements: Unchanged.
Starting Age: 20, this change represents the additional time needed to become a veteran, in addition to the minimum age one can join an organized military.
Base S.D.C.: 35
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Cyborg Soldier O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 30
Martial Art Forms: Unchanged.
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.

Commando Mercenary O.C.C.

Attribute Requirements: Unchanged.
Starting Age: Unchanged.
Base S.D.C.: 30
Martial Art Forms: Replace the selection of Tien-Hsueh Touch Mastery with Tae Kwon Do Karate and the selection of Wu Shu T'Sung P.R.C. Kung Fu with T'ang-Su Karate (both Tien-Hsueh and Wu Shu T'Sung are Exclusive forms).
Educational Level: Unchanged.
Superspy Modifications Available:
Unchanged.
Base Minimum Skills: Unchanged.
Available Skill Programs: Unchanged.
Secondary Skills: Unchanged.
Money: Unchanged.
Income: Unchanged.
Level Advancement Bonuses:
Unchanged.
Social Contacts: Unchanged.
Note: Alternatively, dupm this useless O.C.C. entirely.

Mystic China O.C.C. Conversions

This article is an attempt to bring the Mystic China O.C.C.s more fully inline with N&S standard O.C.C. formats. By revamping the skill selections and

overall setup, a more integrated use of the Mystic China O.C.C.s with N&S can be achieved. Of course, for those games incorporating Beyond the Supernatural with Mystic China, the O.C.C.s can be used as is.

Chun Tzu O.C.C.

Attribute Requirements: Unchanged
Starting Age: 16
Base S.D.C.: 30
Martial Art Forms: Unchanged
Educational Level: Military Training
Superspy Modifications Available: None
Base Minimum Skills: Chinese Stage 4/
Classical Chinese Literacy (+5%)
Available Skill Programs: Special! Chun
Tzu Studies Skill Program
Wei Qi (+15%)
Chinese Classical Studies (+10%)
Chinese History (+5%)
Detect Ambush (+5%)
Land Navigation (+5%)
Paramedic (+5%)
Wilderness Survival (+5%)
Radio: Basic
Artistic Calligraphy
W.P. (Ancient Chinese): One of Choice
W.P. (Modern): One of Choice
In addition the character gets any two (2)
Military or Basic Skill Programs.
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses:
Unchanged
Social Contacts: In Progress.

Demon Hunter O.C.C.

Attribute Requirements: Unchanged
Starting Age: 15
Base S.D.C.: 35
Martial Art Forms: The character now
has the option of selecting Liang Hsiung
Kung Fu INSTEAD of The Demon
Hunter Combat Abilities.

Educational Level: General and Special
Training

Superspy Modifications Available:
None.

Base Minimum Skills: Chinese
Language: State 1/Thousand Character
Literacy.

Available Skill Programs: Special!
Demon Hunter Training Skill Program

Tiao Qi (+10%)

Fasting (+5%)

Singing (+5%)

Tracking (+15%)

Wilderness Survival (+10%)

Desert Survival (+5%)

Mountaineering (+10%)

Spelunking (+10%)

Cook

Hunting-Snare

W.P. Long Sword

No other skill programs are available.

Secondary Skills: Choose any ten (10).

Money: Unchanged

Income: Unchanged

Level Advancement Bonuses:

Unchanged if the character selects

Demon Hunter Combat, if Liang Hsiung

Kung Fu is selected, the character

receives one new secondary skill at
levels 5, 10, and 15.

Social Contacts: In Progress.

Jian Shih O.C.C.

Attribute Requirements: Unchanged

Starting Age: 12

Base S.D.C.: 30

Martial Art Forms: Unchanged with the
exception of removing the Zanji

Shinjinken Ryu Option.

Educational Level: Literate, but with no
formal education.

Superspy Modifications Available:
None.

Base Minimum Skills: Chinese

Language: Stage 2/Chinese Literacy

Available Skill Programs: Automatically receives the Paramedic Skill (+5%). Character gets to choose one Espionage, Military, or Basic Skill Program. Secondary Skills: Choose any four (4). Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: In Progress.

Nei Chia Wu Shih O.C.C.

Attribute Requirements: Unchanged
Starting Age: 12
Base S.D.C.: 25
Martial Art Forms: Unchanged
Educational Level: Special Training
Superspy Modifications Available: None
Base Minimum Skills: Chinese
Language: Stage 4/Classical Chinese Literacy
Available Skill Programs: Special! Nei Chia Wu Shih Studies Skill Program
Meditation (+20%)
Languages (Select three, including dialects) (+5% each)
Artistic Calligraphy (+5%)
Wilderness Survival (+10%)
Begging (+10%)
Fasting (+5%)
Oriental Philosophy: Taoism or Buddhism (+8%)
In addition the character can choose one (1) Espionage or Basic Skill Program.
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: In Progress.

Wai Chia Wu Shih O.C.C.

Attribute Requirements: Unchanged
Starting Age: 12
Base S.D.C.: 30
Martial Art Forms: Unchanged

Educational Level: Literate, but no formal education.
Superspy Modifications Available: None.
Base Minimum Skills: Chinese
Language: Stage 3/Advanced Chinese Literacy
Available Skill Programs: Special! Wai Chia Wu Shih Chinese Studies Skill Program
Bicycle
Language Dialects: Chinese (+10%)
Chinese Classical Studies (+5%)
Oriental Philosophies: Taoism or Buddhism
Cooking (+15%)
Gardening (+6%)
Wai Chia Wu Shih Physical Training Skill Program
Land Navigation (+5%)
Paramedic (+10%)
Mountaineering
Wilderness Survival (+5%)
Acrobatics
Athletics
Climbing
Swimming: Advanced
In addition the character can choose any one (1) Basic Skill Program.
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: In Progress.

Antiquarian O.C.C.

Attribute Requirements: Unchanged
Starting Age: Unchanged
Base S.D.C.: 10
Martial Art Forms: Unchanged
Educational Level: Equal to about two years of college.
Superspy Modifications Available: None

Base Minimum Skills: Basic Math (+12%), Chinese Language: Stage 4/Chinese Classical Literacy.
Available Skill Programs: Special! Antiquarian Studies Skill Program Chinese Antiquarianism (+25%) Archeology (+18%) Chinese Classical Studies (+12%) Chinese History (+5%)
Languages: Select Two (+10% each)
Photography (+5%)
Writing
W.P. (Ancient Chinese): One of Choice
W.P. Modern: One of Choice
In addition the character can choose any one (1) Espionage, Medical, or Basic Skill Program. Plus select two (2) additional Basic Skill Programs.
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: In Progress.

Capitalist Entrepreneur O.C.C.

Attribute Requirements: Unchanged
Starting Age: 18
Base S.D.C.: 10
Martial Art Forms: None. Choose either Hand-to-Hand Basic (free), Expert (use one Secondary Skill), or Marital Arts (use two Secondary Skills).
Educational Level: Equal to two years of college.
Superspy Modifications Available: None
Base Minimum Skills: Basic Math (+15%), Chinese Language: Stage 2/Chinese Literacy.
Available Skill Programs: Special! Capitalist Entrepreneur Skill Program Entrepreneurship
Radio: Basic (+10%)
Computer Programming (+10%)
Athletics
Running

Pilot Skills, Basic: Any three (3) (+10% each)
In addition the character can select one (1) Espionage or Basic Skill Program. Plus select one (1) additional Basic Skill Program.
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: In Progress.

Fox Spirit R.C.C.

Attribute Requirements: Unchanged
Starting Age: Not applicable
Base S.D.C.: Fox Spirit Fox Form 8 (no change) Human Form 15
Martial Art Forms: Unchanged
Educational Level: Basic Instincts and observation of the human world.
Superspy Modifications Available: None
Base Minimum Skills: Chinese Language: Stage 0/Illiterate; unable to read or write, Language Dialects: Chinese, Learn New Language! (See R.C.C. skills).
Available Skill Programs: None!
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: Unchanged, see Fox Spirit's Allies & Enemies.

Reformed Demon R.C.C.

Attribute Requirements: Unchanged
Starting Age: Unchanged
Base S.D.C.: Reformed Demon Demon Form 40 S.D.C. with possibly some more due to exchanging chi for S.D.C., not more than half of total Chi can be converted to S.D.C. Human Form 25, no possibility of exchanging chi for extra S.D.C.

Martial Art Forms: Unchanged
Educational Level: Basic Instincts and observation of the human world.
Superspy Modifications Available: None
Base Minimum Skills: Chinese
Language: Stage 4/Classical Chinese Literacy, Tiao Qi (+15%), Xiang Qi (+10%), Wei Qi (+5), W.P. Ancient (Select One), Torment.
Available Skill Programs: None!
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Unchanged
Social Contacts: Unchanged, see Restrictions of the Reformed Demon.

Blind Mystic P.C.C.

Attribute Requirements: Unchanged
Starting Age: 18
Base S.D.C.: 20
Martial Art Forms: Unchanged
Educational Level: Special Training
Superspy Modifications Available: None
Base Minimum Skills: Chinese
Language: Stage 0/Illiterate; unable to read or write.
Available Skill Programs: Special! Blind Mystic Skill Program
Sculpture/Identify Features by Touch
Language Dialects: Chinese (+10%)
First Aid
Play Musical Instrument (+10%)
Swimming
Wrestling
Secondary Skills: Choose any nine (9) from the available list of learnable O.C.C. Related and Secondary Skills under the description of the Blind Mystic.
Money: Unchanged
Income: Unchanged
Level Advancement Bonuses: Receive one additional Secondary Skill at levels 3, 5, 7, 11, and 13. These do not get the

advantage of the bonus listed in parenthesis. All secondary skills start at base skill level. All new skills start at level one proficiency.
Social Contacts: In Progress.
Base PPE: 2D6
Base Chi: Standard (P.E.). +1 per level of experience, starting at second level.
Bonuses: Level 1: Immune to all horror factor based on sight alone, +2 to save vs Horror Factor, +2 to save vs Possession. +1 to save vs psionics at levels 5 and 14, +1 to save vs Horror Factor and +1 to save vs Possession at levels 5 and 12, +1 to save vs magic at levels 2 and 10.
Special Abilities: All special abilities as described in Mystic China, including Combat Penalties. Add See Supernatural Beings, See Magic Energy, and See Pure Negative Chi at level one, and Recognize Possession by Supernatural or Chi forces at level 4 (40%+5% per additional level of experience.)

Fang Shih P.C.C.

Attribute Requirements: Unchanged
Starting Age: 18
Base S.D.C.: 20
Martial Art Forms: Unchanged
Educational Level: Special Training
Superspy Modifications Available: None
Base Minimum Skills: Chinese
Language: Stage 4/Classical Chinese Literacy
Available Skill Programs: Special! Fang Shih Skill Program
Advanced Feng Shui/Geomancy (+25%)
Land Navigation (+20%)
Chinese Classical Studies (+10%)
Artistic Calligraphy (+5%)
In addition, the character can select one (1) Espionage or Basic Skill Program.
Secondary Skills: Choose any four (4).
Money: Unchanged
Income: Unchanged

Level Advancement Bonuses: Receive one additional Secondary Skill at levels 2, 4, 6, 10, and 12. These do not get the advantage of the bonus listed in parenthesis. All secondary skills start at base skill level. All new skills start at level one proficiency.

Social Contacts: In Progress.

Base PPE: 3D6, +1 per level of experience, starting at second level.

Base Chi: Standard (P.E.), +2D6 per level of experience, starting at second level.

Bonuses: +1 to save vs magic, +3 to save vs possession, and +2 to save vs horror factor at level one. +1 to save vs magic at levels 5 and 15, +1 to save vs possession at levels 3 and 11, +1 to save vs horror factor at levels 3 and 11.

Special Abilities: Geomantic Spell Knowledge as per old Level

Advancement Bonuses, Geomantic Spells of the Fang Shih as per Mystic China.

Tao Shih P.C.C.

Attribute Requirements: Unchanged

Starting Age: 18

Base S.D.C.: 15

Martial Art Forms: Unchanged

Educational Level: Special Training

Superspy Modifications Available: None

Base Minimum Skills: Chinese

Language: Stage 4/Classical Chinese

Literacy (+5%).

Available Skill Programs: Special! Tao Shih Skill Program

Chinese Classical Studies (+15%)

Wei Qi (+10%)

Chinese History (+10%)

Detect Ambush (+5%)

Land Navigation (+5%)

Radio: Basic

Artistic Calligraphy (+10%)

Wilderness Survival

W.P. (Ancient Chinese): One of Choice

W.P. (Modern): One of Choice

In addition, the character can choose one (1) Espionage or Basic Skill Program.

Plus select any one (1) Basic Skill Program.

Secondary Skills: Choose any four (4).

Money: Unchanged

Income: Unchanged

Level Advancement Bonuses: Receive one additional Secondary Skill at levels 2, 4, 7, and 12. These do not get the advantage of the bonus listed in parenthesis. All secondary skills start at base skill level. All new skills start at level one proficiency.

Social Contacts: In Progress.

Base PPE: 6D6, +1D4 per level of experience, starting at second level.

Base Chi: Standard (P.E.).

Bonuses: +2 to save vs magic, +2 to save vs possession, and +1 to save vs horror factor at level one. +1 to save vs magic at levels 5 and 15, +1 to save vs possession at levels 7 and 11, +1 to save vs horror factor at level 9.

Special Abilities: Initial Spells of the Tao Shih and Tao Shih Magical Writing/Inscribing Celestial Calligraphy, etc as per Mystic China. Initial Mudra as per Tao Shih Knowledge of Mudra plus one Mudra of Self-Possession at levels 2 and 12, one Mudra of Protection at level 6, one Mudra of Evocation at level 8, and one Mudra for the Manipulation of Objects at level 14.

Wu Shih P.C.C.

Attribute Requirements: Unchanged

Starting Age: 18

Base S.D.C.: 20

Martial Art Forms: Unchanged

Educational Level: Special Training

Superspy Modifications Available: None

Base Minimum Skills: Chinese

Language: Stage 4/Classical Chinese

Literacy

Available Skill Programs: Special! Wu Shih Skill Program

Chinese Classical Studies (+10%)

Artistic Calligraphy

Research (+15%)

In addition the character can select one (1) Basic Skill Program.

Secondary Skills: Choose any four (4).

Money: Unchanged

Income: Unchanged

Level Advancement Bonuses: Receive one additional Secondary Skill at levels 2, 4, 6, 7, 12 and 15. These do not get the advantage of the bonus listed in parenthesis. All secondary skills start at base skill level. All new skills start at level one proficiency.

Social Contacts: In Progress.

Base PPE: 6D6,+1D4 per level of experience, starting at second level.

Base Chi: Standard (P.E.), +2D6 per level of experience, starting at second level.

Bonuses: +2 to save vs magic, +1 to save vs possession, and +1 to save vs horror factor at level one. +1 to save vs magic at levels 3, 9, and 14. +1 to save vs possession at levels 4, 7, 11, and 15. +1 to save vs horror factor at levels 5, 8, and 12.

Special Abilities: Wu Shih Magic and Spell Casting as per Mystic China.

4. New Covers

By Kuseru

Acquisition Librarian.

The character can claim to be looking for rare or hard to find books. This search can lead anywhere in the world, from the most exclusive city libraries to the corner bookstore in a small town. Since the character is usually a buyer, they must have a way to pay for the acquisition, although this can help the

characters get their hands on documents that they might need for the adventure.

Skill(s) Required: Librarian Skill Program is recommended, but not necessary.

Ease of Acceptance: 50%+5% per level, this is halved if the character can't afford to purchase books.

Chance of Locating Friend: 2%+1% per level

Chance of Accidental Discovery: 5%

Years of Employment: None, as long as the character can afford to buy books.

Advertiser.

Advertisers are in demand the world over to increase awareness of various companies' products.

Skill(s) Required: A Business or Technical Skill Program.

Ease of Acceptance: 60%+3% per level
Chance of Locating Friend: 30%+5% per level

Chance of Accidental Discovery: 15%
Years of Employment: 1 (as junior advertiser)

Agricultural Specialist.

In countries with developing agriculture, these characters are in high demand. Their trade allows them to carry a variety of equipment all over the country.

Skill(s) Required: Farm/Ranch Worker or a Technical Skill Program.

Ease of Acceptance: 64%+2% per level
Chance of Locating Friend: 20%+5% per level

Chance of Accidental Discovery: 8%
Years of Employment: 4 (as junior specialist)

Air Traffic Controller.

With an increasing demand for air travel, characters in this high-stress occupation are in high demand all over the world.

These characters can be found at just about any airport, civilian radar site or any city with an airport.
Skill(s) Required: Read Sensory Instruments and Radio: Basic.
Communication Skills will be especially useful.
Ease of Acceptance: 70%+45% per level
Chance of Locating Friend: 30%+5% per level
Chance of Accidental Discovery: 15% per level
Years of Employment: 2 (as ATC student)

Amateur Athletics Competitor.

An athlete specializing in semi-pro or local sports. May work anywhere in the world depending on the type of sport specialized in.
Skill(s) Required: Sports or an equivalent physical (or cultural) skill.
Ease of Acceptance: 65%+5% per level (for the more common sports), 25%+5% per level (less common sports)
Chance of Locating Friend: 35%+5% per level
Chance of Accidental Discovery: 2%
Years of Employment: 1 in some organized competition or team

Anthropologist.

These scientists study the history of human society. They can be found all over the world from universities, archaeological expeditions or sites, libraries, or just about any place people can be found.
Skill(s) Required: Anthropology. A science skill program would be useful.
Ease of Acceptance: 55%+5% per level
Chance of Locating Friend: 5%+2% per level
Chance of Accidental Discovery: 5%
Years of Employment: 4 (as anthropology student)

Antique Dealer.

Characters with this occupation are typically involved in buying rare and valuable antiques of all types. This means they can be found in just about any town, village, or city in the world. The only drawback to this cover is the vast amount of money needed to buy rare and valuable objects.
Skill(s) Required: Appraise Goods. Research and other technical skills may be useful.
Ease of Acceptance: 50%+5% per level, this is halved if the character can't afford to purchase antiques
Chance of Locating Friend: 2%+1% per level
Chance of Accidental Discovery: 5%
Years of Employment: None, as long as the character can afford to buy antiques.

Antiquities Consultant.

Highly skilled occupation. Can be an older, experienced person or a younger character who grew up in the family business of collecting Antiquities. Constant world travel.
Skill(s) Required: Appraise Antiques, Art, Business & Finance. History, Lore skills, and Research are useful, but not required.
Ease of Acceptance: 60%+5% per level
Chance of Locating Friend: 2%+1% per level
Chance of Accidental Discovery: 5%
Years of Employment: 4 (establishing reputation in field of antiquities)

Archaeologist.

Archaeologists are investigators in ancient sites. They can be found all over the world, especially when a new discovery is made. Archaeologist typically have a lot of equipment used in uncovering, cataloging, identifying, and restoring historical artifacts and sites.

Skill(s) Required: Archaeology or the Archaeologist skill program.
Ease of Acceptance: 55%+5% per level
Chance of Locating Friend: 5%+2% per level
Chance of Accidental Discovery: 5%
Years of Employment: 2 (as archaeology student)

Artist: Fine Arts or Crafts.

Another cover with flexible hours. Since art shows and galleries exist all over the world, they can often be found anywhere displaying their art or evaluating the work of another artist.

Skill(s) Required: Art at a professional level.
Ease of Acceptance: 50%+5% per level
Chance of Locating Friend: 5%+2% per level
Chance of Accidental Discovery: 3%
Years of Employment: 4 (establishing work history in the field)

Artist: Illustrator Freelance.

While many freelance illustrators work from home, they have very flexible hours and can be found anywhere in the world.

Skill(s) Required: Art at a professional level.
Ease of Acceptance: 50%+5% per level
Chance of Locating Friend: 5%+2% per level
Chance of Accidental Discovery: 3%
Years of Employment: 1 (establishing work history in the field)

Automotive Mechanic.

A grease monkey who enjoys working on cars, rebuilding engines, and the like. A perfect cover for those with mechanical skills.
Skill(s) Required: Automotive Mechanics at the very least. Other

Mechanical and Electrical skills may be useful but are not required.
Ease of Acceptance: 60%+5% per level
Chance of Locating Friend: 10%+1% per level
Chance of Accidental Discovery: 10%
Years of Employment: 1 (as a junior mechanic)

Band Roadie.

Band Roadies are the working crew of touring bands the world over. With bands from every country, characters have an excuse to be in just about any major city in the world. The drawback to this cover is that the character is usually limited to major cities based on the band's tour.

Skill(s) Required: Stage Carpentry, Lighting and Assembly, Jury Rig or Jury Rig Mechanics, Basic Electronics and Basic Mechanics. Other electronic, mechanical, and technical skills may be useful
Ease of Acceptance: 55%+5% per level
Chance of Locating Friend: 10%+5% per level
Chance of Accidental Discovery: 5%
Years of Employment: 1 (as assistant)

Banking.

Skill(s) Required: Basic Math, Advanced Math, Business & Finance. Other technical skills may be useful.

Bartender.

With alcohol being enjoyed just about the world over, characters in this occupation can find employment just about anywhere. Language skills may be needed to communicate with bar patrons (especially if the character wants to extract information). The only drawback of this cover is in Muslim countries, where alcohol is frowned on or outright illegal.

Skill(s) Required: Mixology, Cooking.
Ease of Acceptance: 70%+5% per level
Chance of Locating Friend: 10%+2%
per level
Chance of Accidental Discovery: 10%
Years of Employment: 1

Brokerage.

Skill(s) Required: Business Management
or Business Operation skill programs.

Brothel Recruiter.

Recruits young men and women,
typically from third world countries for
use in brothels world wide.

Skill(s) Required: Streetwise and
Seduction or Streetwise: Drugs. Other
Rogue skills may be useful but aren't
necessary.

Ease of Acceptance: 34%+4% per level
Chance of Locating Friend: 2% + 2%
per level

Chance of Accidental Discovery: 10%
Years of Employment: None

Carpenter.

A skilled laborer involved in building,
carpentry, and the use of power tools.

Skill(s) Required: Carpentry. Other
Physical and Piloting Skills may be
useful.

Ease of Acceptance: 70%+4% per level
Chance of Locating Friend: 35%+15%
per level

Chance of Accidental Discovery: 25%
Years of Employment: 1 (as apprentice
carpenter)

Cartographer.

Skill(s) Required: Read Sensory
Instruments, Land Navigation, Art:
Drafting. Other technical and science
skills may be useful.

Chef.

Skill(s) Required: Cooking.

Communications Engineer.

Highly skilled profession covering radio,
television, telephones and other
telecommunications work.

Skill(s) Required: Depends on specialty.
Electrical Engineer, Computer
Operation, Radio (any), Laser
Communications, Optic Systems,
Telephone Networks, Computer
Networks, and TV/Video are all handy.
Ease of Acceptance: 64%+2% per level
Chance of Locating Friend: 20%+5%
per level
Chance of Accidental Discovery: 8%
Years of Employment: 4 (as junior
engineer)

Computer Consultant.

Skill(s) Required: Basic Computer Skill
Program. Other computer skills and
computer skill programs will be quite
useful.

Construction Worker.

A skilled laborer involved in building,
excavation, and the use of heavy
machinery.

Skill(s) Required: Physical Labor at the
minimum. Other Physical and Piloting
Skills may be useful.

Ease of Acceptance: 70%+4% per level
Chance of Locating Friend: 35%+15%
per level

Chance of Accidental Discovery: 25%
Years of Employment: 1 (as junior
laborer)

Consulting Engineer.

Skill(s) Required: Mechanical,
Electrical, Computer or Technical skills
depending on the type of engineering
specialty.

Courier.

Skill(s) Required: None. Etiquette skills
may be useful.

Croupier.

Skill(s) Required: Basic and Advanced Math, Gambling, Cardsharp, Gambling (Cheating), Gambling (Dirty Tricks), Sleight of Hand, Palming. Other rogue or physical skills may be useful.

Diamond Trader.

Skill(s) Required: Appraise Goods, and/or Gemology.

Diplomat.

Skill(s) Required: Law, Bartering. Other technical skills may be useful.

Diver.

Skill(s) Required: Swimming, Swimming: SCUBA, Underwater Navigation. Other physical or wilderness skills may be useful.

E-Business Developer.

With modern technology electronically linking businesses the world over, this occupation comes in more and more demand. One of the great advantages of this cover is that an electronic identity is easy to manipulate, so you may not know exactly who you are dealing with. Skill(s) Required: Basic Computer Skill Program, Business & Finance Skill Program. Other Computer Skill programs may be useful.

Ease of Acceptance: 60%+5% per level
Chance of Locating Friend: 5%+2% per level

Chance of Accidental Discovery: 3%
Years of Employment: 1 (as webpage designer)

Extreme Sports Enthusiast.

An avid enthusiast of the "extreme" sports and can be found all over the world. Events may include track & field, skateboarding, bicycling, bungee jumping, sky diving, motocross,

swimming, diving, skiing, snowboarding, surfing, and similar events.

Skill(s) Required: A physical skill or piloting skill from the list of events above.

Ease of Acceptance: 40%+3% per level
Chance of Locating Friend: 60%+5% per level

Chance of Accidental Discovery: 2% (many Extreme Sports fans can pass this off as a hobby)

Years of Employment: None.

Fighting Competitor.

Boxing, wrestling, martial artists or tough-man (or woman) competitors who enjoy rough and tumble sports.

Skill(s) Required: Physical skills can include Body Building, Boxing, Wrestling, Kick Boxing, or hand to hand.

Ease of Acceptance: 20%+2% per level (everyone wants to test the character's mettle for themselves)

Chance of Locating Friend: 45%+5% per level

Chance of Accidental Discovery: 5%
Years of Employment: 1 (establishing reputation)

Freelance Airplane Pilot.

Skill(s) Required: Pilot, any air. Pilot and Pilot Related skills may be useful (or needed)

Freelance Writer.

While many freelance writers work from home, they have very flexible hours and can be found anywhere in the world.

Skill(s) Required: Literacy, and Writing or Creative Writing. Lore, History, Research and Technical Writing may come in handy, but aren't required.

Ease of Acceptance: 50%+5% per level

Chance of Locating Friend: 5%+2% per level

Chance of Accidental Discovery: 3%
Years of Employment: 1 (establishing work history in the field)

Geologist.

Skill(s) Required: Geology. Other science skill programs may be useful.

Gold Trader.

Skill(s) Required: Appraise Goods.

Historian.

Historians travel the world in order to learn more about the history of various nations and cultures. They are typically found at learning centers and libraries, although they can also be found at museums, archaeological digs, and other places of historical interest.

Skill(s) Required: History. Other Technical skills may be useful.

Ease of Acceptance: 50%+5% per level
Chance of Locating Friend: 2%+1% per level

Chance of Accidental Discovery: 5%
Years of Employment: 4 (as student)

Horse Racing Professional.

Skill(s) Required: Horsemanship and/or Veterinarian.

Import/Export Agent.

Skill(s) Required: Business Management or Business Operation skill programs.

Languages and other technical skills may be useful.

Insurance Agent.

Skill(s) Required: Insurance Agent skill program.

IT Professional.

A specific type of computer consultant, the information age makes IT Professionals high demand the world

over. While a computer consultant may typically be called to install or troubleshoot computer systems, IT professionals are employed to set up, manage, and maintain computer networks.

Skill(s) Required: At least two Computer Skill Programs. Computer skills are highly recommended.

Ease of Acceptance: 80%+2% per level
Chance of Locating Friend: 5%+2% per level

Chance of Accidental Discovery: 3%
Years of Employment: 1 (as computer consultant)

Journalist.

Skill(s) Required: Journalist Skill Program.

Landscaper.

Training in the care, grooming, trimming and nurturing of trees, plants and gardens as well as the aesthetics of garden design.

Skill(s) Required: Gardening.

Ease of Acceptance: 55%+4% per level
Chance of Locating Friend: 5% +2% per level

Chance of Accidental Discovery: 5%
Years of Employment: 1 (as apprentice)

Lawyer.

With increasingly complex societies, the demand for those who specialize in the law. Happily enough, these parasites can't really travel the world over without studying the local laws.

Skill(s) Required: Lawyer Skill Program.

Ease of Acceptance: 30%+1% per level (few people like lawyers)

Chance of Locating Friend: 2%+1% per level (same as above)

Chance of Accidental Discovery: 25%
(since few people like lawyers, they're quick to remember someone they hate)
Years of Employment: 4 (as law student)

Media Representative.

Skill(s) Required: Journalist Skill
Program or some technical or repair skill program.

Mercenary or Weapons Dealer.

Skill(s) Required: Weapons Technician Skill Program or Recognize Weapon Quality skill. Other military or technical skills may be useful.

Missionary.

Skill(s) Required: Religious, Basic or Advanced Skill Program.

Museum Representative.

The character can claim to be looking for art, primitive artifacts, or even geological specimens. This search can lead to anywhere in the world, from the most exclusive city art galleries to the most remote archaeological dig. Even though the character is a buyer, the legendary slow budget process of museums allows the character to delay actual payment indefinitely.

Skill(s) Required: Appraise Goods would be useful, but isn't necessary.
Ease of Acceptance: 50% + 5% per level
Chance of Locating Friend: 2% + 1% per level
Chance of Accidental Discovery: 5%
Years of Employment: None

Nurse.

Skill(s) Required: EMT or Medical Assistant Skill Program. First aid or paramedic skill will be very handy for this cover. Reduce acceptance by 30% if the character has no such skill.

Outfitter.

Characters with this cover specialize in outfitting a variety of expeditions, trips, tours, or any activity which consists of people away from civilization. Outfitters can be found all over the world from major cities to remote outposts.

Skill(s) Required: None, though wilderness and technical skills would be very useful.

Ease of Acceptance: 60%+4% per level
Chance of Locating Friend: 6%+3% per level

Chance of Accidental Discovery: 5%
Years of Employment: 1 (as store clerk)

Paramedic.

A high stress job which may be part of a fire and rescue unit, hospital or private ambulance service.

Skill(s) Required: Paramedic
Ease of Acceptance: 80%+2% per level
Chance of Locating Friend: 15%+5% per level
Chance of Accidental Discovery: 12%
Years of Employment: 1 (as trainee)

Photographer.

Skill(s) Required: Photographer Skill Program or Photography skill.

Professional Driver.

Training in driving a taxi, limo, delivery truck, semi, or bus for a living.

Skill(s) Required: At least one Piloting skill for land vehicles.

Ease of Acceptance: 70%+4% per level
Chance of Locating Friend: 30%+5% per level

Chance of Accidental Discovery: 15%
Years of Employment: None

Psychiatrist.

A doctor specializing in mental illness, personality disorders, stress, anxiety, and

the therapy and other treatments to alleviate the problems.

Skill(s) Required: Psychology

Ease of Acceptance: 40%+2% per level

Chance of Locating Friend: 5%+2% per level

Chance of Accidental Discovery: 12%

Years of Employment: 4 (as student)

Quality Assurance Inspector.

Increasingly complex industry calls for these specialized consultants who insure that industrial equipment and operations are faultless.

Skill(s) Required: Some electrical, mechanical, or technical skill to inspect.

Acceptance: 64%+2% per level

Chance of Locating Friend: 25%+3% per level

Chance of Accidental Discovery: 8%

Years of Employment: 4 (as junior engineer)

Recruiter.

These specialists are responsible for hiring new talent for various companies. The vast range of recruitment occurs all over the world, although most recruiting takes place in the more technologically advanced countries.

Skill(s) Required: None.

Ease of Acceptance: 60%+4% per level

Chance of Locating Friend: 6%+2% per level

Chance of Accidental Discovery: 15%

Years of Employment: None

Role Playing Game Designer.

While many RPG designers work from home, they have flexible hours and can be found anywhere in the world.

Skill(s) Required: RPG Design. Business & Finance, Basic Math, Advanced Math, Writing, Creative Writing, Lore, History, Research and Technical Writing may come in handy, but aren't required.

Ease of Acceptance: 25%+2% per level

Chance of Locating Friend: 5%+2% per level

Chance of Accidental Discovery: 5%

Years of Employment: 2 (establishing work history in the field)

Roustabout.

Skill(s) Required: Some Area

Knowledge or mechanical skill would be helpful.

Sales Representative.

Skill(s) Required: Salesperson skill program.

Salvage Specialist.

These specialists are responsible for restoring various pieces of equipment as well as vehicles and wrecks. Salvage operations take place all over the world, especially at or near the sea.

Skill(s) Required: Salvage skill.

Appraise Goods and other technical skills would be useful.

Ease of Acceptance: 50%+3% per level

Chance of Locating Friend: 8%+4% per level

Chance of Accidental Discovery: 10%

Years of Employment: 1 (as an assistant)

Security Specialist.

Installation and testing of security systems, looking for weaknesses, as well as performing high end security/guard duty.

Skill(s) Required: Bodyguard/Assassin

Skill program and Electronic Gizmoteer or Surveillance Skill Programs

Ease of Acceptance: 80%+2% per level

Chance of Locating Friend: 5%+2% per level

Chance of Accidental Discovery: 3%

Years of Employment: 1 (as security consultant/bodyguard)

Small Business Owner.

These dedicated self-starters are responsible for filling small niches in the business industry. The vast range of business occurs all over the world, although most transactions take place in the more technologically advanced countries.

Skill(s) Required: Business & Finance
Ease of Acceptance: 60%+5% per level
Chance of Locating Friend: 5%+2% per level
Chance of Accidental Discovery: 3%
Years of Employment: 1 (business startup)

Stage Magician.

A professional entertainer and master of sleight of hand magic tricks. Often found worldwide at bars, nightclubs, restaurants, private parties, conventions, and other private events.

Skill(s) Required: Contortionist, Juggling, Performance, and Sleight of Hand, other Performing Arts, Technical, Rogue, and Communications skills may come in handy.
Ease of Acceptance: 80%+2% per level
Chance of Locating Friend: 25%+5% per level
Chance of Accidental Discovery: 26%
Years of Employment: 2 (as assistant)

Surveyor.

Skill(s) Required: Read Sensory Instruments, Land Navigation, Art: Drafting. Other technical and science skills may be useful.

Teacher.

Teaching is a valuable skill that is in high demand in developing countries the world over. More advanced nations employ part time teachers, area-specialist instructors, and tutors. Characters with language skills

(especially English or other common and/or difficult languages), can usually find employ in any city in the world.

Skill(s) Required: Teaching.
Ease of Acceptance: 60%+3% per level
Chance of Locating Friend: 15%+2% per level
Chance of Accidental Discovery: 20%
Years of Employment: 2 (as student of teaching)

Tour Operator.

Skill(s) Required: None.

Translator.

Skill(s) Required: Obviously, the character must have a good foreign language skill or two (or more).

Veterinarian.

Not just limited to taking care of sick pets, veterinarians can be found in zoos, on farms or ranches, or just about anywhere that animals need medical attention.

Skill(s) Required: Veterinarian Skill Program.
Ease of Acceptance: 80%+2% per level
Chance of Locating Friend: 15%+5% per level
Chance of Accidental Discovery: 12%
Years of Employment: 2 (as assistant vet)

Video Crew Member.

With the increasing emphasis on making movies in foreign countries, as well as documentaries, characters with this cover can be increasingly found all over the world, even in the most remote locations.

Skill(s) Required: TV/Video, other communication, electrical, and technical skills may be useful.
Ease of Acceptance: 55%+5% per level

Chance of Locating Friend: 10%+5%
per level
Chance of Accidental Discovery: 15%
Years of Employment: 1 (as cameraman)

Wine Buyer.

Skill(s) Required: Appraise Goods
and/or Brewing.

5. Revised Training

Optional Expanded Education Level
Table for Ninjas & Superspies:

Roll Percentile:

01-03 Wild Self Education: Everything is self taught as the character lives in the wilds with no help or assistance. Basic Math (40%). Wilderness skills include Prowl, Wilderness Survival, Climbing and Swimming. Character can select two Secondary Skills.

04-06 Fringe Self Education: By skulking around the fringes of society, the character picks up a rudimentary education. Base Minimum Skills: Speak Native Language, Basic Math. Automatically receives Prowl. Select four Secondary skills.

07-09 Street Education: No formal education, instead all skills are learned from parents (if any) and on the streets. The character is not necessarily a criminal, low-life, or an anti-authority punk, although gang membership is possible (01-33% chance, may or may not still be an active member). Base Minimum Skills: Speak Native Language, Basic Math. Automatically gets Literacy: Native Language at 30%, Prowl, Streetwise and W.P. Knife or W.P. Blunt (pick one). Select four Secondary Skills.

10-14 Basic Schooling (Elementary School, Grade 6): This is typically a rural character from a poor family that only completed an Elementary School Education. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select One Basic skill program. Select four Secondary Skills.

15-18 Military Draftee: These are either relatively young people turned into soldiers, or people from less educated lifestyles (think Billy Bob the farmer, who hasn't gone to school). Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and One Basic Skill Program, plus four Secondary skills.

19-22 Basic Schooling (Junior High School, Grade 9): This is typically a character who for some reason, dropped out of school before completing a High School education. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select One Basic skill program. Select six Secondary Skills.

23-30 High School Graduate or General Equivalency Degree: This is education for the average person who has completed basic education at a school or series of schools, but not the advanced education a college provides. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select Two Basic Skill Programs. (+5% to Base Minimum Skills and Skill Programs.) Select eight Secondary skills.

31-34 Trade School or On-The-Job Training: This is special training for one

job or discipline. Roll on the following table to determine area of special training:

01-15 Basic Military Training: This is your average soldier who enlisted in the military from school and received the training to do his job. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program. (+10% to Base Minimum Skills and Military Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.

16-30 Basic Thug: This is your typical, run of the mill, low grade criminal. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Thug Skill Program and choose One Rogue Skill Program. (+10% to Base Minimum Skills and Rogue Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.

31-45 Basic Police: This is an average beat cop. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Police Skill Program and choose One Police Skill Program. (+10% to Base Minimum Skills and Police Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.

46-70 Basic Civilian Training: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Select Two Basic Skill Programs. (+10% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

71-85 Student Martial Artist: A student undergoing martial arts training, yet not completely skilled. Base Minimum Skills: Read/Write Native Language,

Speak Native Language, Basic Math. Character has Hand to Hand Martial Arts (or equivalent) plus four physical skills. Also Choose Two Basic Skill Programs and eight Secondary Skills.

86-00 Part-Time Inventor: This is the kind of person that likes to mess around in their garage, basement or attic creating items. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose two Gizmoteer skill program. (+10% to Base Minimum Skills and Gizmoteer Skill Programs) Also Choose Two Basic Skill Programs and eight Secondary Skills.

41-43 One Year of College: This is education equivalent to one year of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Two Basic Skill Programs. (+10% to Base Minimum Skills and Skill Programs) Select eight Secondary skills.

44-45 One Year of College and Trade School: This is education equivalent to one year of college, without a specific discipline or area of study and specific training for a job or discipline. Roll on the following table to determine area of special training:

01-15 Advanced Military Training: This is specialized training that a person has received to help them perform their jobs and is typically found among NCO types. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and One Secondary MOS Skill Program(+15% to Base Minimum Skills

and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.

16-30 Enforcer/Bodyguard: A more advanced and experienced version of the basic thug. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose Three Rogue Skill Program(+15% to Base Minimum Skills and Rogue Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.

31-45 Private Eye/Detective: This is either a senior police detective or a former military/espionage agent/police person who has taken up private work. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose One Espionage Skill Program and Two Police Skill programs (+15% to Base Minimum Skills and Espionage/Police Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.

46-70 Advanced Civilian Training: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Three Basic Skill Programs. (+10% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

71-85 Military Martial Artist: Another form of advanced military training, where the special focus is martial arts instead of other military skills. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Receives the Basic Military Skill Program and choose One (non-Exclusive) Martial Art style (+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.

86-00 Dreamer Gizmoteer: A person who is constantly dreaming up new ideas and creations, and has developed some

significant time to making them work.

Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math. Choose Three Gizmoteer Skill Programs (+15% to Base Minimum Skills and Military Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.

49-56 Two Years of College: This is education equivalent to two years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Four Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

57-58 Two Years of College and Trade School: This is education equivalent to two years of college, without a specific discipline or area of study and specific training for a job or discipline. Roll on the following table to determine area of special training:

01-15 Military Specialist Training: This is similar to advanced training, but is usually reserved for special areas of operations in military service. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Two Secondary MOS Skill Programs. (+20% to Base Minimum Skills and Military Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

16-30 Con Man: A mid-level criminal that prefers guile to physical intimidation. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced

Math. Choose Three Rogue Skill Programs. (+20% to Base Minimum Skills and Rogue Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

31-45 Federal Agent: Federal Agents are a specialized form of national police that handle internal incidents within the country. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Two Espionage/Police Skill Programs and One Police Skill Program (+20% to Base Minimum Skills and Espionage/Police Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

46-70 Civilian Specialist Training: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Four Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

71-85 Worldly Martial Artist: A martial artist who snuck out and spent some time learning about the world instead of meditating. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Exclusive style or two non-Exclusive martial art styles or one non-Exclusive style and either the Special Martial Arts Bonus or the Special Abilities of the Master. (+20% to Base Minimum Skills and Martial Art skills.) Choose Three Basic Skill Programs and ten Secondary Skills.

86-00 Tinker Gizmoteer: A wild-eyed genius who constantly creates new items. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Three Gizmoteer Skill Programs. (+20% to Base Minimum

Skills and Gizmoteer Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

61-63 Three Years of College: This is education equivalent to three years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Five Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

64-65 Three Years of College and Trade School: This is education equivalent to three years of college, without a specific discipline or area of study and specific training for a job or discipline. Roll on the following table to determine area of special training:

01-15 Military Warrant Officer Training: These are former enlisted types who have been given (or taken at their option) collegiate style training that makes them nominal officers, but instead of being line officers (those given a place in the chain of command...aka command officers), these are usually technical specialists in their field. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and One Secondary MOS Skill Program. (+25% to Base Minimum Skills and Military Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.

16-30 Professional Thief: A professional criminal who concentrates on high-end thefts. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced

Math. Receives the Professional Thief Skill Program and choose three Espionage/Rogue Skill Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

31-45 Espionage Agent: The typically international espionage agent of a country. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Four Espionage Skill Programs. (+25% to Base Minimum Skills and Espionage Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

46-70 Accomplished Civilian Training: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Select Five Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

71-85 Dedicated Martial Artist: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) form and one Secondary form, or three (3) Secondary forms, or One Exclusive form and the Special Martial Arts Bonus or two Secondary forms and the Special Martial Arts Bonus. The Special Martial Arts Bonus may be substituted with the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art Skills) Choose Two Basic Skill Programs and ten Secondary Skills.

86-00 Research & Development Specialist: A highly paid specialist who works for a major economic, political, or military organization. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math,

Advanced Math. Choose Four Gizmoteer Skill Programs (+25% to Base Minimum Skills and Military Skill Programs) Choose Three Basic Skill Programs and ten Secondary Skills.

68-73 Four Years of College: This is education equivalent to four years of college, without a specific discipline or area of study. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

74-75 Fours Years of College and Trade School: This is education equivalent to four years of college, without a specific discipline or area of study and specific training for a job or discipline. Roll on the following table to determine area of special training:

01-15 Military Officer Training: Straight from N&S's Academy Officer, these are the guys that go to college and receive their commission as line officers in the military (certain special education programs that specialize in making officers is also represented by this). Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Three Secondary MOS Skill Programs. (+25% to Base Minimum Skills and Military Skill Programs) Choose Two Basic Skill Programs and ten Secondary Skills.

16-30 Hit Man: A professional assassin. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Four Espionage/Rogue

Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.

31-45 Black Ops Agent: A highly trained espionage specialist for handling those difficult missions. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Espionage Skill Programs. (+25% to Base

Minimum Skills and Espionage Skill Programs) Choose Two Basic Skill Programs and ten Secondary Skills.

46-70 Successful Civilian Training: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. (+25% to Base Minimum Skills and Skill Programs) Select Six Basic Skill Programs. Select twelve Secondary skills.

71-85 Instructor Martial Artist: An advanced martial artist who teaches his knowledge. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) style and one Secondary style, or three (3) Secondary styles. Also choose either the Special Martial Arts Bonus or the Special Abilities of the Master. Note: One secondary form can be replaced with the Special Martial Arts Bonus or the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art skills). Choose Two Basic Skill Programs and ten Secondary Skills.

86-00 Master Gizmoteer: A highly creative genius who spends his time creating new and wonderful creations. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Gizmoteer Skill Programs (+25% to Base Minimum Skills and

Gizmoteer Skill Programs). Choose Two Basic Skill Programs and ten Secondary Skills.

81-84 Bachelor's Degree: This is education equivalent to one or two years of college, in a specific discipline allowing them to gain a Bachelor's Degree in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Three Basic Skill Programs. (+15% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

85-86 Master's Degree: This is education equivalent to three to four years of college, in a specific discipline allowing them to gain a Master's Degree in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Four Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

87-88 Multiple Bachelor's Degrees: This is education equivalent to three to four years of college, in more than one discipline, allowing the character to gain Bachelor's Degrees in several areas. Roll on the following table to determine area of special training:

01-15 Warmaster: The most highly trained professional soldier in the world. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Receives the Basic Military Skill Program and choose One Primary MOS Skill Program and Three Secondary MOS Skill Programs and choose One (non-Exclusive) Martial Art style. (+25% to Base Minimum Skills and

Military Skill Programs) Choose Two Basic Skill Programs and ten Secondary Skills

16-30 Super Villain: The head of a large criminal organization. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Espionage/Rogue Programs. (+25% to Base Minimum Skills and Espionage/Rogue Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.

31-45 Super Agent: The best of the best of the best. 007 doesn't have anything on these guys. Choose Five Espionage/Military Skill Programs. (+25% to Base Minimum Skills and Espionage/Military Skill Programs) Choose Four Basic Skill Programs and ten Secondary Skills.

46-70 Business Tycoon: Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+20% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

71-85 Ancient Master Martial Artist: The ultimate martial artist who has devoted a significant portion of his life to mastering the martial arts. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose one Primary (Exclusive) form and one Secondary form, or three (3) Secondary forms. Also receives both the Special Martial Arts Bonus and the Special Abilities of the Master. (+25% to Base Minimum Skills and Martial Art skills). Choose Two Basic Skill Programs and ten Secondary Skills.

86-00 Mad Scientist Gizmoteer: The mad scientist is the ultimate gizmoteer, building all kinds of machines

depending on their whims. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math. Choose Five Gizmoteer Skill Programs (+25% to Base Minimum Skills and Gizmoteer Skill Programs). Choose Four Basic Skill Programs and ten Secondary Skills.

91-94 Doctorate or Ph.D: This is education equivalent to four to six years of college, in a specific discipline allowing them to gain a Doctorate or Ph.D in that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Six Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

95-96 Multiple Master's Degrees: This is education equivalent to three to four years of college, in more than one discipline, allowing the character to gain Bachelor's Degrees in several areas. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Seven Basic Skill Programs. (+25% to Base Minimum Skills and Skill Programs) Select ten Secondary skills.

97-98 Post Graduate Training: This is education equivalent to six to eight years of college, in a specific discipline allowing them to gain be considered as a Post Graduate for that discipline. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Seven Basic Skill Programs. (+30% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

99-00 Multiple Doctorates: This is education equivalent to eight to ten years of college, in more than one discipline, allowing the character to gain Doctorates or Ph.Ds in several areas. Base Minimum Skills: Read/Write Native Language, Speak Native Language, Basic Math, Advanced Math, Research. Select Ten Basic Skill Programs. (+30% to Base Minimum Skills and Skill Programs) Select twelve Secondary skills.

Basic Skill Programs

Basic: Artist
by Shotgunlo
Art (+ 10%, professional quality)
Drawing (+ 15%, professional quality)
Forgery (+ 10%)

Basic: Attorney
by Shotgunlo
Computer Operation
Law (general)
Law: Select 3
Public Speaking
Research
Writing (+ 10%, professional quality)

Basic: Bard
by Shotgunlo
Language (+ 25%)
Literacy (+ 35%)
Poetry (+ 15%, professional quality)
Play Musical Instrument (+ 15%, professional quality) -or- select 2 (+ 5%)
Sing (+ 10%, professional quality)

Basic: Biker
by Kuseru
Basic Mechanics(+5%)
Mountain Bike Mechanics(+5%)
Pilot Motorcycle(+10%)
Pilot Mountain Bike(+5%)
Offensive Driving

Basic: Bounty Hunter Skill Program
by Mantisking
Stalk and Capture
Law (General)
Detect Concealment
Detect Ambush
Choose two (2) W.P.s

Basic: Bounty Hunter Program
by Kygo (Note: Designed for Heroes Unlimited/BTS)
Radio: Basic
Intelligence
Criminal Science
Streetwise
Law
W.P. Blunt
W.P. Auto Pistol or Revolver
Note: This is only available to On the Job Training, One, Two, Three and Four Years of College and Military Specialist.

Basic: Business
by Shotgunlo
Accounting
Advertising
Business Management
Computer Operation
Economics
Math: Advanced
Research

Basic: Business
by Mantisking
Advanced Mathematics
Business & Finance
Computer Operation
Law(general)
Research

Basic: Business
by Kuseru
Basic Math(+10%)
Business & Finance(+10%)
Computer Operation(+10%)
Law(+10%)

Research(+10%)

Basic: Canadian Studies

by Shotgunlo

History: Era-Specialization: Canadian

Language: English

Language: French

Law: Canadian

Literacy: English

Literacy: French

Basic: Chinese Studies

by Shotgunlo

Chinese Classical Studies

History: Era-Specialization: Chinese

Language: Chinese (Stage 3)

Law: Chinese

Literacy: Chinese (Stage 3)

Lore: Chinese Mythology: Buddhist

Lore: Chinese Mythology: Taoist

Marxism/Leninism/Maoism

Basic: Cultist

by Kuseru

Lore: Demons & Monsters or Aliens
(+10%)

Lore: Magic or Religion (+5%)

Lore: Geomancy & Ley Lines (+5%)

Lore: Cults & Sects (+10%)

W.P. Knife

Basic: Explorer

by Shotgunlo

Climbing

Dowsing

Land Navigation

Mountaineering

Prospecting

Spelunking

Swimming

Wilderness Survival

Basic: Civil Engineer

by Kuseru

Advanced Math(+5%)

Architectural Design(+10%)

Civil Engineer(+10%)

Highway Design & Engineer(+5%)

Sanitary Engineer(+5%)

Surface Materials Technology(+5%)

Basic: Cowboy

by Kuseru

Horsemanship: Cowboy(+15%)

Select any four (4) other Cowboy skills
with a +10% to each

Basic: Electronics Technician

by Kuseru

Basic Math(+5%)

Computer Operation (+10%)

Electrical Engineer(+15%)

One Electrical Skill Of Choice with a
+10%

Basic: Entertainer

by Kuseru

Pick any four Performing Arts
skills(+10% to each)

Basic: Fire Fighter

by Kuseru

Fire Fighting Techniques(+15%)

First Aid(+10%)

Pilot Commercial Vehicles(+5%)

Safety Engineer(+10%)

Basic: Fire Fighter

by Shotgunlo

Body Building & Weight Lifting

Climbing

Fire Fighting

Land Navigation

Offensive Driving

Paramedic

Pilot: Truck

Running

Search

* Parachuting

Basic: General Handyman

by Kuseru

Basic Electronics(+10%)
Basic Mechanics(+10%)
General Repair/Maintenance(+10%)
Jury Rig(+10%)
Radio: Basic(+10%)

Basic: Historian
by Shotgunlo
Computer Operation
History (general)
History: Era-Specialization: Select 3
Language: Select 1
Literacy: Select 2
Research
Writing

Basic: Homemaker
by Shotgunlo
Barbering
Cook (+ 5%)
Fashion & Design
Floral Arrangement
Gardening (+ 5%)
Play Musical Instrument
Sew (+ 5%)
Sing

* Any skill can be traded in for another skill to reach professional quality (+ 10%, + 15% if added to Cooking, Gardening, or Sewing)

Basic: Hotshot (Wilderness Firefighter)
by Mantisking
Pre-requisites: Character must possess a minimum P.S. and P.E. of 10.
Fire Assessment and Response (+10%)
Fire Damage Assessment (+8%)
Forestry (+0%)
Wilderness Survival (+5%)
Radio: Basic Operations
Forced March

Basic: Hunter
by Kuseru
Fishing(+5%)
Hunting

Land Navigation(+5%)
Track Animals(+10%)
Wilderness Survival(+10%)
W.P. Rifle

Basic: Language
by Shotgunlo
Literacy: Select 5

Basic: Linguist
by Shotgunlo
Anthropology
Computer Operation
Language: Select 3
Literacy: Select 3
Phonetics
Research
Writing
Lore: Pick any five (5) Lore skills (+ 10%)

Basic: Lore Skill Program
by Kuseru
Select four Lore skills (+10% each)

Basic: Master Chef
by Shotgunlo
Art (+ 10%)
Biology
Botany
Cook (+ 25%, professional quality)
Dieting
Language and Literacy (+ 20%)
Zoology

Basic: Merchantman
by Kuseru
Pilot Ship(+10%)
Read Sensory Instruments(+5%)
Rope Works(+10%)
Seamanship(+10%)
Swimming(+10%)

Basic: Middle Eastern Studies
by Shotgunlo

History: Era-Specialization: Middle-Eastern
Language: Arabic
Language: Hebrew
Language: Yiddish
Literacy: Arabic
Literacy: Hebrew
Literacy: Yiddish
Lore: Christian
Lore: Hebrew/Jewish
Lore: Islam/Muslim

Basic: Mining Engineer
by Kuseru
Gemology(+5%)
Geology(+10%)
Geophysics(+5%)
Metallurgy(+5%)
Mining Engineer(+15%)
Petrology(+5%)
Prospecting(+10%)

Basic: Modern Weapon
by Shotgunlo
Select any 4 Modern W.P.

Basic: Monster Language
by Shotgunlo
Language: Dragonese/Elven (+ 25%)
Literacy: Dragonese/Elven (+30%)
Language: Select 3 of the following (+ 20%):
Demongogian, Dwarven, Faerie Speak, Gargoyle, Giantese/Troll, Gobblely, Larhold, Wolfen

Basic: Music Academy Program
by Mantisking
Play Musical Instrument (+5%)
History: Music
Musical Theory (+10%)
Musical Composition
Choose one: Play Musical Instrument (+10%) or Sing (+10%)

Basic: Musician
by Shotgunlo
Sing (+ 5%)
Dance (+ 5%)
Musical Composition (+ 10%)
Play Musical Instrument (+ 15%, professional quality) -or- Sing (+ 15%, professional quality)
Play Musical Instrument: Select 2 (+ 5%) -or- Dance (+ 15%, professional quality)

Basic: Outdoorsman
by Kuseru
Wilderness Survival(+10%)
Choose any four (4) wilderness skills with a +10%
Basic: Modern Weapons
Select any three (3) Modern W.P.s.

Basic: Physical Anthropologist
by Shotgunlo
Anthropology
Archaeology
Biology
Chemistry
Chemistry: Analytical
Criminal Sciences & Forensics
Computer Operation
Drawing
Math: Advanced
Physics
Research
Writing
Zoology

Basic: Peking Opera Skill Program
by Mantisking
Minimum M.E.: 10, Minimum P.E.: 10
Chinese Literacy (Stage 2) (+5%)
Gymnastics (+2% to all sub-skills)
Acrobatics (+2% to all sub-skills)
Acting (+10%)
Mime (+10%)
Singing (+10%)

Choose One (Public Speaking, Poetry, Dance) (+5%)

Basic: Political Activist
by Shotgunlo
History (general)
Language
Law (general)
Law: Select 1 specialty
Literacy
Public Speaking
Writing

Basic: Professional Race Car Driver
by Kuseru
Offensive Driving(+5%)
Pilot Automobile(+10%)
Pilot Pro Race Car(+15%)
Read Sensory Instruments(+5%)

Basic: Professional Athlete
by Shotgunlo
Athletics
Dieting
Running
Select 1 Physical skill (+ 25%, professional quality)
Select 2 Physical skills (+ 10%, professional quality)

Basic: Pyrotechnics Designer
by Mantisking
Pyrotechnics (+15%)
Chemistry (+5%)
Demolitions (+5%)
Computer Operations
Computer Programming

Basic: Pyrotechnics Engineer
by Mantisking
Pyrotechnics (+10%)
Basic Electronics (+5%)
Basic Mechanics
Demolitions Disposal (+10%)
W.P. Mortar

Basic: Ranger
by Shotgunlo
Cooking (+ 5%)
Dowsing (+ 5%)
Fishing (+ 5%)
Land Navigation (+ 5%)
Tracking (+ 5%)
Wilderness Survival (+ 10%)
Select any 3 Wilderness skills (+ 5%)
* Holistic Medicine

Basic: Russian Studies
by Shotgunlo
History: Era-Specialization: Russian
Language: Russian
Law: Russian
Literacy: Russian
Marxism/Leninism/Maoism
Philosophy: Christian: Eastern Orthodox
Winter Survival

Basic: Sailor
by Shotgunlo
Astrogation
Astronomy
Navigation
Pilot: Boat: Motor & Hydrofoil
Pilot: Boat: Rafts & Canoes
Pilot: Boat: Sail Type
Radio: Basic
Rope Works
Seamanship (+ 10%)
Sew (+ 5%)
Basic: Seminarian
by Shotgunlo
Lore: Select 2
Philosophy: Select 1
Public Speaking
Research
Sing
Writing

Basic: Slayer (Supernatural Hunting) Program (New)
by Kygo (Note: Designed for Heroes Unlimited/BTS)

Hunting
Land Navigation
Prowl
Tracking
Two Lore and/or Weapon skills of choice

Basic: Smokejumper
by Mantisking
Pre-requisites: Character must possess the Hotshot Skill Program.
Parachuting (+10%)
Land Navigation (+4%)
Mountaineering (+5%)
First Aid (+5%)
Running
Basic Athletics

Basic: Sports
by Shotgunlo
Select 2 (+ 5%) -or- 1 (+ 15%, professional quality)
Select 1 additional physical skill

Basic: Stage Magician
by Shotgunlo
Concealment
Contortionist
Jesting
Juggling
Palming
Pick Locks
Public Speaking
Ventriloquism
* Escape Artist

Basic: Survival/Wilderness
by Mantisking
Wilderness Survival
Select 4 from (Boat Building, Carpentry, Hunting, Identify Plants & Fruits, Land Navigation, Preserve Food, Skin & Prepare Animal Hides, Track Animals)

Basic: Tactical Driving School
by Mantisking

Pilot: Automobile (+10%)
Offensive Driving (+10%)
Detect Ambush (+5%)

Basic: Tailor
by Shotgunlo
Art
Disguise
Fashion & Design (+ 20%, professional quality)
Language/Literacy: French
Language/Literacy: Italian
Sew (+ 30%, professional quality)
Technical
Pick any five (5) Technical skills (+ 10%)

Basic: Technical
by Mantisking
Select 5 Technical skills

Basic: Thrill-Seeker
by Shotgunlo
Select 5 of the following:
Athletics, Climbing, Mountaineering, Parachuting, Pilot: Select 1 (probably fast or bizarre), Skiing (+ 10%, professional quality, choose specialty), Spelunking, Sports (+10%, professional quality), Swimming: Competitive, Swimming: S.C.U.B.A., Waterskiing & Surfing

Basic: Trucker
by Kuseru
Auto Mechanics(+5%)
Pilot Freight Hauler(+10%)
Pilot Small Truck(+5%)
Pilot Large Truck(+10%)
Navigation(+5%)

Espionage Skill Programs

Espionage: Agent Program (New)
by Kygo (Note: Designed for Heroes Unlimited/BTS)
Hand to Hand: Basic

W.P. Auto Pistol or Revolver
W.P. Rifle or Auto Rifle
Criminal Science/Forensics
Anthropology
Tailing
Research

Espionage: Assassin Skill Program
(New)
by Kygo (Note: Designed for Heroes
Unlimited/BTS)
Hand to Hand: Assassin or Ranged
Combat: Sniper
Disguise
Prowl
Sniper or Toxicology
W.P. Rifle or Auto Rifle
W.P. Auto Pistol
Note: This is only available to Street
Schooled, On the Job Training/Trade
Schooled, Military and Military
Specialist characters. However, if a
Street Schooled character wants this
program it will take the place of all their
normal scholastic skills. It will also
automatically give the character the
"four known skills known to all
regardless of education level." However,
they still retain their secondary skills.

Espionage: Assassin: Covert
by the Key
Demolitions
Intelligence
Surveillance Systems
Escape Artist

Espionage: Bodyguard/Assassin
by Shotgunlo
Assassination Techniques
Intelligence

Espionage: "Black" Operative
by Kuseru
Detect Ambush(+10%)
Detect Concealment(+15%)

Interrogation(+10%)
Intelligence(+5%)
Night Fighting(+10%)
Optic Systems(+5%)
Sniper
Tracking(+15%)
Pick any four modern/military W.P.s

Espionage: Deep Cover
by Shotgunlo
Intelligence
Interrogation
Seduction
Streetwise

Espionage: Evasion Specialist
by Kuseru
Camouflage(+10%)
Climbing(+5%)
Detect Ambush(+10%)
Disguise(+5%)
Escape Artist(+15%)
Impersonation(+5%)
Pick Locks(+5%)
Prowl(+10%)
Running
Swimming(+5%)

Espionage: Information Gathering
by Shotgunlo
Computer Hacking
Intelligence
Research
Espionage: Professional Thief
by Shotgunlo
Intelligence
Streetwise

Espionage: Security Specialist
by Shotgunlo
Anthropology
Intelligence
Trap/Mine Detection

Espionage: Spatial Intrusion Engineer
by Kuseru

Climbing(+10%)
Computer Operation(+5%)
Disguise(+5%)
Forgery(+5%)
Impersonation(+5%)
Locksmith(+10%)
Optic Systems(+10%)
Pick Locks(+10%)
Safecracker(+10%)
Surveillance Systems(+15%)
TV/Video(+10%)

Espionage: Spy Network Administration
by Shotgunlo
Anthropology
Intelligence

Espionage: Surveillance Specialist
by Shotgunlo
Archaeology
Intelligence
Read Sensory Equipment
Streetwise

Gizmoteer Skill Programs

Gizmoteer: Armor Construction
by Tinker Dagoon
This program allows a character to make and repair all kinds of conventional body armors, both ancient and modern, including the concealed types. Equivalent to the armor creation skill of the Hardware: Analytical Genius from HU. For those without the book: Any of the armors listed in the equipment section can be made at 10% of the listed cost. Ancient armors require 12 hours of work for each 10 SDC, and modern armors require 24 hours of work for each 10 SDC. The character can also modify armors, adding up to +10% of the total armor SDC without decreasing the mobility of the armor. A maximum of +25% can be added to a suit of armor, but then it will be heavy and slightly awkward (-1 to all combat rolls and -

10% to physical skills). AR can also be increased by a maximum of 2 points. The light bullet-proofing clothing gimmick can also be constructed at \$500 per 10 SDC, to a maximum of 40 SDC absorption. Another trick is to build small weapons like pistols, stun guns, spike launchers, etc., into armor, especially hard armors, or combat gauntlets. The Basic Gizmoteer Construction Skill is used to create, repair, or modify armors, though specific skills like armorer and mechanical engineer are used to work on environmental systems, built-in weapons, and other special features.

Armorer (+10%)
Blacksmith (+20%)
Chemistry (+10%)
Chemistry: Analytical (+15%)
Leatherworking (+20%)
Mechanical Engineer (+15%)
Metallurgy (+20%)

Gizmoteer: Building Construction
by Kuseru

Architectural Design(+10%)
Basic Electronics(+5%)
Carpentry(+15%)
Civil Engineer(+20%)
Electricity Generation(+5%)
Fortification(+5%)
Masonry(+15%)
Metal Construction(+15%)
Sanitary Engineer(+10%)
Sculpture(+10%)

Gizmoteer: Computer Hacking
by Shotgunlo
Artificial Intelligence (+ 10%)
Computer Hacking (+ 20%)
Cyberjacking -or- Neural Interface (+ 5%)

Gizmoteer: Computer operation
by the Key

Computer Programming
Computer Repair
Math:Basic

Gizmoteer: Containment Fabrication
by Shotgunlo
Carpentry
Masonry
Locate Secret Compartments/Doors

Gizmoteer: Cybernetics
by Shotgunlo
Computer Repair (+ 5%)
Cybernetic Repair (+ 20%)
Robot Electronics (+ 10%)
Robot Mechanics (+ 10%)

Gizmoteer: Cybernetics
by the Key
Electrical Engineering
Mechanical Engineer
Surveillance Systems
*Biology for making it work
weapons, sensors, etc. need the
appropriate skills. Needs M.D. for
installation

Gizmoteer: Electronic Communication
by Shotgunlo
Computer Operations (+ 20%)
Cryptography (+ 10%)
Radio: Deep Space (+ 5%)
Read Sensory Equipment (+ 10%)

Gizmoteer: Electronic Communication
by the Key
ECM
Electrical Engineer
Radio: Basic, Scrambler, Satellite

Gizmoteer: Explosive expert
by the Key
Basic Electronics
Chemistry
Cehmcial : Analytical
Demolitions: Disposal

Math:Advanced
*Radio: Basic for remote timers

Gizmoteer: Explosive Construction
by Shotgunlo
Trap Construction
Underwater Demolitions (+ 10%)
Locksmith & Security Systems
Trap Construction
Trap/Mine Detection

Gizmoteer: Locksmith/Security or
Computer hacker
by the Key
Surveillance Systems
Picklocks
Mehcanical Engineer
ECM??

Gizmoteer: Nanorobotics
by Kuseru
Computer Repair(+5%)
Electrical Engineer(+5%)
Mechanical Engineer(+5%)
Nanomanufacturing(+20%)
Nanorobotics(+25%)
Robot Electronics(+10%)
Robot Mechanics(+10%)

Gizmoteer: Nanotechnology
by Kuseru
Math: Advanced(+5%)
Biology(+10%)
Chemistry(+10%)
Chemistry: Analytical(+5%)
Computer Operation(+5%)
Computer Programming(+10%)
Nanotechnology(+25%)

Gizmoteer: Naval Engineer
by Shotgunlo
Carpentry
Mechanical Engineer
Electrical Engineer
Hydrology
Plumbing

Marine/Naval Engineer
Submersible Vehicle Mechanics
Pilot: Boat (Select 2)

Gizmoteer: Professional R.P.G. Designer
by Mantisking
Advanced Mathematics
Computer Operation
RPG Design (+4%)
Writing (+2%)
Choose One: Art (+%), Business &
Finance (+%), or Computer Imaging (+
%)

Gizmoteer: Robot Construction
by Kuseru
Armorer(+5%)
Artificial Intelligence(+10%)
Computer Operation(+10%)
Computer Programming(+5%)
Computer Repair(+5%)
Electrical Engineer(+10%)
Mechanical Engineer(+10%)
Robot Electronics(+15%)
Robot Engineer(+20%)
Robot Mechanics(+15%)

Gizmoteer: Robot Construction
by Shotgunlo
Artificial Intelligence
Circuit Board Micro-Electronics
Computer Operation
Computer Programming
Computer Repair
Electrical Engineer
Mechanical Engineer
Pilot: Robots & Power Armor
Robot Combat: Basic
Robot Combat: Power Armor Basic
Robot Electronics
Robot Mechanics
Weapons Engineer

Gizmoteer: Robotics
by Mantisking
Advanced Mechanics

Circuit Board Micro-Electronics
Computer Operations
Computer Programming
Robot Mechanics

Gizmoteer: Spacecraft Construction
by Shotgunlo
Computer Operation
Computer Repair
Drive Repair: Chemical
Drive Repair: Select 2
Electrical Engineer
Jet Aircraft Mechanics
Math: Advanced
Mechanical Engineer
Oxygen Systems
Read Sensory Equipment
Satellite Systems
Spaceship Mechanics
Submersible Vehicle Mechanics

Gizmoteer: Vehicle Construction
by Shotgunlo
Vehicle Armorer
Weapons Engineer
Weapon Construction
Weapons Engineer

Gizmoteer: Weapons Engineer Program
by Kygo (Note: Designed for Heroes
Unlimited/BTS)
Basic Math
Advanced Math
Electrical Engineer
Mechanical Engineer
Weapons Engineer
Armorer
Note: The character must first get all the
required skills before getting this
program

Medical Skill Programs

Medical: Alternative Medicine
by Shotgunlo
Biology
Botany

Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Holistic Medicine
Lore: Healing
Massage Therapy
Math: Advanced
Nutrition
Paramedic
Pathology
Sea Holistic Medicine

Medical: Alternative Medicine
by Kuseru
Aboriginal Medicine(+15%)
Biology(+10%)
Holistic Medicine(+15%)
Sea Holistic Medicine(+15%)
Snake Doctor Medicine(+15%)

Medical: Athletic Physician
by Shotgunlo
Biology
Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Field Surgery
MD in Cybernetics
Medical Doctor
Nutrition
Pathology
Plastic Surgery

Medical: Criminal Pathologist
by Shotgunlo
Biology
Botany
Chemistry
Chemistry: Analytical
Criminal Science & Forensics
Drawing (+ 15%, professional quality)
Graphology
Interrogation
Math: Advanced
Paramedic
Psychology

Streetwise

Medical: Cyber Doctor
by Shotgunlo
MD in Cybernetics
Juicer Technology
Dentist
Dentistry
Paramedic
Pathology
Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Math: Advanced
Nutrition

Medical: Dentist
by Kuseru
Advanced Math(+5%)
Biology(+10%)
Chemistry: Pharmaceutical(+15%)
Dentistry(+25%)
Microbiology(+15%)
Pathology(+5%)
Radiation Technology: Medical(+10%)

Medical: Emergency Medical
Technician
by Shotgunlo
Biology
Chemistry
Chemistry: Pharmaceutical
Climbing
Offensive Driving
Paramedic
Pilot: Automobile
Running
Streetwise

Medical: Forensics
by Kuseru
Advanced Math(+6%)
Biology(+10%)
Chemistry(+10%)
Chemistry: Analytical(+10%)
Criminal Science & Forensics(+20%)

Paramedic(+15%)
Research(+5%)

Medical: Geneticist
by Shotgunlo
Biology
Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Pathology
Math: Advanced
Medical Doctor
Microbiology
MD in Genetics
Transgenics

Medical: Genetic Engineering Program
(New)
by Kygo (Note: Designed for Heroes
Unlimited/BTS)
Analytical Chemistry
Advanced Math
Botany
Genetic Manipulation
Note: This program is limited to
characters with an education level of
PhD only.

Medical: Medical
by Mantisking
Virologist
Microbiology (+10%)
Chemistry: Analytical (+10%)
Advanced Mathematics
Biology
Chemistry

Medical: Medical Assistant
by Mantisking
Biology
Business & Finance
Computer Operation
Paramedic

Medical: Medical Assistant
by Kuseru

Basic Math(+5%)
Biology(+10%)
Business & Finance(+10%)
Computer Operation(+10%)
Paramedic(+15%)

Medical: Medical Doctor
by Shotgunlo
Chemistry: Pharmaceutical
Field Surgery
Nutrition

Medical: Medical Examiner
by Shotgunlo
Biology
Botany
Chemistry
Chemistry: Analytical
Criminal Sciences & Forensics
Drawing
Math: Advanced
Medical Doctor
Nutrition
Pathology
Physics
Toxicology

Medical: Medical Investigation
by Mantisking
Advanced Mathematics
Biology
Chemistry
Criminal Sciences/Forensics
Medical Doctor
Pathology

Medical: Medical Orderly
by Mantisking
Biology
Computer Operation
HtH: Basic
Paramedic
Pressure Point Control Tactics

Medical: Medical Researcher
by Kuseru

Advanced Math(+5%)
Biochemistry(+10%)
Bioengineering(+15%)
Biology(+10%)
Chemistry(+5%)
Electrochemistry(+5%)
Genetics Engineering(+15%)
Microbiology(+15%)
Research(+5%)

Medical: Parapsychologist
by Shotgunlo
Astronomy
Biology
Botany
Chemistry
Chemistry: Alchemical
Chemistry: Analytical
Criminal Sciences & Forensics
Drawing
Lore: Select 2
Math: Advanced
Pathology
Physics
Psychology
Toxicology

Medical: Pharmacist
by Shotgunlo
Biology
Botany
Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Nutrition
Paramedic
Pathology
Toxicology
Psychologist
Biology
Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Graphology
Math: Advanced
Paramedic

Pathology
Psychology
Psychotherapy

Medical: Psychologist
by Kuseru
Advanced Math(+5%)
Chemistry: Pharmaceutical(+10%)
Psychiatry(+20%)
Psychobiology(+10%)
Psychology(+20%)
Psychotherapy(+5%)

Medical: Traditional Chinese Medicine
by Kuseru
Acupressure (+5%)
Acupuncture & Moxibustion (+10%)
Chinese Herbology (+10%)
Qigong (+5%)
Massage (+10%)

Medical: Traditional Japanese Medicine
by Kuseru
Acupuncture & Moxibustion (+10%)
Dieting (+5%)
Japanese Herbology (+10%)
Shiatsu (+10%)
Choose one of the following (+5%):
Acupressure, Sea Holistic Medicine or
Venom Medicine

Medical: Veterinarian
by Kuseru
Advanced Math(+5%)
Animal Husbandry(+20%)
Biology(+10%)
Chemistry: Pharmaceutical(+10%)
Entomological Medicine(+20%)
Microbiology(+10%)
Pathology(+15%)
Veterinarian(+20%)

Medical: Veterinarian
by Shotgunlo
Animal Husbandry
Biology

Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Doctor of Veterinary Medicine
Math: Advanced
Nutrition
Paramedic
Pathology
* Entomological Medicine

Military Skill Programs

Military: Advanced Infantry
by Shotgunlo
Command
Fortification
Military Etiquette
Radio: Basic
Radio: Scrambler
Strategy/Tactics
Trap Construction

Military: Advanced Infantry
by Ten Tigers
Read Sensory Equipment (+10%)
Optic Systems (+10%)
Prowl (+10%)
Detect Ambush (+10%)
2 military W.P.s of choice (+1 Strike)
Hand-to-Hand Expert

Military: Airborne Ranger
by Ten Tigers
Parachuting (+15%)
Land Navigation (+10%)
Detect Ambush (+10%)
Swimming (+5%)
Wilderness Survival (+10%)
1 Military W.P. of choice (+1 Strike)
Hand-to-Hand Expert

Military: Airborne
by Kuseru
Camouflage(+10%)
Climbing(+5%)
Map Reading(+5%)
Parachuting(+20%)

Rope Works(+5%)
Tumbling(+10%)
* Note: Pilot Antigrav Suit, Contragrav
Pack, or Jet Pack can be substituted for
Parachuting.
pick any two modern/military W.P.s

Military: Armor & Artillery
by Shotgunlo
Weapon Systems
Basic Military
Forced March
Radio: Basic
Trap/Mine Detection

Military: Assassin: Overt and Covert
by the Key
Ex-military or ex-security forces
Detect Ambush
Tracking
Sniper <+1 strike bonus>
Detect Concealment
Prowl
Concealment

Military: Basic Training
by Ten Tigers
Military Etiquette (+15%)
Radio: Basic (+5%)
Land Navigation (+5%)
Forced March
Running
Climbing (+5%)
Athletics
Swimming* (+10%)
W.P. Bayonet (+1 Strike)
W.P. Assault Rifle (+1 Strike)
W.P. Grenade Throwing (+1 Strike)
Hand-to-Hand Basic
* Navy only.

Military: Basic Army (Revised)
by Kuseru
Athletics
Military Etiquette (+10%)
W.P. Pistol

W.P. Assault Rifle
W.P. Grenade
Hand to Hand: Basic

Military: Basic Naval Seamanship
by Kuseru
Athletics
Read Sensory Instruments(+5%)
Rope Works(+10%)
Seamanship(+10%)
Swimming(+10%)
W.P. Auto Pistol

Military: C4I
by Kuseru
Communications: Basic (+15%)
Communications: Scrambler (+10%)
Electronic Counter-Measures (+15%)
Communications: Satellite Relay (+5%)
Computer Operation (+5%)
Read Sensory Instruments (+10%)
Intelligence (+5%)
Command Structure Etiquette (+10%)

Military: Combat Diver
by Mantisking
Pilot: Deep Sea Diving
Pilot: Mini-Submarine
Underwater Demolitions
W.P. Harpoon Gun

Military: Combat Engineer
by Mantisking
Camouflage
Demolitions
Electrical Engineer
Mechanical Engineer
Military Fortification
Trap Construction

Military: Combat Engineer - Hazardous
Materials Specialist
by Mantisking
Demolitions Disposal (+6%)
Nuclear, Biological, & Chemical
Warfare (+20%)

Trap/Mine Detection(+10%)

Military: Combat Engineer
by Kuseru
Architectural Design(+5%)
Demolitions(+10%)
Demolitions: Despisal(+10%)
Fortification(+20%)
Military Construction(+20%)
Pilot Combat Engineer Vehicles(+10%)
Pilot Construction Machinery(+5%)
Trap Construction(+5%)

Military: Combat Driving School
by Mantisking
Pilot: Automobile (+5%)
Offensive Driving (+5%)
Detect Ambush (+5%)
W.P. Vehicle-Mounted Weapons (+1 to
Strike)
Weapon Systems (+5%)(+1 to Strike)

Military: Communications
by Ten Tigers
Radio: Basic (+20%)
Radio: Scramblers (+15%)
Electronic Countermeasures (+15%)
Cryptography (+10%)
Select two from communications or
computers (+10%)

Military: Counter Terrorism
by Kuseru
Climbing(+10%)
Demolitions: Disposal(+15%)
Intelligence(+5%)
Nightfighting(+5%)
Prowl(+10%)
Radio: Basic(+10%)
Strategy/Tactics(+15%)
pick one additional physical skill
W.P. Pistol
W.P. Submachine Gun
W.P. Rifle/Shotgun

Military: Counter Terrorism
by Ten Tigers
Nuclear/Biological/Chemical Warfare
(+15%)

Interrogation (+15%)
Detect Ambush (+5%)
Detect Concealment (+15%)
Trap/Mine Detection (+10%)
Surveillance (+10%)
Intelligence (+10%)

Military: Demolitions
by Ten Tigers
Demolitions (+15%)
Demolitions Disposal (+15%)
Trap Construction (+10%)
Detect/Remove Traps (+15%)
Basic Mechanics (+5%)
Basic Electronics (+5%)
Read Sensory Equipment (+5%)

Military: Driver
by Ten Tigers
Pilot one military land vehicles at
(+25%) or two at (+15%)
Combat Driving
Land Navigation (+15%)
Radio: Basic (+10%)
Read Sensory Equipment (+10%)
Weapon Systems (+15%)
1 military W.P. of choice (+1 Strike)

Military: Electronic Warfare
by Shotgunlo
Intelligence
Guerilla Warfare
Camouflage
Intelligence
Interrogation
Psychological Warfare
Psychology
Strategy/Tactics

Military: Grunt
by the Key
Climbing

Running
Read Sensory Equipment
Radio: Basic
Weapon Systems

Military: Guerilla Combat
by Ten Tigers
Land Navigation (+15%)
Wilderness Survival (+15%)
Camouflage (+10%)
Prowl (+10%)
Climbing (+5%)
Swimming (+5%)
Strategy and Tactics (+10%)
4 W.P.s of choice (Any, including
sniper/marksmanship)
Hand-to-Hand Expert

Military: Helicopter Aviation
by Shotgunlo
Military Intelligence
Military Etiquette

Military: Intelligence
by the Key
Disguise
Intelligence
Forgery
Cryptography
Radio Scrambler
Surveillance systems

Military: Medic
by Ten Tigers
Paramedic (+25%)
Field Surgery (+25%)
Read Sensory Equipment (+10%)

Military: Mercenary Program (New)
by Kygo (Note: Designed for Heroes
Unlimited/BTS)
One Physical Skill
Four from among Military, Espionage
and/or Communications
Two W.P.'s of Choice

Note: This program is limited to Military Trained, On the Job Trained or Military Specialist.

Military: Military Lawyer
by Mantisking
Computer Operation
Law (General)
Law (Military) (+5%)
Military Etiquette
Public Speaking
Research (+5%)
Writing

Military: Military Officer Program
(New)
by Kygo (Note: Designed for Heroes Unlimited/BTS)
Military Etiquette
Tactics
Select four Military Skills
Note: Available only to Military and Military Specialist characters.

Military: Military Police
by Shotgunlo
Criminal Science
Find Contraband
Investigation
Military Etiquette
Streetwise
Surveillance
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Energy Pistol
W.P. Energy Rifle

Military: Military Police
by Ten Tigers
Law (+15%)
Detect Concealment (+15%)
Interrogation (+15%)
Surveillance Systems (+10%)
Dog Handling* (+5%)
W.P. Blunt (+1 Strike)
W.P. Handcuffs (+1 Strike)

W.P. Pistol (+1 Strike)
Hand-to-Hand Expert
* Use Breed Dogs as a base

Military: Military Police
by Mantisking
Detect Concealment (+5%)
HtH: Expert
Law (Military)
Police Procedures
Radio: Basic Operations
W.P. Pistol
W.P. Nightstick (+1 to Strike)

Military: Naval Vehicles
by Ten Tigers
Pilot one naval vessels at (+25%) or two at (+15%)
Navigation or Underwater Navigation (+15%)
Radio: Basic (+10%)
Read Sensory Equipment (+10%)
Weapon Systems (+15%)
1 military W.P. of choice (+1 Strike)

Military: Naval Aviation
by Kuseru
Pilot Jet Fighter (+15%)
Pilot Combat Helicopter (+10%)
Pilot Twin Engine Aircraft(+5%)
Air to Air Combat (+20%)
Navigation (+10%)
Read Sensory Instruments (+10%)
Weapon Systems (+10%)
Swimming (+5%)
Wilderness Survival (+5%)
Castaway & Shipwreck Survival (+10%)

Military: NBC Warfare
by Kuseru
Nuclear, Biological & Chemical (NBC) Warfare (+20%)
Psychological Warfare (+5%)
Radiation Technology: Military (+10%)
Read Sensory Instruments(+10%)
Chemistry (+5%)

Biology (+5%)
Physics (+10%)
Paramedic (+5%)

Military: Night Ops
by Ten Tigers
Prowl (+15%)
Optic Systems (+15%)
Surveillance (+10%)
Intelligence (+10%)
Sniper
1 Military W.P. of choice (+1 Strike)

Military: Officer Training
by Ten Tigers
Strategy and Tactics (+15%)
Intelligence (+15%)
Interrogation (+10%)
Land Navigation (+10%)
Radio: Basic (+10%)
W.P. Handguns (+1 Strike)

Military: Pilot
by Ten Tigers
Pilot one military aircraft at (+25%) or
two at (+15%)
Air-to-Air Combat
Navigation (+10%)
Radio: Basic (+10%)
Read Sensory Equipment (+10%)
Weapon Systems (+15%)
W.P. Handguns (+1 Strike)

Military: Power Armor Pilot
by Shotgunlo
Land Navigation
Pilot: Robots & Power Armor
Radio: Basic
Radio: Scrambler
Read Sensory Equipment
Robot Combat: Elite: Power Armor
Robot Combat: Power Armor Basic
W.P. Heavy
W.P. Heavy Energy Weapons

Military: Psychological Warfare
Specialist
by Mantisking
Computer Operation
Psychology
Military Intelligence
Research
Sociology

Military: Public Relations Specialist
by Mantisking
These are the soldiers you see in front of
the camera. They conduct briefings,
press conferences and photo-ops.
Perfectly dressed and impeccably
groomed, they are the front line troops in
the information war.
Military Etiquette (+5%)
Performance (+5%)
Public Speaking (+5%)
Research
T.V./Video
Writing

Military: Ranger
by Kuseru
Camouflage(+10%)
Detect Mines & Booby Traps(+5%)
Detect Ambush(+5%)
Detect Concealment(+10%)
Intelligence(+10%)
Tracking(+20%)
Wilderness Survival(+10%)
pick any two modern/military W.P.s

Military: Recon
by Ten Tigers
Land Navigation (+15%)
Detect Concealment (+10%)
Detect Ambush (+10%)
Surveillance (+15%)
Intelligence (+10%)
Prowl (+10%)
1 Military W.P. of choice (+1 Strike)
Hand-to-Hand Expert

Military: Robot Pilot
by Shotgunlo
Land Navigation
Pilot: Robots & Power Armor
Radio: Basic
Radio: Satellite
Radio: Scrambler
Read Sensory Equipment
Robot Combat: Basic
Robot Combat: Elite
Weapon Systems

Military: SEa, Air, and Land
by Kuseru
Camouflage(+5%)
Detect Ambush(+10%)
Detect Concealment(+5%)
Intelligence(+10%)
Night Fighting(+10%)
Parachuting(+10%)
S.C.U.B.A.(+15%)
Wilderness Survival(+5%)
pick any three modern/military W.P.s

Military: SEAL
by Ten Tigers
Parachuting (+10%)
S.C.U.B.A. (+15%)
Detect Ambush (+10%)
Prowl (+10%)
Demolitions (+5%)
Underwater Demolitions (+10%)
W.P. Knife (+1 Strike)
1 Military W.P. of choice (+1 Strike)
Hand-to-Hand Martial arts or Assassin
Military: Small Boat
by Kuseru
Pilot: Motor Boats (+10%)
Pilot: Sail Boat (+5%)
Pilot: Select either Warships & Patrol
Boats or Hydrofoils or Hovercraft
(+10%)
Navigation (+15%)
Read Sensory Instruments (+10%)
Wilderness Survival (+5%)
Swimming(+10%)

Military: Sniper
by Ten Tigers
Land Navigation (+10%)
Wilderness Survival (+10%)
Detect Ambush (+5%)
Climbing (+15%)
Prowl (+15%)
Camouflage (+15%)
W.P. Semi-Automatic Rifles (+1 Strike)
Combat Sniper*
*Combat Sniper is +4 instead of + 2.

Military: Special Forces
by Ten Tigers
Land Navigation (+10%)
Wilderness Survival (+10%)
Climbing (+10%)
Swimming (+10%)
Prowl (+10%)
Detect Ambush (+10%)
Trap/Mine Detection (+10%)
Intelligence (+10%)
Demolitions (+10%)
W.P. Knife (+1 Strike)
1 military W.P. of choice (+1 Strike)
Hand-to-Hand Martial Arts or Assassin

Military: Special Forces
by Kuseru
Camouflage(+10%)
Detect Mines & Booby Traps(+5%)
Detect Ambush(+10%)
Detect Concealment(+5%)
Intelligence(+15%)
Night Fighting(+5%)
Wilderness Survival(+20%)
pick any two modern/military W.P.s

Military: Special Weapons
by Ten Tigers
Read Sensory Equipment (+10%)
Weapon Systems (+15%)
Select 4 military W.P.s of choice (+1
Strike)

Military: Submariner
by Kuseru
Pilot: Submarines (+20%)
Navigation (+5%)
Navigation: Underwater (+10%)
Read Sensory Instruments (+10%)
Advanced Deep Sea Diving (+5%)
Swimming (+5%)
Swimming: SCUBA (+10%)

Military: Technical Officer
by Ten Tigers
Radio: Basic (+15%)
Read Sensory Equipment (+20%, +15%
is Computer Ops is taken at +20%)
Computer Operations (+20%, +15% is
Read Sensory Equipment is taken at
+20%)
Select 4 from Communication and/or
Computer (+10%)

Military: Tunnel Rat
by Ten Tigers
Spelunking (+20%)
Climbing (+15%)
Detect Concealment (+10%)
Detect Ambush (+10%)
Detect/Remove Traps (+10%)
Demolitions Disposal (+5%)
Optic Systems (+5%)
W.P. Knife (+1 Strike)
W.P. Handguns (+1 Strike)

Military: Urban Combat
by Ten Tigers
Detect Ambush (+15%)
Detect Concealment (+15%)
Demolitions (+5%)
Trap/Mine Detection (+10%)
Prowl (+10%)
Climbing (+10%)
2 military W.P.s of choice (+1 Strike)
Hand-to-Hand Expert

Military: Urban Combat
by Shotgunlo

Streetwise (+ 40%)
Urban Survival (+ 20%)
Urban Warfare (+ 15%)
5 Rogue Skills (+ 25%)
1 Weapon Proficiency

Military: Urban Combat
by Kuseru
Detect Ambush (+15%)
Detect Concealment (+5%)
Choose either Find Contraband or
Locate Secret Doors/Compartments
(+10%)
Choose either Military Fortification or
Basic Construction (+10%)
Demolitions (+10%)
Choose Three of the following W.P.s:
Knife, Spear (bayonet), Pistol, Shotgun,
Submachine Gun, Grenade (throw), or
Grenade Launcher.

Military: Urban Combat
by NMI
Detect Concealment /Traps
Detect Ambush
Climbing
Prowl
Radio Basic
WP Pistol
WP Sub-Machinegun
WP Assault Rifle

Military: Urban Combat Specialist
by Mantisking
Detect Concealment (+5%)
Detect Ambush (+5%)
Prowl (+4%)
Land Navigation (+5%)
W.P. Submachinegun (+1 to Strike)
W.P. Grenade Throwing (+1 to Strike)
W.P. Pistol
Choose W.P. Shotgun or W.P. Grenade
Launcher

Police Skill Programs

Police: Air Marshall Skill Program

by Mantisking
 W.P. Pistol
 Sharpshooter (Pistol)
 Concealment
 Disguise
 Police Procedures
 HtH: Martial Arts

 Police: Basic Police Officer
 by Kuseru
 Athletics
 First Aid(+5%)
 Law(+5%)
 Pilot Automobile or Motorcycle(+10%)
 W.P. Shotgun
 W.P. Pistol

 Police: Beat Cop
 by Kuseru
 Contacts(+10%)
 Interrogation(+5%)
 Running
 Streetwise(+10%)
 Streetwise-Drugs(+5%)
 W.P. Pistol

 Police: Bomb Squad Officer
 by Mantisking
 Basic Electronics
 Basic Mechanics
 Demolitions
 Demolitions Disposal
 Read Sensory Equipment

 Police: Canine Officer
 by Mantisking
 Animal Handling
 Detect Concealment
 Find Contraband & Illegal Weapons

 Police: Detective
 by Kuseru
 Bureaucracy(+5%)
 Criminal Science(+10%)
 Computer Operation(+5%)
 Photography(+5%)

Research(+10%)

 Police: Detective
 by Mantisking
 HtH: Basic
 Intelligence (+10%)
 Interrogation (+5%)
 Law (General)
 Police Procedures
 Streetwise
 W.P. Pistol

 Police: Dispatcher/ Communications
 Specialist
 by Kuseru
 Radio: Basic(+10%)
 Radio: Scramblers (+5%)
 Surveillance Systems (+10%)
 TV/Video (+5%)

 Police: Law Enforcement
 by Shotgunlo
 Criminal Science
 First Aid
 Investigation
 Law (general)
 Offensive Driving
 Pilot: Automobile
 Pilot: Race Car
 Police Etiquette
 Police Filing
 Streetwise
 Surveillance
 W.P. Automatic Pistol
 W.P. Revolver
 * Wrestling

 Police: Patrol Officer
 by Mantisking
 Police Procedures (+3%)
 Radio: Basic
 Computer Operation
 Detect Concealment (+10%)
 First Aid (+5%)
 HtH: Basic
 W.P. Pistol (+1 to Strike)

W.P. Shotgun
W.P. Nightstick
Choose either Horsemanship, Bicycle, or
Pilot: Automobile

Police: Police Negotiator
by Mantisking
Computer Operation
Police Procedures
Psychology
Research
Sociology

Police: Special Weapons and Tactics
Officer
by Mantisking
Armorer (Field)
Climbing
Demolitions
Prowl
Radio: Scramblers
Read Sensory Equipment
Sniper
Surveillance Systems
W.P. Rifle, +1 to Strike with all W.P.s
gained through Police Skill programs

Police: Special Weapons And Tactics
by Kuseru
Demolitions(+5%)
Demolitions: Disposal(+5%)
Sniper
Strategy & Tactics(+10%)
W.P. SA/FA Rifle
W.P. Submachine Gun

Police: Undercover Cop
by Kuseru
Disguise(+15%)
Radio: Basic(+5%)
Streetwise(+5%)
Surveillance Systems(+5%)

Police: Undercover Officer
by Mantisking
Detect Ambush (+5%)

Detect Concealment (+10%)
Disguise
HtH: Expert
Impersonation
Law (General)
Police Procedures
Streetwise

Rogue Skill Programs

Rogue: Black Marketer
by Shotgunlo
Accounting
Appraisal
Bargain/Bribe
Find Contraband
Locate Secret Compartments/Doors
Pilot: Select 1
Recognize Weapon Quality
Streetwise
Streetwise: Drugs
W.P.: Automatic Pistol

Rogue: Bootlegger
by Shotgunlo
Botany
Brewing
Chemistry
Chemistry: Pharmaceutical
First Aid
Law (general)
Locate Secret Compartments/Doors
Streetwise
Streetwise: Drugs
Use & Recognize Poison
Rogue: Boss
by Kuseru
Hand to Hand: Expert or Martial Arts
(pick one)
Streetwise-Criminal Networks (+15%)
Business & Finance (+10%)
Law (+10%)
Choose Two Technical Skills (+5%
each)

Rogue: Cat Burglar
by Kuseru

Climbing (+10%)
Pick Locks (+10%)
Safe-Cracking (+5%)
Streetwise (+5%)
Detect Ambush (+5%)
Surveillance Systems (+10%)

Rogue: Computer Hacker
by Kuseru
Computer Operation (+10%)
Computer Programming (+15%)
Computer Hacking (+15%)
Basic Electronics (+5%)
Circuit Board Micro-Electronics (+5%)
Select one Computer Skill (+10%)

Rogue: Con Man
by Kuseru
Concealment (+10%)
Forgery (+5%)
Disguise(+5%)
Palming (+10%)
Pick Pocket (+10%)
Streetwise-Con Games (+15%)
Shell Game (+15%)

Rogue: Criminal
by Mantisking
Streetwise
Pick Locks
Select 3 from (Cardsharp, Hacking,
Concealment, Find Contraband & Illegal
Weapons, Palming, Pick Pockets, Prowl,
Safecracking, Seduction, Ventriloquism)
Rogue: Drug Dealer
by Kuseru
Chemistry (+5%)
Chemistry: Pharmaceutical (+10%)
Biology (+5%)
Streetwise (+10%)
Streetwise-Drugs(+15%)
W.P. Knife
W.P. Pistol
W.P. Rifle, Shotgun or Submachine Gun
(Pick one)

Rogue: Enforcer/Bodyguard
by Kuseru
Hand to Hand: Expert or Martial Arts
(pick one)
Running
Body Building
Boxing or Wrestling (pick one)
Pilot Automobile (+5%)
Pilot Truck (+5%)
W.P. Revolver or W.P. Pistol

Rogue: Fence
by Kuseru
Palming (+5%)
Streetwise (+15%)
Streetwise-Con Games (+5%)
Streetwise-Drugs (+10%)
Streetwise-Illegal/Contraband Weapons
(+10%)
Streetwise-Networks (+10%)

Rogue: Forger
by Kuseru
Literacy in one Language (+10%)
Forgery (+15%)
Art: Drawing (+5%)
Streetwise (+5%)
Computer Operation (+5%)
Photography (+5%)

Rogue: Gambler
by Kuseru
Gambling (Dirty Tricks) (+15%)
Gambling (Standard) (+10%)
Gambling(Cheating) (+15%)
Card Sharp (+10%)
Palming (+5%)
Pool Shark(+5%)
Streetwise-Con Games (+5%)

Rogue: Gambler
by Mantisking
Advanced Mathematics
Cardsharp
Gambling (Standard)
Palming

Streetwise and choose either Gambling (Dirty Tricks) or Seduction

Rogue: Gambler
by Shotgunlo
Accounting
Cardsharp
Gambling
Gambling: Dirty Tricks
Game: Select 2 (+ 5%) or 1 (+ 10%, professional quality)
Math: Advanced
Pool
Pool Shark
Streetwise

Rogue: Getaway Driver
by Kuseru
Automotive Mechanics (+5%)
Pilot Automobile (+10%)
Pilot Race Car (+15%)
Pilot Motorcycle(+5%)
Pilot One of Choice (+5%)
Offensive Driving(+15%)

Rogue: Hit Man
by Kuseru
Detect Ambush (+10%)
Disguise (+5%)
Prowl (+10%)
Tracking (+5%)
Sniper
W.P. Bolt Action Rifle
W.P. Automatic Pistol
W.P. one of choice

Rogue: Pimp/Prostitute
by Kuseru
Seduction (+10%)
Cosmetics (+10%)
Streetwise (+10%)
First Aid (+5%)
W.P. Knife or Razor
Massage (for Prostitutes)
Athletics (for Pimps)

Rogue: Professional Thief Program (Modified)
by Kygo (Note: Designed for Heroes Unlimited/BTS)
Climbing
Hotwiring
Locksmith
Prowl
Surveillance Systems

Rogue: Safe Cracker
by Kuseru
Safe-Cracking (+15%)
Pick Locks (+10%)
Security Systems (+5%)
Surveillance Systems (+5%)
Demolitions (+10%)
Locksmith (+10%)

Rogue: Safe-cracker
by the Key
Locksmith or Pick locks
Demolitions
Demolition Disposal
*Mechanical Engineer
*Basic Electronics

Rogue: Thug/Two-bit Punk/Hood
by Kuseru
Pilot Automobile or Motorcycle (pick one) (+5%)
Running
W.P. Knife
W.P. Chain
W.P. Pick one of the following; Blunt, Revolver, Pistol, Shotgun

Rogue: Underworld Medic
by Shotgunlo
Biology
Chemistry
Chemistry: Analytical
Chemistry: Pharmaceutical
Criminal Sciences & Forensics
Field Surgery
Find Contraband

Interrogation
Math: Advanced
MD in Cybernetics
Medical Doctor
Pathology
Physics
Plastic Surgery
Streetwise
Streetwise: Drugs
Torture Methods
Toxicology

Space Skill Programs

Space: Astronaut
by Shotgunlo
Extra Vehicular Activity
First Aid
Math: Advanced
Movement: Zero-Gravity
Navigation
Navigation: Space
Pilot: Jet Aircraft
Pilot: Space Shuttle
Read Sensory Equipment

Space: Space Combat
by Shotgunlo
Defense Systems
Extra Vehicular Activity
Movement: Zero-Gravity
Navigation: Space
Pilot: Space Fighter
Radio: Basic
Radio: Deep Space
Radio: Satellite
Radio: Scrambler
Read Sensory Equipment
Weapon Systems

Space: Space Shuttle Mission Specialist
by Mantisking
There are a limited number of O.C.C.s
who can actually select this program.
These O.C.C.s are -- all Espionage
Agents, Professional Free Agent,

Veteran Grunt, Academy Officer, Tinker
Gizmoteer.

Skill Cost: 3 Years
Pre-Requisites: Biology, Electrical
Engineer, and Mechanical Engineer.

Orbital Navigation
Radio: Basic Operations
Read Sensory Equipment (+10%)
Computer Operations (+10%)
Space Suit Operations (+%)
Movement: Zero Gravity (+4%)

E.V.A. (+5%)
Choose two(2) Communications skills
(+5% each)

Choose one(1) Science skill (+5%)

Choose one(1) Medical Skill (+5%)

Space: Space Shuttle Payload Specialist
by Mantisking

There are a limited number of O.C.C.s
who can actually select this program.
These O.C.C.s are -- all Espionage
Agents, Professional Free Agent,
Veteran Grunt, Academy Officer, Tinker
Gizmoteer.

Notes: The information in my source
material had the Pilot and Mission
Specialist programs being almost
identical. I changed this to the current
aspect because I thought it would be
more interesting and serve the game
better. The Payload Specialist is
generally some one who is chosen to go
on a shuttle flight (like Krista McCauliff
(sp?)) or someone who has skills
appropriate to the mission at hand. These
people are then given a very basic
astronauts course.

Space Suit Operations
Movement: Zero Gravity

Space: Space Shuttle Pilot
by Mantisking

There are a limited number of O.C.C.s
who can actually select this program.
These O.C.C.s are -- all Espionage

Agents, Professional Free Agent,
Veteran Grunt, Academy Officer, Tinker
Gizmoteer.

Skill Cost: 3 Years

Pre-Requisites: Advanced Mathematics,
Physics, and Pilot: Jet.

Pilot: Space Shuttle (+%)

Orbital Navigation (+10%)

Instrument Rating(+10%)

Read Sensory Equipment (+10%)

Radio: Basic Operations

Meteorology (+5%)

Astronomy (+5%)

Physics (+5%)

Computer Operations

Space Suit Operations

Movement: Zero Gravity

6. Mystic China Revisions

Skill Costs and Shorter Learning Times
for Mystic China Martial Arts. By
Kuseru

An Yin Kung Fu (Med/Murda)

Skill Cost: 17 Years (8 as a Secondary
Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be
learned in a shorter time: Ba Gua Kung
Fu(4 years), Bak Mei Kung Fu (4 years),
Han Yu Kung Fu(3 years), and Shao-lin
Kung Fu (6 years).

Ba Gua Kung Fu (8 Trigrams)

Skill Cost: 18 Years (7 years as a
Secondary Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be
learned in a shorter time: Hsing-I Kung
Fu (4 years), Shao-lin Kung Fu (3
years), Tai Chi Chuan (5 years), and
Taido (5 years).

Bak Mei Kung Fu (White Eyebrow)

Skill Cost: 15 Years (7 years as a
Secondary Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be
learned in a shorter time: Hsing-I Kung
Fu (3 years), Pao Chih (4 years), Snake
Style Kung Fu (3 years), and Tai-Chi
Chuan (4 years).

Chao Ta Kung Fu (Performance)

Skill Cost: 4 Years (2 years as a
Secondary Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be
learned in a shorter time: Drunken Style
Kung Fu (5 years), Monkey Style Kung
Fu (4 years), Shih Ba Ban Wu Yi Kung
Fu (4 years), and Tai-Chi Chuan (3
years).

Gui Long Kung Fu(Dragon Spirit)

Skill Cost: 12 Years (6 years as a
Secondary Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be
learned in a shorter time: Choy-Li-Fut
Kung Fu (3 years), Moo Gi Gong (4
years), Shih Ba Ban Wu Yi Kung Fu (3
years), and Zanji-Shinjinken Ryu (4
years).

Han Yu Kung Fu (Chi Katas)

Skill Cost: 8 Years (4 years as a
Secondary Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be
learned in a shorter time: An Yin Kung
Fu (4 years), Ba Gua Kung Fu (5 years),
Bok Pai Kung Fu (3 years), and Pao
Chih (4 years).

Hsien Hsia (Immortality)

Skill Cost: 20 Years (Not available as a
Secondary Martial Art Style)

If this is your Primary Martial Art Style,
then the following other styles can be

learned in a shorter time: No other forms can be learned if this style is taken.

Hsing-I Kung Fu (Mind shaping)

Skill Cost: 15 Years (7 years as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: Ba Gua Kung Fu (5 years), Mien-Chu'an Kung Fu (5 years), Shan Tung Kung Fu (3 years), and Tai-Chi Chuan (4 years).

Liang Hsiung Kung Fu (Demon Combat)

Skill Cost: 6 Years (3 years as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: Gui Long (4 years), Jujutsu (3 years), Moo Gi Gong (3 years), and Shih Ba Ban Wu Yi (3 years).

Pao Chih (Animus)

Skill Cost: 20 years (10 as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: An Yin (7 years), Han Yu (5 Years), Tai Chi Chuan (5 years), and Yu Sool (7 years).

Shan Tung Kung Fu (Black Tiger)

Skill Cost: 8 Years (4 years as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: Ch'in-na Kung Fu (4 years), Kuo Ch'uan Kung Fu (5 years), Liang Hsiung Kung Fu (3 years), and Tong Lun Kung Fu (4 years).

Shih Ba Ban Wu Yi (18 Weapons)

Skill Cost: 10 Years (5 years as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: Gui Long Kung Fu (4 years), Liang Hsiung Kung Fu (3 years), Moo Gi Gong (3 years), and ZANJI-Shinjinken Ryu (5 years).

Tong Lun Kung Fu (Praying Mantis)

Skill Cost: 10 Years (5 years as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: Ch'in Na (4 years), Monkey Style Kung Fu (4 years), Shao-lin Kung Fu (6 years), and Tai Chi Chuan (5 years).

Triad Assassin Training (auto-pistols)

Skill Cost: 4 Years (3 years as a Secondary Martial Art Style)

If this is your Primary Martial Art Style, then the following other styles can be learned in a shorter time: Jujutsu (3 years), Moo Gi Gong (3 years), Shi Ban Bi Wu Yi Kung Fu (4 years), and Snake Style (5 years).

7. Country of Origin

CONTINENT OF ORIGIN

01-06 South America

07-19 Africa

20-79 Asia

80-91 Europe

92-99 North America

00 Australia/Oceania

AFRICA

01 Burundi, speaks Kirundi and French (official), Swahili

02 Somalia, speaks Somali (official), Arabic, English, Italian

03 Rwanda, speaks Kinyarwanda, French, and English (all official)

04 Zambia, speaks English (official) and local dialects

05 Niger, speaks French (official); Hausa; Songhai; Arabic

06 Mali, speaks French (official), African languages

07-08 Angola, speaks Bantu, Portuguese (official)

09-10 Madagascar, speaks Malagasy and French (both official)

11-12 Ivory Coast/Cote d'Ivoire, speaks French (official) and African languages (Dialla esp.)

13-15 Mozambique, speaks Portuguese (official), Bantu languages

16-19 Kenya, speaks English (official), Swahili (national), and several other languages spoken by 25 ethnic groups

20-23 Algeria, speaks Arabic (official), French, Berber dialects

24-28 Sudan, speaks Arabic (official), English, tribal dialects

29-35 Congo (Democratic Republic of), speaks French (official), Swahili, Lingala, Ishiluba, and Kikongo, others

36-44 Egypt, speaks Arabic

45-59 Nigeria, speaks English (official), Hausa, Yoruba, Ibo, and more than 200 others

60-67 Ethiopia, speaks Amharic (official), English, Orominga, Tigrigna, over 70 languages spoken

68-73 South Africa, speaks Xhosa and Zulu (official), English, Afrikaans, Ndebele, Sesotho sa Leboa, Sesotho, Swati, Xitsonga, Setswana, Tshivenda

74-77 Tanzania, speaks Swahili and English (both official), local languages

78-81 Morocco

01-98 Morocco proper, speaks Arabic (official), French, Berber dialects, Spanish

99-00 Western Sahara, speaks Hassaniya Arabic, Moroccan Arabic

82-84 Uganda, speaks English (official), Swahili, Luganda, Ateso, Luo

85-87 Ghana, speaks English (official), Native tongues (Brong Ahafo, Twi, Fanti, Ga, Ewe, Dagbani)

88-89 Cameroon, speaks French and English (both official); 24 major African language groups

90-91 Burkina Faso, speaks French (official), tribal languages

92 Zimbabwe, speaks English (official), Ndebele, Shona (85%)

93 Senegal, speaks French (official); Wolof, Serer, other ethnic dialects

94 Malawi, speaks English and Chichewa (both official)

95 Tunisia, speaks Arabic (official), French

96 Chad, speaks French and Arabic (official), more than 100 tribal languages

97 Benin, speaks French (official), African languages

98-00 Minor Country, roll on following table:

01-04 Botswana, speaks English (official), Setswana

05-08 Cape Verde, speaks Portuguese, Criuolo

09-13 Central African Republic, speaks French (official), Sangho, Arabic, Hansa, Swahili

14-17 Comoros, speaks French and Arab (both official), Shaafi Islam (Swahili dialect), Malagasu

18-22 Congo, speaks French (official), Lingala, Kikongo, others

23-26 Djibouti, speaks Arabic and French (both official), Afar, Somali

27-30 Equatorial Guinea, speaks Spanish (official), French (2nd official), pidgin English, Fang, Bubi, Creole

31-33 Eritrea, speaks Afar, Bilen, Kunama, Nara, Arabic, Tobedawi, Saho, Tigre, Tigrinya
 34-37 Gabon, speaks French (official), Fang, Myene, Bateke, Bapounou/Eschira, Bandjabi
 38-43 Gambia, speaks Native tongues, English (official)
 44-47 Guinea-Bissau, speaks Portuguese Criolo, African languages
 48-51 Guinea, speaks French (official), native tongues (Malinkée, Susu, Fulani)
 52-55 Lesotho, speaks English and Sesotho (official); also Zulu and Xhosa
 56-61 Liberia, speaks English (official) and tribal dialects
 62-67 Libya, speaks Arabic, Italian and English widely understood in major cities
 68-71 Mauritania, speaks Arabic (official) and French
 72-75 Mauritius, speaks English (official), French, Creole, Hindi, Urdu, Hakka, Bojpoori
 76-80 Namibia, speaks Afrikaans, German, English (official), several indigenous
 81-84 Sao Tome and Principe, speaks Portuguese
 85-88 Seychelles, speaks English and French (both official), and Seselwa (a creole)
 89-92 Sierra Leone, speaks English (official), Mende, Temne, Krio
 93-96 Swaziland, speaks English and Swazi (official)
 97-00 Togo, speaks French (official), Ewée, Mina (south), Kabyée, Cotocoli (north), and many dialects

ASIA

01 Uzbekistan, speaks Uzbek 74.3%, Russian 14.2%, Tajik 4.4%, other 7.1%
 02 Nepal, speaks Nepali (official), Newari, Bhutia, Maithali

03 Afghanistan, speaks Pushtu, Dari Persian, other Turkic and minor languages
 04-05 Thailand, speaks Thai (Siamese), Chinese, English
 06-07 Turkey, speaks Turkish
 08-09 Philippines, speaks Filipino (based on Tagalog) and English (both official); regional languages: Tagalog, Ilocano, Cebuano, others
 10-13 Pakistan, speaks Punjabi 48%, Sindhi 12%, Siraiki (a Punjabi variant) 10%, Pashtu 8%, Urdu (official) 8%, Balochi 3%, Hindko 2%, Brahui 1%, English, Burushaski, and others
 14-17 Bangladesh, speaks Bangla (official), English
 18-23 Indonesia, speaks Bahasa Indonesia (official), Dutch, English, and more than 583 languages and dialects
 24-51 India, speaks Hindi (official), English (official), Bengali, Gujarati, Kashmiri, Malayalam, Marathi, Oriya, Punjabi, Tamil, Telugu, Urdu, Kannada, Assamese, Sanskrit, Sindhi (all recognized by the constitution). Dialects, 1,652
 52-86 China, speaks Chinese, Mandarin, also local dialects
 87-90 Russia Federation, speaks Russian, others
 91-93 Japan, speaks Japanese
 94-95 Iran, speaks Farsi (Persian), Azari, Kurdish, Arabic
 96-97 Vietnam, speaks Vietnamese (official), French, English, Khmer, Chinese
 98 South Korea, speaks Korean
 99 Burma (Myanmar) , speaks Burmese, minority languages
 00 Minor Country, roll on following table:
 01 Armenia, speaks Armenian
 02 Bahrain, speaks Arabic (official), English, Farsi, Urdu

03 Bhutan, speaks Dzongkha (official)
 04 Brunei, speaks Malay (official), Chinese, English
 05 Cyprus, speaks Greek, Turkish (official), English is widely spoken
 06 East Timor, speaks Portuguese (official), Bahasa Indonesian, and Tetum
 07 Jordan, speaks Arabic (official), English
 08 Kuwait, speaks Arabic (official), English
 09-10 Singapore, speaks Malay, Chinese (Mandarin), Tamil, English (all official)
 11-13 Azerbaijan, speaks Azerbaijani Turkic, 82%; Russian, 7%; Armenian, 2%
 14-17 Cambodia, speaks Khmer (official), French, English
 18-24 Syria, speaks Arabic (official), French and English widely understood
 25-31 Sri Lanka, speaks Sinhala (official), Tamil, English
 32-39 North Korea, speaks Korean
 40-47 Malaysia, speaks Malay (official), Chinese, Tamil, English
 48-56 Iraq, speaks Arabic (official) and Kurdish
 57-64 Saudi Arabia, speaks Arabic, English widely spoken
 65-72 Taiwan, speaks Chinese (Mandarin)
 73-79 Yemen, speaks Arabic
 80-85 Kazakhstan, speaks Kazak (Qazaq), official language spoken by over 40% of population; Russian, official language spoken by two-thirds of population and used in everyday business
 86-87 Tajikistan, speaks Tajik
 88-89 Israel, speaks Hebrew (official), Arabic, English
 90-91 United Arab Emirates, speaks Arabic (official), English as a second language

92 Kyrgyzstan, speaks Kyrgyz (official); Russian is de facto second language of communication
 93 Laos, speaks Lao (official), French, English
 94 Lebanon, speaks Arabic (official), French, English
 95 Maldives, speaks Dhivehi (official); Arabic, Hindi, and English are also spoken
 96 Mongolia, speaks Mongolian, 90%; also Turkic, Russian, and Chinese
 97 Oman, speaks Arabic (official); also English and Indian languages
 98 Qatar, speaks Arabic (official); English is also widely spoken
 99-00 Turkmenistan, speaks Turkmen, 72%; Russian, 12%; Uzbek, 9%

EUROPE

01 Andorra, speaks Cataláán (official), French, Spanish
 02 Albania, speaks Albanian (Tosk is the official dialect), Greek
 03 Bosnia-Herzegovina, speaks The language that used to be known as Serbo-Croatian but is now known as Serbian, Croatian, or Bosnian, depending on the speaker's ethnic and political affiliation. It is written in Latin and Cyrillic.
 04 Croatia, speaks What was once known as Serbo-Croatian is now known as Serbian, Croatian, or Bosnian, depending on the speaker's political and ethnic affiliation.
 05 Denmark, speaks Danish, Faeroese, Greenlandic (an Inuit dialect), small German-speaking minority
 06 Estonia, speaks Estonian (official), Russian, Finnish, English
 07 Finland, speaks Finnish, Swedish (both official); small Sami- (Lapp) and Russian-speaking minorities

08 Georgia, speaks Georgian (official), 71%; Russian, 9%; Armenian, 7%; Azerbaijani, 6%

09 Iceland, speaks Icelandic

10 Ireland, speaks English, Irish Gaelic

11 Austria, speaks German 98% (small Slovene, Croatian, and Hungarian-speaking minorities)

12 Sweden, speaks Swedish

13-14 Hungary, speaks Magyar (Hungarian), 98.2%; other, 1.8%

15-16 Czech Republic, speaks Czech; Slovak minority

17-18 Serbia/Montenegro (Yugoslavia), speaks Serbian 95%, Albanian 5%. What was once known as Serbo-Croatian is now known as Serbian, Croatian, or Bosnian, depending on the speaker's political and ethnic affiliation. It is written in Latin and Cyrillic

19-22 Netherlands, speaks Dutch, Frisian

23-28 Poland, speaks Polish

29-36 Ukraine, speaks Ukrainian

37-45 France, speaks French, declining regional dialects (Provençal, Breton, Alsatian, Corsican)

46-57 Germany, speaks German

58-66 United Kingdom, speaks English, Welsh, Scots Gaelic

67-74 Italy, speaks Italian; small German-, French-, and Slovene-speaking minorities

75-80 Spain, speaks Castilian Spanish 74% (official), Catalan 17%, Galician 7%, Basque 2%

81-84 Romania, speaks Romanian (official); Hungarian- and German-speaking minorities

85 Greece, speaks Greek

86 Belarus, speaks Belorussian (White Russian)

87 Belgium, speaks Dutch (Flemish), 57%; French, 32%; bilingual (Brussels), 10%; German, 0.7%

88 Portugal, speaks Portuguese

89 Bulgaria, speaks Bulgarian

90 Switzerland, speaks German, French, Italian (all official), Romansch

91 Latvia, speaks Latvian

92 Lithuania, speaks Lithuanian (official), Polish, Russian

93 Luxembourg, speaks Luxembourgish, French, German

94 Macedonia, speaks Macedonian, which uses the Cyrillic alphabet, 70%; Albanian, 21%; Turkish, 3%; other, 6%

95 Malta, speaks Maltese and English (both official)

96 Moldova, speaks Moldovan (official; virtually the same as Romanian), Russian, Gagauz (a Turkish dialect)

97 Norway, speaks Two official forms of Norwegian: Bokmål and Nynorsk

98 Slovakia, speaks Slovak (official), Hungarian

99 Slovenia, speaks Slovenian; most can also speak Serbo-Croatian

00 Minor Country, roll on the following table:

01-25 Vatican City, speaks Latin, Italian, and various other languages

26-50 San Marino, speaks Italian

51-75 Liechtenstein, speaks German (official), Alemmanic dialect

76-00 Monaco, speaks French (official), English, Italian, Monégasque

NORTH AMERICA

01 Haiti, speaks Creole and French (both official)

02 Honduras, speaks Spanish (official), English widely spoken in business

03 El Salvador, speaks Spanish

04-05 Cuba, speaks Spanish

06-07 Dominican Republic, speaks Spanish, English widely spoken

08-28 Mexico, speaks Spanish, Indian languages

29-85 United States, speaks English, sizable Spanish-speaking minority
 86-92 Canada, speaks English, French (both official)
 93-95 Guatemala, speaks Spanish, Indian languages
 96-00 Minor Country, roll on the following table:
 01-07 Antigua and Barbuda, speaks English
 08-14 Bahamas, speaks English
 15-21 Barbados, speaks English
 22-28 Belize, speaks English (official), Creole, Spanish, Garifuna, Mayan
 29-35 Costa Rica, speaks Spanish
 36-42 Dominica, speaks English (official) and French patois
 43-49 Grenada, speaks English
 50-57 Jamaica, speaks English, Jamaican Creole
 58-64 Nicaragua, speaks Spanish
 65-72 Panama, speaks Spanish (official); many bilingual in English
 73-79 St. Vincent & the Grendines, speaks English (official), French patois
 80-86 St. Kitts & Nevis, speaks English
 87-93 St. Lucia, speaks English (official) and patois
 94-00 Trinidad & Tobago, speaks English (official), Hindi, French, Spanish

OCEANIA

01 Fiji, speaks Fijian, Hindustani, English (official)
 02 Kiribati, speaks English (official), I-Kiribati (Gilbertese)
 03 Marshall Islands, speaks both Marshallese and English are official languages. Marshallese is a language in the Malayo-Polynesian family.
 04 Micronesia, speaks English is the official and common language; major indigenous languages are Chukese, Pohnpeian, Yapase, and Kosrean

05 Nauru, speaks Nauruan (official) and English
 06 Palau, speaks Palauan, English (official)
 07-31 Papua New Guinea, speaks English, Tok Pisin (a Melanesian Creole English), Hiri Motu, and 717 distinct native languages.
 32-92 Australia, speaks English
 93-95 New Zealand, speaks English (official), Maori
 96 Samoa, speaks Samoan and English
 97 Solomon Islands, speaks English, Solomon Pijin (an English pidgin), over 60 indigenous Melanesian languages
 98 Tonga, speaks Tongan (an Austronesian language), English
 99 Tuvalu, speaks Tuvaluan, English
 00 Vanuatu, speaks Bislama (a Melanesian pidgin English), English, French (all 3 official)

SOUTH AMERICA

01-12 Colombia, speaks Spanish
 13-20 Peru, speaks Spanish and Quééchuá (both official), Aymara, and other native languages
 21-24 Chile, speaks Spanish
 25-75 Brazil, speaks Portuguese
 76-86 Argentina, speaks Spanish (official), English, Italian, German, French
 87-93 Venezuela, speaks Spanish (official), various indigenous languages in the remote interior
 94-97 Ecuador, speaks Spanish (official), Quechua
 98-99 Bolivia, speaks Spanish (official), Quechua, Aymara, Guarani
 00 Minor Country, roll on the following table:
 01-25 Guyana, speaks English (official), Amerindian dialects
 26-50 Paraguay, speaks Spanish (official), Guaraní

51-75 Suriname, speaks Dutch (official), Surinamese (lingua franca), English widely spoken
76-00 Uruguay, speaks Spanish

8. Espionage Templates

While N&S has several generic classes for spies and superspies, there are some specific areas of espionage that need to be looked at. The following templates provide an optional method of further fleshing out the spy and his area of expertise within the agency. Another option available are the additional O.C.C.s in the N&S GMs Netbook.

Administrator

Area of Expertise: This is not officially an agent's role unless the GM has a character in the field or positioned where action can take place. Administration is, theoretically, where agents who have worked in the field come to retire.

Having survived at least four missions to get into administration, the agent/player should have plenty of ideas on how to design and moderate missions.

Administrators often contact an operator to assemble a team of agents for a particular mission. The administrator then uses agency resources to supply and pay the chosen operator, who in turn supplies and pays the selected (or surviving) agents.

Attribute and Alignment Requirements: I.Q. 11 or higher. NOTE::

Administrators are typically fifth level or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Private Eye, Academy Officer, Worldly Martial Artist.

Required Skill Programs: Spy Network Administration

Other Useful Skills: Basic Espionage Program, Agent Program, Information Gathering Program, Security Specialist Program, Surveillance Specialist Program., and Advanced Infantry Program. Leadership, Strategy, Tactics, Business and Finance skills.

Special Options: Receives a higher base pay (typically double that of a regular agent).

Social Contact Modifiers: Since the character has been around the block a few times and survived, add +10% to all normal Social Contact percentages.

Analyst

Area of Expertise: The job of analysts is to examine and interpret bits of information or physical evidence.

Analysts rely on their memory and observation to assemble clues into useful knowledge. Analysis is primarily a desk job; analysts rarely venture into the field to collect their own data. An analyst in the field is a talking encyclopedia, and may have inside information that other agents are not aware of. Analysts should have a high skill percentages and several skill programs, and should be able to speak several languages. Experienced analysts may become kidnaping targets of enemy agencies, because they can be pumped for information.

Attribute and Alignment Requirements: I.Q. of 13 or higher.

Available to the following O.C.C.s: Gadgeteer Agents, Operative Agents, Private Eyes, Professional Free Agents, Wandering Free Agents, Dreamer Gizmoteers, Gizoid Gizmoteers, Tinker Gizmoteers, and Academy Officers.

Required Skill Programs: Information Gathering.

Other Useful Skills: Agent Program, Basic Espionage Program, Security Specialist Program, Surveillance

Program, Any Gizmoteer or Basic Skill Program. Research skill.

Special Options: The character may add a one-time bonus of +5% to any five skills.

Social Contact Modifiers: Due to the character's extensive research, the character has an additional +10% chance of recognizing any figure in the character's particular field of expertise.

Assassin, Physical

Area of Expertise: The infamous yet regretfully necessary assassin is primarily a cold-blooded murderer of prominent persons and secret agents. These agents perform dangerous, often suicidal, tasks in the line of duty. The Physical Assassin is a character who specializes in up close and personal combat rather than relying on explosives, poisons, or firearms.

Attribute and Alignment Requirements: P.S. of 12 or higher, M.E. of 12 or higher.

Available to the following O.C.C.s: Worldly Martial Artist, Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer, Commando Mercenary, Cyborg Soldier, and Veteran Grunt.

Required Skill Programs: Assassin Program, Covert Assassin Program, or Bodyguard/Assassin Program.

Other Useful Skills: Physical Program, Ancient Weapons Program. Physical and/or Ancient W.P. skills.

Special Options: Due to the Physical Assassin's reliance on hand to hand combat, the GM may allow the character without access to a martial art style access to a non-Exclusive style, at the cost of two skill programs. In addition, since Ninjutsu is often thought of as an assassin's art, the GM may allow a

character to purchase Ninjutsu at the cost of four skill programs.

Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing other assassins and bodyguards and a +5% chance of recognizing significant targets in their line of work.

Assassin, Ranged

Area of Expertise: The infamous yet regretfully necessary assassin is primarily a cold-blooded murderer of prominent persons and secret agents. Ranged Assassins are experts in the use of firearms or explosives (occasionally both).

Attribute and Alignment Requirements: P.S. of 12 or higher, M.E. of 12 or higher.

Available to the following O.C.C.s: Worldly Martial Artist, Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer, Commando Mercenary, Cyborg Soldier, and Veteran Grunt.

Required Skill Programs: Assassin Program, Covert Assassin Program, or Bodyguard/Assassin Program.

Other Useful Skills: Weapon Construction Program, Explosive Construction Program, Basic Military Program, Guerilla Warfare Program, ""Black"" Operative Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program, Assassin: Overt and Covert Program, Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, SEAL Program, Sniper Program, Special Forces Program. Sniper, any Modern W.P., any Demolitions skill.

Special Options: These characters may, at the GMs option, be eligible for the Triad Assassin martial art, at the cost of one skill program.

Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing other assassins and bodyguards and a +5% chance of recognizing significant targets in their line of work.

Bodyguard

Area of Expertise: Bodyguards are a subclass of assassins. Instead of killing and destroying, bodyguards try to prevent such acts. They are trained in assassination and sabotage techniques in order to better protect against them.

Protectors of live targets are called bodyguards, and are trained to use their own bodies as shields to protect other agents or VIPs.

Attribute and Alignment Requirements: P.S. of 12 or higher, M.E. of 12 or higher.

Available to the following O.C.C.s: Worldly Martial Artist, Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer, Commando Mercenary, Cyborg Soldier, and Veteran Grunt.

Required Skill Programs:

Bodyguard/Assassin Program

Other Useful Skills: Weapon Construction Program, Explosive Construction Program, Basic Military Program, Guerilla Warfare Program, ""Black"" Operative Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program, Assassin: Overt and Covert Program, Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, Security Specialist Program,

Surveillance Program, SEAL Program, Sniper Program, Special Forces Program. Sniper, any Modern W.P., any Demolitions skill.

Special Options: Due to their specialized line of work, many bodyguards learn a martial art. If the GM allows it, the character without access to a martial art style may take a non-Exclusive style at the cost of two skill programs.

Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing other assassins and bodyguards and a +5% chance of recognizing significant targets in their line of work.

Confiscator

Area of Expertise: This agent is the hands of an espionage body. A confiscator's main concern is seizing property. Most confiscators are well-coordinated and familiar with all types of valuable goods and security systems. Security detection and deactivation are a confiscator's strengths, with picking pockets and gambling as sidelines. Confiscators generally report to their personal or team operator instead of an admin.

Attribute and Alignment Requirements: P.P. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Private Eye, Professional Free Agent, Wandering Free Agent, Thief, Dreamer Gizmoteer, Tinker Gizmoteer, Gizoid Gizmoteer.

Required Skill Programs: Security Specialist Program.

Other Useful Skills: Agent Program, Basic Espionage Program, Information Gathering Program, Professional Thief Program, Spatial Intrusion Engineer Program, Computer Hacking Program, Electronic Communications Program,

Locksmith and Security Systems Program, Electronic Warfare Program. Appraise Goods, Pick Locks, Pick Pockets, Gambling (any), Security Systems, any electronic, communications or rogue skill. Special Options: At the GMs option, the character can add a one-time bonus of +5% to their security related skills. Social Contact Modifiers: There is a +10% chance of finding another confiscator among the character's regular contacts (i.e. the Pro Free Agents base numbers for criminals (40%) and known espionage agents (15%) would have a +10% chance if the character was trying to find a criminal or known espionage agent in the same line of work).

Guard

Area of Expertise: Guards are a subclass of assassins that protect installations, vehicles, or valuable objects. Instead of killing and destroying, they try to prevent such acts. They are trained in assassination and sabotage techniques in order to better protect against them. Attribute and Alignment Requirements: P.S. of 12 or higher, M.E. of 12 or higher. Available to the following O.C.C.s: Worldly Martial Artist, Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer, Commando Mercenary, Cyborg Soldier, and Veteran Grunt. Required Skill Programs: Security Specialist Program. Other Useful Skills: Weapon Construction Program, Explosive Construction Program, Basic Military Program, Guerilla Warfare Program, ""Black"" Operative Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program,

Assassin: Overt and Covert Program, Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, Security Specialist Program, Surveillance Program, SEAL Program, Sniper Program, Special Forces Program. Sniper, any Modern W.P., any Demolitions skill.

Special Options:

Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing other assassins, guards, saboteurs, and bodyguards.

Hunter

Area of Expertise: Not necessarily a killer at all, a hunter traces the movement of prey, learns its habits, its strengths, and its weaknesses. The hunter is often a loner who blends in with the shadows, tries to find the target, and often forces the surprised target out into the open. Once this occurs, other agents can investigate, confiscate, or assassinate the target. A hunter generally reports to an operator, but can organize a manhunt personally if necessary.

Attribute and Alignment Requirements: P.S. of 12 or higher, M.E. of 12 or higher, I.Q. of 11 or higher, P.P. of 11 or higher, M.A. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer.

Required Skill Programs: Assassin Program, Covert Assassin Program, or Bodyguard/Assassin Program.

Additionally, they must also have Surveillance Specialist or Deep Cover.

Other Useful Skills: Weapon Construction Program, Explosive Construction Program, Basic Military

Program, Guerilla Warfare Program, ""Black"" Operative Program, Information Gathering Program, Surveillance Specialist Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program, Assassin: Overt and Covert Program, Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, SEAL Program, Sniper Program, Special Forces Program, Any Basic Program. Sniper, Photography, Language (any), any Modern W.P., any Demolitions skill, any espionage skill. Special Options: The GM may allow the character without access to a martial art style access to a non-Exclusive style, at the cost of two skill programs (or, for characters with access to non-Exclusive styles, access to an Exclusive style at the cost of one additional skill program (or two for Thai Kick Boxing or Ninjutsu)). Due to the character's specialized focus on information gathering, a one-time +5% skill bonus can be added to any five information gathering skills. Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing assassins and bodyguards and with the focus on gathering information, the character gets a +5% bonus to recognizing any contacts.

Infiltrator

Area of Expertise: Infiltration goes beyond surveillance; an infiltrator must become part of a group or organization in order to uncover its goals, aims, and secret activities. They usually report their findings to an operator. Infiltrators may eventually be called on to subvert or destroy the group from inside.

Attribute and Alignment Requirements: I.Q. of 11 or higher, P.P. of 11 or higher, M.A. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent.

Required Skill Programs: Deep Cover
Other Useful Skills: ""Black"" Operative Program, Information Gathering Program, Surveillance Specialist Program, Guerilla Warfare Program, Basic Military Program, Explosives Construction Program, Demolition Program, Military Demolition Program, Assassin/Bodyguard Program, Covert Assassin Program, Overt or Covert Assassin Program, Any Basic Program. Photography, Language (any), any espionage skill.

Special Options: With the character focusing on infiltrating organizations, the GM can allow the character to add a one-time bonus of +5% to Disguise, Impersonation, Intelligence, Imitate Voice, and/or Forgery skills.

Social Contact Modifiers: If the character successfully infiltrates and organization for a period of time, they gain a +50% chance of recognizing any members of that organization in the future.

Investigator

Area of Expertise: This agent is the eyes and ears of an espionage body. Primarily an information-gatherer, an investigator observes, inquires, and examines the situation or target systematically, often using surveillance equipment. An investigator needs a good memory. Investigators should be proficient in electronics, languages, photography, and tailing. They generally report to their personal or team operator instead of an administrator.

Attribute and Alignment Requirements: I.Q. of 11 or higher, P.P. of 11 or higher. Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Private Eye, Professional Free Agent, Wandering Free Agent, Academy Officer. Required Skill Programs: Surveillance Specialist. Other Useful Skills: "Black" Operative Program, Information Gathering Program, Any Basic Program. Photography, Language (any), any espionage skill. Special Options: Due to the character's specialized focus on information gathering, a one-time +5% skill bonus can be added to any five information gathering skills. Social Contact Modifiers: With the focus on gathering information, the character gets a +5% bonus to recognizing any contacts.

Logistician

Area of Expertise: The logistician's job is to procure, distribute, maintain, and replace agency equipment and personnel; they are equipment handlers. A logistician may need to perform the opposite of a confiscator's job: altering and returning stolen items without being detected. Travel documents, tickets, ammunition, and the necessities of life are supplied by the logistician. When agents need to flee as quickly as possible along the shortest route, a logistician is the person who knows where to go and how to get there.

Attribute and Alignment Requirements: I.Q. of 11 or higher, M.A. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent,

Professional Thief, Dreamer Gizmoteer, Gizoid Gizmoteer, Tinker Gizmoteer, Veteran Grunt, Academy Officer. Required Skill Programs: Fence. Other Useful Skills: Any Basic, Rogue, or Espionage Program. Appraise Goods, Pick Pockets, Pick Locks, Safe-Cracking, Research. Special Options: To determine item availability for an agency, under the appropriate category (i.e. outfits, equipment, weapons, or vehicles) consider a level of 1 (None) to have a 5% base chance, 2 a 10% base chance, 3. A 25% base chance, 4. A 50% base chance, 5. A 75% base chance, and 6. A 95% chance. The character has a base chance of 25%+5% per level of experience of being able to obtain an item outside the agency. Social Contact Modifiers: Increase any chance of recognizing criminals by +10%. The character will also be able to identify many figures in the legal supply system (40% chance) and black market (20%).

Magician

Area of Expertise: Masters at sleight of hand, confidence games, and deception, magicians are welcome on any missions that are conducted in public view. Magicians are escape artists, masters of disguise, and alluring entertainers all in one.

Attribute and Alignment Requirements: I.Q. of 11 or higher, P.P. of 11 or higher, M.A. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Thief, Dreamer Gizmoteer, Tinker Gizmoteer, Gizoid Gizmoteer.

Required Skill Programs: Surveillance Specialist or Deep Cover. Additionally,

they must also have Security Specialist, Locksmith & Security Systems, or Fence.

Other Useful Skills: ""Black"" Operative Program, Surveillance Specialist Program, Agent Program, Basic Espionage Program, Information Gathering Program, Professional Thief Program, Spatial Intrusion Engineer Program, Computer Hacking Program, Electronic Communications Program, Locksmith and Security Systems Program, Electronic Warfare Program, Guerilla Warfare Program, Basic Military Program, Explosives Construction Program, Demolition Program, Military Demolition Program, Assassin/Bodyguard Program, Covert Assassin Program, Overt or Covert Assassin Program, Any Basic Program. Photography, Language (any), Appraise Goods, Pick Locks, Pick Pockets, Gambling (any), Security Systems, any electronic, communications, performing arts, or rogue skill.

Special Options: The character may add a one-time bonus of +5% to any ten skills.

Social Contact Modifiers: There is a +15% chance of finding another magician among the character's regular contacts (i.e. the Pro Free Agents base numbers for criminals (40%) and known espionage agents (15%) would have a +15% chance if the character was trying to find a criminal or known espionage agent in the same line of work). The character will also be able to identify many figures in the legal supply system (45% chance) and black market (35%).

Mechanic

Area of Expertise: Mechanics are agents whose role is to create ""accidents."" Like wizards, mechanics rely on tools and are concerned with subtlety and

secrecy. Often working alone with explosives, gases, poisons, and special devices, mechanics must rely on technical knowhow. While mechanics occasionally aid assassins, they perform many other jobs as well. Mechanics work well with saboteurs and hunters. They usually report to personal or team operators.

Attribute and Alignment Requirements: P.S. of 12 or higher, M.E. of 12 or higher, I.Q. of 12 or higher.

Available to the following O.C.C.s: Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, and Academy Officer. Required Skill Programs: Assassin Program, Covert Assassin Program, or Bodyguard/Assassin Program. Any one Gizmoteer skill program.

Other Useful Skills: Weapon Construction Program, Explosive Construction Program, Basic Military Program, Guerilla Warfare Program, ""Black"" Operative Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program, Assassin: Overt and Covert Program, Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, SEAL Program, Sniper Program, Special Forces Program, any Gizmoteer and Basic Skill Programs. Sniper, any Modern W.P., any Demolitions skill, Communications, Computer, Electrical, Mechanical, and Technical skills..

Special Options: The character may add a one-time bonus of +10% to any five skills.

Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing other assassins and bodyguards and a +5% chance of recognizing significant targets

in their line of work and an additional +10% chance of finding a known figure in his or her chosen field of expertise.

Operator

Area of Expertise: In the field, an operator is the boss. The operator leads the team, pays its members, enforces team regulations, and reports directly to the administrator. Most operator duties are mundane and bureaucratic, such as recruiting and training new agents. Many operators, tired of the constant danger of field work, strive to become administrators, whose lives are safer. An operator is personally responsible for the actions of agents under his control. An operator also is responsible for the proper use and care of expensive or valuable special equipment borrowed from the agency. An operator may be a resident of the area where a mission is being carried out.

Attribute and Alignment Requirements: I.Q. of 11 or higher, M.A. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Private Eye, Academy Officer.

Required Skill Programs: Spy Network Administration.

Other Useful Skills: Basic Espionage Program, Agent Program, Information Gathering Program, Security Specialist Program, Surveillance Specialist Program., and Advanced Infantry Program. Leadership, Strategy, Tactics, Business and Finance skills.

Special Options: Since operators are team leaders and often responsible for agency missions, they typically have a higher salary than the average agent (usually 1.5 times normal salary).

Social Contact Modifiers: Because of their recruitment duties, the Operator has

to know a wide variety of people, add +5% to any social contacts.

Poisoner

Area of Expertise: The infamous yet regrettably necessary assassin is primarily a cold-blooded murderer of prominent persons and secret agents. Rating high in Physical Strength and Mental Endurance, these agents perform dangerous, often suicidal, tasks in the line of duty. Poisoners are a subclass of the assassin, one specializing in using chemicals, toxins, venoms, and biological agents to eliminate their targets.

Attribute and Alignment Requirements: I.Q. of 12 or higher, M.E. of 12 or higher.

Available to the following O.C.C.s: Worldly Martial Artist, Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer, Commando Mercenary, Cyborg Soldier, and Veteran Grunt.

Required Skill Programs: Poisoner (New!)

Poisoner Skill Program

Use/Recognize Poison (+20%)

Toxicology (+10%)

Biology (+5%)

Chemistry (+5%)

Botany (+5%)

NBC Warfare (+10%)

Criminal Science/Forensics (+10%)

Chemistry: Analytical (+5%)

Select one ancient and one modern W.P.

Other Useful Skills: Weapon Construction Program, Explosive Construction Program, Basic Military Program, Guerilla Warfare Program, ""Black"" Operative Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program, Assassin: Overt and Covert Program,

Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, SEAL Program, Sniper Program, Special Forces Program. Special Options: +2 to save vs Poison (due to the poisoner's unique knowledge of poison and antidotes). Social Contact Modifiers: The character will have some knowledge of the medical, forensics, and pharmacological scene with a chance of recognizing famous persons within those fields (30%).

Saboteur

Area of Expertise: Not mad bombers or political terrorists, saboteurs are dazzling, fast-acting experts with a toolbox. Not only must saboteurs know how to stop a machine or a process, but they must know how the mechanism should work properly. To sabotage a series of machines, saboteurs must remove or destroy the same part on each, so a few of them cannot be repaired by cannibalizing parts. Saboteurs work well with mechanics.

Attribute and Alignment Requirements: I.Q. of 11 or higher, M.A. of 11 or higher, M.E. of 12 or higher, P.S. of 12 or higher, P.P. of 11 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Academy Officer, Dreamer Gizmoteer, Gizoid Gizmoteer, Tinker Gizmoteer. Required Skill Programs: Assassin Program, Covert Assassin Program, or Bodyguard/Assassin Program. Additionally, they must also have Security Specialist, Locksmith & Security Systems, or Fence.

Other Useful Skills: Weapon Construction Program, Explosive

Construction Program, Basic Military Program, Guerilla Warfare Program, Agent Program, Basic Espionage Program, Information Gathering Program, Professional Thief Program, Spatial Intrusion Engineer Program, Computer Hacking Program, Electronic Communications Program, Locksmith and Security Systems Program, Electronic Warfare Program, "Black" Operative Program, Basic Modern Weapons Program, Airborne Ranger Program, Airborne Program, Assassin: Overt and Covert Program, Demolitions Program, Military Demolitions Program, Night Ops Program, Ranger Program, Recon Program, SEAL Program, Sniper Program, Special Forces Program. Appraise Goods, Pick Locks, Pick Pockets, Gambling (any), Security Systems, Sniper, any Modern W.P., any Demolitions skill, any electronic, communications or rogue skill. Special Options: At the GMs option, the character can add a one-time bonus of +10% to ten of their demolition, electrical, mechanical, and technical skills.

Social Contact Modifiers: Due to the character's specialized line of work, they have a 10% chance of recognizing other saboteurs, assassins, guards, and bodyguards.

Seductress/Seducer

Area of Expertise: The seductress is the spy who specializes in observing things: both from up close and at a distance. They are skilled and well trained and often like to play the role of ditzy airhead or dumb beefcake. This is always an act, and they use their wiles to secure many secrets about organizations and individuals.

Attribute and Alignment Requirements: P.B. of 12 or higher, M.A. of 12 or

higher. NOTE:: Seductresses are almost always female, the role for male seducers is very limited in the mostly male-dominated society of international espionage, however wives, girlfriends, lovers, and other acquaintances of targets may have some potentially useful information...

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operateive Agent, Professional Free Agent, Wandering Free Agent, Thief.

Required Skill Programs: No specific program, the character must select a skill program that gives access to the seduction skill.

Other Useful Skills: ""Black"" Operative Program, Deep Cover, Information Gathering Program, Surveillance Specialist Program, Guerilla Warfare Program, Basic Military Program, Explosives Construction Program, Demolition Program, Military Demolition Program, Any Basic Program.

Special Options: With the focus on the soft side of information gathering, the character may have a +10% to either Charm/Impress or Trust/Intimidate at the GMs option.

Social Contact Modifiers: Since the character interacts with people on a regular basis, they have a +10% to all social contacts.

Sleuth

Area of Expertise: As information experts, sleuths are valuable assets on highly technical missions where quick, clear thinking is a must. Brilliant, systematic, charming but never assuming, sleuths often solve the problems they pose. Sleuths are cautious yet surprising, and often fool those they come in contact with. Wiretapping and

code breaking are two of a sleuth's strong points.

Attribute and Alignment Requirements: I.Q. of 13 or higher, P.P. of 11 or higher, M.A. of 11 or higher.

Available to the following O.C.C.s: Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Dreamer Gizmoteer, Gizoid Gizmoteer, Tinker Gizmoteer, and Academy Officer.

Required Skill Programs: Surveillance Specialist or Deep Cover. Any Gizmoteer Skill Program.

Other Useful Skills: ""Black"" Operative Program, Information Gathering Program, Surveillance Specialist Program, Guerilla Warfare Program, Basic Military Program, Explosives Construction Program, Demolition Program, Military Demolition Program, Assassin/Bodyguard Program, Covert Assassin Program, Overt or Covet Assassin Program, any Gizmoteer and Basic Skill Programs. Photography, Language (any), Communications, Computer, Electrical, Espionage, Mechanical, and Technical skills.

Special Options: The character may add a one-time bonus of +5% to any ten skills.

Social Contact Modifiers: With the focus on gathering information, the character gets a +10% bonus to recognizing any contacts.

Specialist

Area of Expertise: Specialists are highly trained in one specific field of study. They are limited to this one job, which they perform very well. In other skills, specialists will have average training at best. A specialist chooses a specialty when the character is created, and is called on to perform only that function. The specialist is extremely dedicated.

Specialists will rarely be allowed to leave their low-profile desk jobs to accompany a team of agents on a mission. They are, however, experts in their fields and hence may be called on to perform a specific function.

Attribute and Alignment Requirements: I.Q. of 15 or higher.

Available to the following O.C.C.s: Operative Agent, Professional Free Agent, Dreamer Gizmoteer, Gizoid Gizmoteer, and Tinker Gizmoteer.

Required Skill Programs: The character must devote two Gizmoteer Skill Program slots to the same Gizmoteer Skill Program, resulting in a one-time bonus of double the normal usual skill program bonuses. This can only be done once.

Other Useful Skills: Any Gizmoteer or Basic Skill Programs.

Special Options: In addition to the required skill program bonus, the character receives a one time bonus of +25% to the Basic Gizmoteer Construction Skill.

Social Contact Modifiers: The character has a whopping 75% chance of finding someone in his or her specialized field of expertise, however, this means there's also a 50% chance of being recognized in that field of expertise.

Technician

Area of Expertise: The technician is a generalist who usually is seen only in support roles, and rarely is placed in the field. The technician operates equipment, bandages injuries, analyzes compounds, or studies special devices. Those few who are assigned to work with assassins, confiscators, and investigators can expect an equal share of the hazards and difficulties. Many technicians carry no weapons, relying on team members for protection.

Attribute and Alignment Requirements: I.Q. of 12 or higher.

Available to the following O.C.C.s: Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Dreamer Gizmoteer, Gizoid Gizmoteer, Tinker Gizmoteer, and Academy Officer.

Required Skill Programs: Any one Gizmoteer skill program.

Other Useful Skills: Gizmoteer and Basic Skill Programs. Communications, Computer, Electrical, Mechanical, Medical, and Technical skills.

Special Options: The character may add a one-time bonus of +5% to any five skills.

Social Contact Modifiers: The character has an additional +10% chance of finding a known figure in his or her chosen field of expertise.

Temptress

Area of Expertise: The Temptress is a type of assassin. They know how to use their sexuality to its best advantage and usually do most of their killing in the bedroom. They generally also like to play the weak woman role to lull men into overconfidence. However, those who underestimate the Temptresses are often the ones who end up dead. They are often fearless and are generally very capable in any situation they find themselves in.

Attribute and Alignment Requirements: P.S. of 12 or higher, P.B. of 12 or higher, M.A. of 12 or higher, M.E. of 12 or higher.

Available to the following O.C.C.s: Cyber Agent, Wired Agent, Gadgeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent.

Required Skill Programs: Assassin Program, Covert Assassin Program, or Bodyguard/Assassin Program. The character must also select a skill

program that gives access to the seduction skill.

Other Useful Skills: Physical Program, Ancient Weapons Program. Physical and/or Ancient W.P. skills.

Special Options: Due to the Temptress' reliance on hand to hand combat, the GM may allow the character without access to a martial art style access to a non-Exclusive style, at the cost of two skill programs. Since Wui Wing Chun is a style open to women only, the GM may also allow this martial art to be chosen at the cost of three skill programs (or one if the character does have access to a martial art). In addition, since Ninjutsu is often thought of as an assassin's art, the GM may allow a character to purchase Ninjutsu at the cost of four skill programs (or two if the character does have access to a martial art). With the focus on the cuddly route to getting targets, the character may have a +5% to either Charm/Impress or Trust/Intimidate at the GM's option.

Social Contact Modifiers: Due to the character's specialized line of work, they have a 5% chance of recognizing other assassins and bodyguards.

Wizard

Area of Expertise: At one time wizards were seldom more than safecrackers, but modern technology has expanded their role. Wizards can deactivate security systems, hot-wire vehicles, find hidden openings, and withdraw information from computer files in seconds. These agents nearly always use tools, and are welcome on delicate missions with time restrictions. Wizards work well with sleuths (see above) and generally report to a team operator.

Attribute and Alignment Requirements: I.Q. of 13 or higher, M.A. of 11 or higher, P.P. of 11 or higher.

Available to the following O.C.C.s:

Gadeteer Agent, Operative Agent, Professional Free Agent, Wandering Free Agent, Dreamer Gizmoteer, Gizoid Gizmoteer, and Tinker Gizmoteer.

Required Skill Programs: Any one Gizmoteer skill program. Additionally, they must also have Security Specialist or Fence.

Other Useful Skills: Agent Program, Basic Espionage Program, Information Gathering Program, Professional Thief Program, Spatial Intrusion Engineer Program, Computer Hacking Program, Electronic Communications Program, Locksmith and Security Systems Program, Electronic Warfare Program. Gizmoteer and Basic Skill Programs. Appraise Goods, Pick Pockets, Pick Locks, Safe-Cracking, Research, Gambling (any), Security Systems, any Communications, Computer, Electrical, Mechanical, Rogue, and Technical skills.

Special Options: The character may add a one-time bonus of +10% to any ten skills.

Social Contact Modifiers: The character has an additional +20% chance of finding a known figure in his or her chosen field of expertise.

9. Creating Agencies

9.1 The Player Character's Agency

One of the first things a GM should have established before starting a campaign is a good espionage organization for player character spies. The organization is responsible for sending the agents on missions, paying them upon successful completion of said missions, and disciplining them for rules infractions, among other things.

9.2 Designing the Agency

To create a strong, believable spy organization, answer for yourself the following questions:

1. What is the name of the agency, what is its insignia and symbol?

This question is one of the most important tools in creating an agency. While there may be an idea for the agency, without a name and symbols, it's just an idea. This step allows you to begin the basis for all steps for all other aspects of the agency. However, sometimes it's difficult to come up with a name, or symbol for the agency without defining some other aspects of the agency, so don't fret if you can't think of one immediately.

2. When was the agency started, by who, and why did they start the agency?

Not everyone is going to care about this little section of information on the agency, however, by answering the question, you can get a good feel for the agency's various policies and history and the how and why of the agency.

3. Is it a known agency, or is it secret? If secret, why?

Secrecy plays an important part in deciding several factors of the agency. Agencies that are secret tend to keep their activities hidden and the operatives are more constrained by the need for secrecy. Known agencies do have secret operations and activities, but they also perform a more visible role in achieving their policies and goals.

4. Where is it located?

Having a headquarters for the agency, as well as notes about outlying offices and facilities gives the agency a scope of its place within the world.

5. What are its goals, and how does it go about achieving them?

Identifying the goals and methods of accomplishing those goals can help focus the agency toward a particular agency size (see below).

6. What is the basic nature of the agency?

Along with the agency's goals, the basic nature of the agency will help determine what the type and size of the agency is.

7. How large is the agency?

This is the key factor in choosing what type of agency is being created by giving the guideline of points that can be spent on the agency's features.

8. What are the activities of the agency?

A wide variety of activities are performed by different agencies. Overall the agency will have one activity which is its primary mission or function. Typical activities of agencies include the following:

Crime Busting. An activity that deals with preventing and stopping criminal activity.

Diplomatic Intelligence. Gathering information for the purpose of implementing policy-making decisions and policies of the agency's sponsor.

Domestic Counterintelligence. Covers stopping espionage activities inside the borders of the agency's own country.

Economic Intelligence. Information gathering on fiscal resources and R&D applications of a target agency, company, or government.

Electronic Intercept. Information gathering through a variety of electronic means.

Foreign Counterintelligence. Preventing intelligence activities by the agency outside the borders of its own country.

Military Intelligence. Gathering of military information such as troop buildups, military installations, military technology, and other military operations.

Private Investigation. This activity includes a variety of problems, such as fraud investigation, occult investigation, domestic investigation (got to catch those cheating husbands), missing persons searches, and the like.

Strategic Intelligence. Gathering information of foreign nations and agencies for the purpose of security for the agency's sponsor or home country.

Terrorism/Counter-Terrorism. Engaging in terrorist activity or opposing terrorist activity.

9. What are the policies of the agency?

This covers the major laws and philosophies of the organization and how they are applied to personnel.

10. Where are the agencies activities located?

Similar to the location of the agency and it's facilities, this step identifies the places where the agency is known to operate or where its jurisdiction extends.

11. Does the agency have any allies?

Agencies often share intelligence data formally and informally with one another, when it suits them to do so. Associated agencies do not necessarily share intelligence because of publicly recognized treaties.

12. Does the agency have any enemies?

Like allies, agency's often have enemies that they've made over the years. These enemies typically have opposed policies and goals which they try to enact and the

agency tries to stop. Likewise, enemies tend to try to stop the operations and missions of the agency.

13. How is the agency structured?

This identifies the chain of command of the agency, as well as the position within the agency hierarchy every section fills.

14. What are some of the agency's operations?

Identifies the agency's spectacular mission successes or failures, ongoing operations, past operations, and other activity.

15. What cover does the agency have?

Determines whether or not the agency has a cover for its activities and how the cover is used.

16. What is the agency's past history?

Combines elements of the agency's creation history, spread of influence, mission involvement, and major ups and downs of the agency.

17. What is the agency's political orientation?

These next three questions help focus the agency's place in the world setting of the game. They help determine whether or not the agency will follow a particular avenue of operational commitment and mission accomplishment. Political orientation refers to the agency's overall belief in whether governmental authority should be spread out to all of a country's population ("democratic") or kept in the hands of one person ("autocratic"), or some belief between those two extremes.

18. What is the agency's economic orientation?

Economic orientation measures the agency's overall view in private

enterprise ("capitalist") or in government control of business ("communist"), or some position between those two extremes.

19. What is the agency's view on political change?

Political change measures the agency's overall opinion on political change; those with "radical" beliefs think that change should be rapid and far-reaching; those who are "reactionary" want no change at all.

20. Who are the Non Player Character's worth note within the agency?

This is a final step after all other areas of the agency have been considered and the agency has been designed. Several NPCs should be created to help breathe life into the agency. The agency's creator (if still alive), agency director, character's immediate superior, and several supporting characters should be created. Support characters include secretaries, security, technicians and clerks, as well as other section heads, and possibly some NPCs for remote offices of the agency (such as the Officer in Charge, and local sources for that office). The latter types of NPCs can be created for individual adventures, rather than at the start of agency creation.

With these questions answered, let's move on to selecting an Agency type and designing that agency. N&S has a fairly decent system for setting up spy agencies (even if you don't like Palladium's point based group creation). However, there's still some areas which leave a lot of coverage open. With that in mind, I've worked out a revised agency creation system, adapting some new elements to help flesh out the agency design system. Most of the

original features are unchanged, however some new ones have been added.

9.3 Agency Design

1. Martial Arts School. Rather than devote some small amount of points to make an inaccurate portrayal of the many different types of martial arts organizations, they've been separated out to form their own group creation table. Rather than reprint that bad boy here, I'll just list the Martial Art Organizations .

2. Private Investigation Agency. Since the revised edition of N&S added this new addition to the Spy Agency creation (without putting it in the Spy Agency section), it should be added here. Note that this will now be the lowest "official" form of spy agency and have the fewest points for creation. 60 points are available.

3. Private Crime Buster Agency. A privately funded organization dedicated to fighting common criminals an underworld crime gangs. 75 points are available.

4. Public Crime Buster Agency. A government funded organization dedicated to fighting common criminals an underworld crime gangs. This is part of the new break down of Agency types to provide a logical niche for the obligatory example of a typical city police department. 100 points are available.

5. National Espionage Agency. Yet another breakdown of Agency types. This provides a niche for federal agencies concerned only with matters within the country. 200 points are available.

6. International Espionage Agency. This group is involved in the contest between the world's superpowers and increasingly combating terrorism. The

""war in the shadows"" between national spies and counterspies should be the group's major focus. 250 points are available.

7. Superspy Agency. The agency's main enemies are villains and organizations with extraordinary powers, devices, and/or skills. 300 points are available.

8. Ultraspy Agency. The agency's main enemies are villains and organizations with superhuman powers, devices, and/or skills. 400 points are available.

9. Elite Spy Agency. The agency's main enemies are villains and organizations with supernatural powers, devices, and/or skills. 500 points are available.

10. Mega-Spy Agency. An agency of this size and power indicates that the world setting is extremely dangerous. Most, if not all, of the bad guys also belong to agencies with lots of points. 600 points are available.

Agency Features, with revisions:

A. Outfits. Unchanged

B. Equipment. Unchanged

C. Weapons. Unchanged

D. Vehicles. Unchanged

E. Cybernetics, Bionics, and Robotics. (Modified from Villains Unlimited) Bionics includes all the bionic and cybernetic implants, gizmos, disguises, weapons, limbs, internal organs, body armor, and reconstruction as presented in Ninjas & Superspies, Heroes Unlimited, Aliens Unlimited, Aliens Unlimited Galaxy Guide, and the Rifts Bionics Sourcebook (remember that N&S does not use MDC and adjust all Rifts bionics accordingly). Robotics offers the various types of robot constructions, both drones and

intelligent, as found in Heroes Unlimited. Special Note: Due to the unique setup of N&S and the additional availability of

Bionics and Robotics from other games, this system has been modified to allow an agency to focus on one field of augmentation, or several if they so desire. With this in mind, it is possible to pay points to combine several of the following featured augmentations.

1. None. The characters have NO access to cybernetics, bionics or robotics. Must buy or steal and modify any robots on their own. No automatic replacement of robots, parts, or bionic devices. Agency Cost: None

2. Basic Cybernetic Systems. The agency provides one person, other than possible player characters, who has a fair understanding about cybernetics.

Similarly, the agency understands the basics behind cybernetics and implants and can perform minor repairs and installation surgery. Must buy or steal and modify any cybernetic parts or implants, but can modify and install basic systems and features. No automatic replacement of parts or implants.

Agency Cost: 5 Points

3. Basic Bionic Systems. The members of this agency are able to recognize bionic parts and how they work. Very simple bionic implants can be removed, repaired, and installed, but installing artificial limbs, organs, or major operations are impossible. Must buy or steal and modify any bionic implants, but can modify and install basic systems and features. No automatic replacement of parts or bionic devices.

Agency Cost: 5 Points

4. Basic Robotic Systems. The agency provides one person, other than possible player characters, who has a fair understanding about robotics. Similarly,

the agency understands the basics behind robots and artificial intelligence and can perform minor repairs and reprogramming of basic robot systems.

Must buy or steal and modify any robots or robot parts, but can modify and install basic systems and features. No automatic replacement of robots or parts. Agency Cost: 5 Points

5. Wired Agents. This organization has a knowledge and access to cybernetic technology and systems, although limited. Qualified agents can receive four (4) cybernetic implants. These include any of the Implants, Cyber-Attachments, or Cyber-Disguises from Ninjas & Superspies. Wired agents are limited to a maximum of one (1) Cyber-Attachment. The annual budget is limited to 2D4X10 hundred thousand dollars (\$200,000-800,000), which limits the creation of new wired agents and may affect the availability of cybernetic parts, features, and implants. Agency Cost: 10 Points

6. Partial Conversion Bionic Agents. This organization has a knowledge and access to bionic technology and systems, although limited. Qualified agents can receive three (3) bionic implants. These include bionic features for the ear, and eye, eye weapons, sensors, lung, and throat implants from Heroes Unlimited. Bionic organs and partial bionic conversion are also available to agents who are seriously injured, however, full bionic reconstruction, limbs, weapons, and armor are NOT available. The annual budget is limited to 1D6X10 million dollars, which limits the creation of new bionic agents and may affect the availability of bionic parts, features, and implants. Agency Cost: 10 Points

7. Robotic Agents. Only the type 3 (exoskeleton) robot can be built and

given to operatives. No other robots are available, unless they are purchased or stolen. The annual budget is limited to 1D6X10 million dollars, which limits the creation of new robotic agents and may affect the availability of robotic parts, features, and exoskeletons.

Agency Cost: 10 Points

8. Cyber Agents. This organization has a knowledge and access to cybernetic technology and systems, although limited. Qualified agents can receive any of the Implants, Cyber-Attachments, or Cyber-Disguises from Ninjas & Superspies. The annual budget is limited to 2D6X10 hundred thousand dollars (\$200,000-1.2 million), which limits the creation of new cyber agents and may affect the availability of cybernetic parts, features, and implants. Agency Cost: 25 Points

9. Full Conversion Bionic Agents. Full bionic reconstruction, features, and implants are available as found in Heroes Unlimited, although limited to special agents and for the restoration of seriously injured and valuable operatives. 15% of the organization's operatives will have one to four bionic implants, weapons or disguises. 10% will have a bionic limb or two and that limb will have three special features or weapons, plus the agent can have one additional bionic implant or feature. Furthermore, 5% of the operatives will have major bionic reconstruction, with a budget of 7.2 million. Repairs, replacements, ammunition, additional features (if proven worthy), and body armor are available upon approval. The annual budget is 2D4X10 million.

Agency Cost: 25 Points

10. Specialty Robotic Agents. Only the type 3 (exoskeleton) and type 1 (robot vehicle) robots can be built and given to operatives. No other robots are available,

unless they are purchased or stolen. The annual budget is limited to 2D6X10 million dollars, which limits the creation of new robotic agents and may affect the availability of robotic vehicles, parts, features, and exoskeletons. Agency Cost: 25 Points

11. Cybernetics Arsenal. This organization has a knowledge and access to cybernetic technology and systems. Qualified agents can receive any of the Implants, Cyber-Attachments, or Cyber-Disguises from Ninjas & Superspies. The annual budget is limited to 1D6X10 million dollars, which limits the creation of new cyber agents but does not affect the availability of cybernetic parts, features, and implants. Agency Cost: 35 Points

12. The Bionic Arsenal. Full bionic reconstruction, features, and implants are available as found in Heroes Unlimited, although limited to special agents and for the restoration of seriously injured and valuable operatives. 30% of the organization's operatives will have one to four bionic implants, weapons or disguises. 20% will have a bionic limb or two and that limb will have three special features or weapons, plus the agent can have one additional bionic implant or feature. Furthermore, 10% of the operatives will have major bionic reconstruction, with a budget of 14 million. Repairs, replacements, ammunition, additional features (if proven worthy), and body armor are available upon approval. The annual budget is 5D4X10 million. Agency Cost: 35 Points

13. Robot Arsenal. Type one, two and three robots can be constructed, repaired, and modified by this agency. The only limitation is money for production. The annual budget is 3D6X10 million dollars, which limits the total number of

finished robot types and features available, in addition to robot player characters. Agency Cost: 35 Points

14. Unlimited Cybernetics and Bio-systems. Characters belonging to the agency can receive any number of cybernetic implants, Cyber-Disguises, Cyber-Attachments, and Bio-Systems subject to approval from the organization's leaders. Typically, only valuable and experienced agents are bristling with cybernetic features or given powerful cybernetic reconstruction. However, as many as 50% of the agents will have 1D4 Implants, Cyber-Disguises, and Cyber-Attachments. Agents wounded in the line of duty can also request bio-system replacements rather than undergoing cybernetic augmentation. Repairs, and replacements are automatic and supplied quickly. See N&S and the Rifts Bionics Sourcebook for the full range of available systems. Agency Cost: 50 Points

15. Unlimited Bionics. Characters belonging to the agency can receive any number of bionic implants, organs and reconstruction, subject to approval from the organization's leaders. Typically, only valuable and experienced agents are bristling with bionic features or given powerful bionic bodies. However, as many as 50% of the agents will have 1D4 bionic implants/features. Repairs, replacements, and ammunition are automatic and supplied quickly. See HU and N&S for the full range of available systems. Agency Cost: 50 Points

16. Unlimited Robotics. Robots can include all four types, but the most common are type one and two. Repairs, replacements, and ammunition are automatic and supplied quickly. See HU and AU Galaxy Guide for the full range

of available systems. Agency Cost: 50 points.

F. Communications. Unchanged

G. Offices and Distribution. Unchanged

H. Headquarters.

A somewhat advanced addendum to the Offices and Distribution Feature, this feature determines where the headquarters of the agency is located.

Note: Unlike any of the other features, this one is entirely dependent on the level of certain other features purchased.

1. None. The unofficial headquarters of the agency would be the director's personal home. This level is mandatory if the Offices and Distribution is None.

Agency Cost: 0 Points

2. Single Office. The headquarters of the agency is a single office within a building containing other offices. This can be either the director's office in a building containing the rest of the agency's facilities or a single office among other offices in a building unrelated to the agency. This level is unavailable to Government and International Organization Sponsorship and Regional or better Offices and Distribution. Agency Cost: 2 Points

3. Multiple Offices. The headquarters of the agency is several offices within a building containing other offices. This can be either the director's office suite in a building containing the rest of the agency's facilities or an office suite among other offices in a building unrelated to the agency. This level is unavailable to Government and International Organization Sponsorship and Regional or better Offices and Distribution. Agency Cost: 5 Points

4. Hidden Office. The headquarters of the agency is a single office or office

suite hidden from public access, within a building containing other offices. This can be either the director's office in a building containing the rest of the agency's facilities or an office among other offices in a building unrelated to the agency. This level is unavailable to Government and International Organization Sponsorship, Known or better Agency Credentials, and Regional or better Offices and Distribution.

Agency Cost: 10 Points

5. Small Building. The headquarters of the agency is contained within a small (1D6 level) building. This level is unavailable to Ubiquitous Offices and Distribution. Agency Cost: 10 Points

6. Large Building. The headquarters of the agency is contained within a large building (2D6 levels). This level is unavailable to Urban or worse Offices and Distribution. Agency Cost: 25 Points

7. Hidden Building. The headquarters of the agency is a completely concealed building (1D6 levels) either disguised as another building, underground or underwater, or disguised as a large object (typically a hill or mountain). This level is unavailable to Known or better Agency Credentials. Agency Cost: 35 Points

8. Small Facility. The agency headquarters is a small facility composed of several buildings (1D6). There may or may not be a wall or other enclosure around the facility. This level is unavailable to Urban or worse Offices and Distribution. Agency Cost: 35 Points

9. Large Facility. A large sprawling complex of buildings (2D6) houses the headquarters of the agency. An enclosure may or may not be present. This level is unavailable to Urban or worse Offices and Distribution. Agency Cost: 50 Points

10. Hidden Facility. This headquarters is a complex of buildings or spaces that is hidden. Typically such a facility is disguised as a different facility, hidden completely underground, within a mountain, underwater, or even as a space station. Another option is a secret island facility that covers a small, little known island. This level is unavailable to Urban or worse Offices and Distribution and Known or better Agency Credentials. Agency Cost: 60 Points

I. Covers.

Agency Covers can provide a disguise for the agency's activities and operations. This may provide a good smoke screen based on the Agency Credentials for operations gone bad. Similar to the Headquarters feature, this is an advanced addendum to the Agency Credentials Feature.

1. None. The agency has no cover or front whatsoever. Based on the Agency Credentials, they could be seen as anything and their public relations are often directly linked to the agency. Agency Cost: 0 Points

2. Recognized Public Agency. An agency that's established and known as an agency. Any operations or activities that receive negative press will be directed at the agency. Agency Cost: 5 Points

3. Faceless Public Agency. Similar to the Faceless level of Agency Credentials, no one is quite sure who this agency is, but any operations gone bad will be blamed on the government in general, rather than the agency specifically. This is a good cover for agencies that pass their operatives off as agents from another, public agency. Agency Cost: 10 Points

4. Unrelated Small Business. The cover of the agency is that of a small business. Often this means that no one knows who

the agents work for, and materials and agents will often have cover occupations within that business. Agency Cost: 25 Points

5. Unrelated Big Business. Similar to small business, except that this business has a larger clientele base and may or may not have international operations. Unlike many small businesses, big business are often known by a wide variety of consumers, and any operations that can be linked to the business will be directed at them. Of course, this cover has the added advantage in that international business is conducted, and personnel and equipment can be moved through private, rather than public transportation. Agency Cost: 35 Points

6. Multiple Businesses. Several businesses, companies, and corporations act as fronts and provide covers for the agency. This cover allows the agency to do a variety of things from private transportation of agents and supplies, to marketing materials that the agency R&D labs have come up with through 'civilian' channels. Also this cover allows for teams of agents to be inserted in target areas without linking the agents to one another through their covers. Agency Cost: 50 Points

J. Military Power. Unchanged

K. Sponsorship. Unchanged

L. Budget. Unchanged

M. Administrative Control. Unchanged

N. Internal Security. Unchanged

O. External Infiltration. Unchanged

P. Research and Information Gathering. (Modified from Boxed Nightmares)

The available resources and methods of collecting, collating, storing, and accessing information.

1. None. The characters are responsible for buying their own books, newspapers, computers, recording equipment, and paying for research/information facilities. Agents must keep track of and do their own cryptanalysis, photo-analysis, interrogations, media-analysis, surveillance, counter espionage, and intelligence gathering. They must do their own foot-work at libraries, etc. Agency Cost: None

2. Cheap Resources. Each character has up to \$2000 worth of computer equipment, as well as a TV, VCR, police band radio, and commercial radio. The agency has 1D4 national and one international clipping service. Note that replacement costs, at the completion of a mission, are often subtracted from the amount available for the next mission if the equipment is destroyed. Agents do their own cryptanalysis, photo-analysis, interrogations, media-analysis, surveillance, counter espionage, and intelligence gathering, however, all the information they gather is collated and kept track of by a small group of clerks (1D4). Agency Cost: 2 Point

3. Good Connections. The agency has \$10,000 worth of computer equipment, two modems, is on line with a dozen national and international computer networks, a score of clipping services, both national and international (with 1D4 staff sorting and updating data), and has a source at 1D6 major newspapers, allowing access to newspaper files/records and wire services. Agents do their own interrogations, surveillance, counter espionage, and intelligence gathering, however, all cryptanalysis, photo-analysis, and media-analysis are done by specialized technicians. In

addition the information they gather is collated and kept track of by a small staff (1D6). Agency Cost: 10 Points

4. Excellent Connections. \$30,000 computer system, with a computer and modem for every field operator, is on line with 40 national and 20 international computer networks, 1D6X10 clipping services, a staff of 3D4 leg men to do research and monitor the news services. Plus, connections at 4D6 different major newspapers and 1D4 TV stations nationwide and 1D6 foreign news agencies. Agents perform the primary interrogations, surveillance, counter espionage, and intelligence gathering, but are often assisted by one or two technical specialists. Mundane analysis is performed by desk agents. All information is collated and tracked by a dedicated staff (1D4x10). Agency Cost: 20 Points

5. Superior Connections. Has twice as big budget, services, news connections, analysis capability, and staff as described in number four. Special connections include Interpol and several police forces, scientific agencies, and universities across the globe. Has reasonable access to laboratories and research facilities at half price (agency picks up all lab and research fees). Agency Cost: 30 Points

6. Unlimited Connections. Massive research and information network with full-time staff monitoring all data, up to the minute updating, and assistants and private research personnel for grunt work. Staff of technical specialists and laboratory facilities are also available at key centers around the world. Connections with 2D6X100 news agencies around the globe, Interpol, the military, and spy agencies. Agency Cost: 50 Points

Q. Library. (Taken from Boxed Nightmares)

The archives of books and information kept by the agency. This feature is typically only used by those agencies in games where the supernatural and paranormal are common occurrences. Great for that Mystic China tie-in.

1. None. Only whatever each character may bring into the agency over the years. Agency Cost: None

2. Small. A mostly insignificant library in the way of magic. Popular books on the occult, the paranormal, ghosts, legends, UFOs, mysterious happenings, all of Victor Lazlo's books, and newspaper clippings. Also included are several recent world atlases, dictionaries and other common scientific and geographic references. Agency Cost: 3 Points

3. Good Library. An impressive selection of over 800 books on the paranormal, supernatural, lore, E.S.P., magic, and magazine articles that span the last 100 years. Included are many rare and hard to find books (15%). Also an excellent reference library on the subjects of religion, geography, history, and science. Also contains all articles and data from clipping services (if any). Approximate value: \$75,000. Agency Cost: 10 Points

4. Excellent Library. A vast selection of nearly 3000 books on the usual subjects, spanning the last 250 years. A few are reproductions of rare, ancient tomes and diaries. Approximate value: \$225,000. Agency Cost: 15 Points

5. Superior Library. A large library of over 5000 books on the usual subjects spanning the last 500 years. Also newspaper clippings that date back 200 years. 20% are extremely rare and valuable items. Approx. value: \$500,000. Agency Cost: 25 Points

6. Library of the Arcane. A large library of about 4000 reference books on magic, the supernatural, legends, and lore. Plus an additional 2000 rare books, private diaries, original letters and scrolls on the subjects of magic and the paranormal. The rarest authentic books contain instructions on casting spells and magic rituals. Note: The GM may select a total of 20 spells from levels 1-6 (generally the more common ones) and a total of eight rituals/circles selected from levels 3-12. Approximate value of the library is four million dollars. Agency Cost: 50 points.

R. Research and Development.

What kind of spy agency doesn't research new technology and applications for technology to further their goals? In addition, R&D is responsible for creating the various gadgets that characters use in the field. Disguising useful objects as ordinary objects is their specialty and they are always looking at new ways to incorporate advanced equipment into common, ordinary, objects.

1. None. You want to design a new weapon, or put that camera into a pack of cigarettes, do it yourself, because the agency can't help you. Agency Cost: 0 Points.

2. Cheap Research. The agency strives to develop new technologies, and can provide basic containment fabrication functions. However, a limited budget (1D6X\$10,000) and single technician (one Gizmoteer of 1D6 level) means that production isn't quick or simple. Figure 1D6 days for any one item to be produced. Agency Cost: 2 Points.

3. Basic Research. The agency can produce some new technologies and provides some standard containment

fabrication devices. A few technicians (1D4 Gizmoteers) and modest budget (2D6X\$10,000) can provide the most common gadgets and technologies to the characters (any espionage equipment, energy weapons, specialty weapons, and equipment described under the Gizmoteer skill programs is available, at double the normal cost to characters).

Figure 1D4 days for items to be available. Agency Cost: 5 Points

4. Specialty Research. With this level of research, the agency can develop completely new (i.e. GM or Player's creation) items, though it may take time. Common gadgets and technologies are widely available, though not in any large quantity. Several technicians (1D6 Gizmoteers with 2D4 assistants) with a useful budget (1D6X\$1 million) work to constantly design new technology, while keeping up a steady supply of common containment fabrications. Figure 1-2 days (24-48 hours) for items to be available. All common gadgets and technology are available at standard book prices. Agency Cost: 10 Points

5. Gimmick Research. Research facilities of this level are often working on reverse engineering other technology, developing new technology and applications thereof, as well as improving standard containment fabrication designs for miniaturization, increased durability and dependability, as well as longer use times and increased functionality. A dedicated research station (2D6 Gizmoteers, 1D6X10 highly trained assistants, and 1D4x10 other personnel) with an impressive budget (1D6X\$100 million) provide almost round the clock research and development of gadgets and technologies. Major break-throughs occur once every few years (1D4+2) and almost any gadget or technology is

available easily, with replacements and advanced technical support on call.

Figure 4D6 hours for items to be available, with common items being available withing a few (1D4) hours.

Agency Cost: 35 Points

6. Unlimited Research. National Governments are most interested in these advanced facilities. Especially since they rival the research and development capabilities of most world superpowers. One major and several (1D6) minor research facilities are fully staffed (Four times the numbers as number five for the major facility and equal numbers for the minor research facilities) with a budget that makes Bill Gates look poor (1D6X\$1 billion) means that this level of R&D provides unparalleled technology and impressive gadgets. Often, some of the older (20+ years old) technologies are marketed through the agency's front company (or companies) to augment the agency budget. Figure 2D6 hours for items to be available, with common items being available usually on demand, with a one hour delivery time to most agents in the field. Agency Cost: 50 Points

S. Agency Credentials. Unchanged

T. Agency Salary. Unchanged

Modified Private Investigation Agency Creation for the Private Eye O.C.C.:

Starting with the same 60 points to spend, the player creates the private eye's agency using the modified Agency creation rules found here. Because the character will continue to add to the organization as he or she develops, add an additional 10 points to the agency at levels 3, 5, 7, 8, and 9. The following are the maximum levels allowed to be purchased by a private eye agency, note

that everything, even those levels required, must be paid for with the 60 points:

Agency Features

- A. Outfits. Unchanged.
- B. Equipment. Unchanged.
- C. Weapons. Unchanged.
- D. Vehicles. Unchanged.
- E. Cybernetics, Bionics, and Robotics. Limited to Basic Cybernetic Systems (#2), Basic Bionic Systems (#3), or Basic Robotic Systems (#4) (pick one, can only choose augmentation from one category).
- F. Communications. Unchanged.
- G. Offices and Distribution. Unchanged.
- H. Headquarters. Limited to Single Office (#2), Multiple Offices (#3), and Small Building (#5).
- I. Covers. Limited to None (#1), Recognized Public Agency (#2), or Unrelated Small Business (#4).
- J. Military Power. Unchanged.
- K. Sponsorship. Unchanged.
- L. Budget. Unchanged.
- M. Administrative Control. Unchanged.
- N. Internal Security. Unchanged.
- O. External Infiltration. Unchanged.
- P. Research and Information Gathering. Unlimited.
- Q. Library. Unlimited.
- R. Research and Development. Limited to Basic Research (#3).
- S. Agency Credentials. Unchanged.
- T. Agency Salary. Unchanged.

EXAMPLE: TYPICAL CITY POLICE DEPARTMENT

Here's a breakdown of a typical city police department. Although the categories are the same, a few of the choices fall in between the standard offerings.

- A Crime Busting Agency
- A. Outfits: Unchanged.
- B. Equipment: Unchanged.

- C. Weapons: Unchanged.
 - D. Vehicles: Unchanged.
 - E. Cybernetics, Bionics, and Robotics: None.
 - F. Communications: Unchanged.
 - G. Offices and Distribution: Unchanged.
 - H. Headquarters: Typically Small Building (10 Points), however most major cities will have a Large Building (25 Points).
 - I. Covers: Recognized Public Agency (5 Points)
 - J. Military Power: Unchanged.
 - K. Sponsorship: Unchanged.
 - L. Budget: Unchanged.
 - M. Administrative Control: Unchanged.
 - N. Internal Security: Unchanged.
 - O. External Infiltration: Unchanged.
 - P. Research and Information Gathering: Poor Resources (1 Point)
Each police officer has a police band radio, and commercial radio. The agency has 1D4 national and one international clipping service. Police officers do their own leg work and investigations, however, their reports and evidence is collated and kept track of by a small group of clerks (1D4).
 - Q. Library: None
 - R. Research and Development: Poor Research (1 Point)
Police can provide a limited range of concealed equipment, such as wire taps and microphones. However, a the budget usually comes from Feature L (above) and single technician (typically an electronics engineer) means that access and/or repair of the equipment is often slow. Figure 1D6 days for any one item to be available.
 - S. Agency Credentials: Unchanged.
 - T. Agency Salary: Unchanged.
- DEPARTMENT TOTAL 90 Points/105 Points (for major cities)

9.4 Using Agencies

Of course designing an agency is only part of the process when dealing with agencies. Using the agency is also important as it plays a vital role in game play and has an impact on what type of game is played. No one expects novice characters to go up against the super-powered villain with his hordes of well trained and equipped minions, bent on global domination their first time in action. Scaling the agency to the players makes for more believable, fun, and most importantly playable games. Of course then you end up creating more than one agency for the players, but hey, it's all about the game.

9.5 Adversarial Agencies

When creating agencies to oppose the characters, try to keep in mind that the relative level of ability of that agency should roughly correspond to the level of ability of the agents. By making the main villains of that agency a few (1D4+2 works good) levels higher than the agents you can maintain a challenging game without making the opposition too difficult to handle. Activities of these opposing agencies should mirror that of the characters' agency. For example, if the characters' agency is dedicated to preventing crime, have the opposing agency be dedicated to crime. Obviously in the espionage situation, the characters or their opponents will be dealing with intelligence and counter-intelligence activities, but that doesn't rule out other activities being performed by the opposing agency. For instance, the characters could be gathering intelligence on the terrorist activities of the opposing agency, yet not quite taking action (i.e. engaging in counter-terrorism).

9.6 Alternate creation rules for Agencies

At the Game Master's option, the players can put together their own organization using the following point system. This saves the GM time and assures the players that their organization is satisfactory. If the group designs the organization it should be by consensus, with everyone agreeing to the way the points are distributed. The exact number of points available depends on the GM. Here are some possibilities.

Size

1. Wandering Martial Arts Instructor. This is the lone, wandering martial artist who is seeking increased martial knowledge, enlightenment, or just out to see the world. The instructor will typically have 1D6 disciples and or students. 10 points are available.
2. Martial Arts Instructor. A martial arts instructor who typically teaches in one location, typically out of his home, or a public place such as a gym, park, etc. Students and disciples may or may not include a family (typically 1D4 people) and non-family students and disciples will be 2D4. 50 points are available.
3. Small Martial Arts School. Slightly bigger in scope than the martial arts instructor, a small martial arts school, be it a single dojo, dojang, Wu guan, Mo Kwoon, fencing salle, martial hall, small temple, or club. There will typically be a head instructor, several (1D4) assistants, and 1D4X10 students. 100 points are available.
4. Large Martial Arts School. Larger than a small martial arts school, this is an impressive building, or possibly a series of smaller connected buildings. There will be a head instructor, 1D6 instructors, 2D4 assistant instructors, 2D4 disciples or inner circle students,

and 1D6X10 normal students. 200 points are available.

5. Martial Arts Training Center. These are the largest temples, monasteries, martial schools and academies, as well as martial retreats. There will typically be a group or council running the facility, several (2D6) instructors, 1D4X10 assistants, and 3D6X10 students. 400 points are available.

6. Martial Arts Organization. This can be a national or even international organization dedicated to advancing a particular school or style of martial arts. There will typically be a separate administrative council who runs the organization while each outlying school will range in size from a small martial arts school to a martial arts training center. 500 points are available.

ORGANIZATION FEATURES

A. Outfits. The standard clothing issued by the organization to its members. Replacement of any organization issued outfits is automatic.

1. None. The characters are responsible for their own clothing. No replacements of any kind are available. Organization Cost: None

2. Training clothes. The organization provides fairly cheap sweat and or exercise clothes with shoes. No replacements are available. Organization Cost: 2 Points

3. Martial Art Uniforms. The organization has a standard uniform for all its employees. This is typically the appropriate style of uniform (i.e. Gi, Dobok, etc.), with insignia patches and shoes also provided free. The organization has plenty of replacements, in standard sizes, and also provides free laundry service. Organization Cost: 3 Points

4. Uniforms. A complete range of civilian clothes, including disguises and foreign uniforms, is available to any agent of the organization. Quality is comparable to the stuff found in a discount department store or in a cheap mail-order catalog. Organization Cost: 4 Points

5. Martial Arts Training Armor. In addition to the selection of martial arts uniforms, the organization has available one style of practice armor which it typically uses for training and/or missions. Organization Cost: 5 Points

6. Specialty Clothing. Standard armor, protective clothing, pilot outfits, SCUBA gear, plus any other standard outfits, are available. In addition, the civilian clothing is fairly classy, equivalent to what's available in expensive clothing stores. Organization Cost: 10 Points

7. Full Range of Ancient Armor. In addition to martial arts uniforms, a selection of normal clothing, training clothing, and practice armor, the organization has access to a full range of ancient style armor. Organization Cost: 15 Points

8. Gimmick Clothing. A full range of clothes, including standard armor, plus up to \$10,000 per outfit for clothing Gimmicks. The quality is high-fashion, with designer labels in the very latest styles. Organization Cost: 30 Points

9. Full Range of Modern Armor. In addition to martial arts uniforms, a selection of normal clothing, gimmick clothing, training clothing, practice and ancient armor, the organization has access to a full range of modern style armor. Organization Cost: 35 Points

10. Unlimited Clothing. The organization offers any and all clothing Gimmicks for any standard clothing, uniforms or specialty outfits. Any quality level is available, and the world's

top designers are on call to specially make appropriate outfits for any agent.
Organization Cost: 50 Points

B. Equipment. This describes all the equipment and supplies provided free of charge by the organization. Replacement of any lost or damaged, organization-issued equipment is automatic.

Equipment covers the areas that clothing, armor, and weapons doesn't. I.e. training material such as heavy bags, speed bags, floor mats, wall scrolls, cleaning equipment, armor and weapon stands or racks, tools, targets, weights and other gym equipment, etc. Assume martial arts equipment is any non-training equipment that the organization would have available, training equipment is just that, the bags, punching aids, plum flower stumps, targets, etc. that would be used in martial arts training. Gym and fitness equipment is what you would find in gym or fitness center (exclusive of combat training equipment like punching bags etc.), Ninja equipment are all the specialized devices that the ninja devised to help them in their missions. Specialized Training equipment would include things like computer modeling software and equipment that would register the force of strikes and what not.

SPECIAL NOTE: Unlike some categories, it is possible to pay points to combine several of the following featured equipments. For example, by spending 7 Points, an organization would provide both Basic Ninja (#5) and Basic Training (#7) equipment as described below.

1. None. The characters are responsible for buying and replacing their own equipment. Organization Cost: None

2. Basic Martial Arts Equipment. A limited amount of basic martial arts

(improvised and/or cheap materials) equipment is available. Organization Cost: 2 Points

3. Advanced Martial Arts Equipment. An unlimited amount of martial arts equipment is available. Organization Cost: 5 Points

4. Specialized Martial Arts Equipment. An unlimited amount of specialized martial arts (custom made items) equipment is available. Organization Cost: 10 Points

5. Basic Ninja Equipment. A limited amount of basic ninja (improvised and/or cheap materials) equipment is available.

Organization Cost: 5 Points

6. Advanced Ninja Equipment. An unlimited amount of ninja (custom made items) equipment is available.

Organization Cost: 10 Points

7. Basic Training Equipment. A limited amount of basic (improvised and/or cheap) training equipment is available.

Organization Cost: 2 Points

8. Advanced Training Equipment. An unlimited amount of training (custom made items) equipment is available.

Organization

Cost: 5 Points

9. Gym/Physical Fitness Equipment. An unlimited amount of gym and/or physical fitness equipment is available.

Organization Cost: 10 Points

10. Specialized Training Equipment. An unlimited amount of training equipment (custom made items) as well as state-of-the-art computerized machinery is

available. Organization Cost: 20 Points

C. Medical Treatment. This describes the level of medical assistance available to the organization. Services could be in-house or a deal with an associated specialist (or on call medical unit). Japanese, Korean, South-East Asian,

Tibetan, Mongolian, and Indian medical specialists would all be covered under TCM. Holistic medicine could be either western or eastern.

SPECIAL NOTE: Unlike some categories, it is possible to pay points to combine several of the following featured Medical Treatments. For example, by spending 7 Points, an organization would provide both Basic First Aid Equipment (#5) and Advanced Holistic Medicine Treatments (#7) as described below.

1. None. Organization Cost: 0 Points
2. Basic First Aid Equipment. Organization Cost: 2 Points
3. Basic Holistic Medicine Treatment. Organization Cost: 2 Points
4. Advanced First Aid Equipment. Organization Cost: 5 Points
5. Advanced Holistic Medicine Treatment. Organization Cost: 5 Points
6. Paramedic. Organization Cost: 10 Points
7. TCM Doctor. Organization Cost: 15 Points
8. Emergency Medical Treatment Facility. Organization Cost: 25 Points
9. Medical Doctor. Organization Cost: 30 Points
10. Small Medical Clinic. Organization Cost: 40 Points
11. Full Staffed Medical Clinic. Organization Cost: 50 Points

D. Weapons. This includes all the weapons issued from the organization's armory. Any organization-issued weapons come with an unlimited supply of ammunition. Any expended ammo or damaged weapons are replaced automatically.

SPECIAL NOTE: Unlike some categories, it is possible to pay points to combine several of the following featured Weapons. For example, by

spending 22 Points, an organization would provide Training (#2) , Wooden (#5), and Ninja (#6) Weapons as described below.

1. None. The characters must buy their own weapons and ammunition. No automatic replacement. Organization Cost: None
2. Training Weapons. The organization provides an unlimited number of padded, wooden, plastic, and/or foam training weapons. Organization Cost: 2 Points
3. Wooden Weapons. The organization provides an unlimited number of custom made/hand crafted wooden weapons. Organization Cost: 5 Points
4. Metal Melee Weapons. The organization provides an unlimited number of common metal melee weapons. Organization Cost: 10 Points
5. Archery and Missile Weapons. The organization provides an unlimited number of common bows, crossbows, or other missile weapons with an unlimited amount of ammunition. Organization Cost: 10 Points
6. Ninja Weapons. The organization provides an unlimited number of specialty or gimmicked melee or ancient missile weapons and ammunition. Organization Cost: 15 Points
7. Assassin Weapons. The organization provides an unlimited number of specialty weapons used for assassinations. Organization Cost: 15 Points
8. Exotic Weapons. The organization provides an unlimited number of custom made or hand crafted melee or missile weapons of exceptional quality and specialty ammunition. Organization Cost: 20 Points
9. Modern Weapons. Each martial artist is issued one (1) weapon, with a maximum value of \$5,000. Ammunition

is provided free. Organization Cost: 25 Points

10. Advanced Weapons. Each agent is allowed to choose up to \$50,000 worth of all available weapons and gimmick or energy weapons, with all appropriate ammunition included. Organization Cost: 30 Points

E. Vehicles. Transportation provided by the organization to the characters. Also includes information on the organization's fleet of vehicles.

1. None. Can you run? Fly? Swim? We sure hope so, because you're not going to get any kind of ride from the organization. Organization Cost: None

2. Public Transportation. The organization has no vehicles of its own and sends all agents out via commercial transit facilities. In other words, the characters can take buses, regularly scheduled airlines, trains and ships. It's also possible for the characters to hire taxicabs and rent vehicles, but they have to use their own money. Organization Cost: 2 Points

3. Instructor's car. The instructor owns a private vehicle which can be used to transport a number of members, depending on the size of the vehicle. Organization Cost: 3 Points

4. Group vehicle. The instructor or organization provides a single large van or small bus to transport the members. Organization Cost: 4 Points

5. Individual Student Vehicles. Most, if not all of the students or members has a vehicle, those without vehicles are given a lift with one of the other students. Organization Cost: 5 Points

6. Fleet Vehicles. The organization maintains a fleet of standard, unmodified vehicles. Small cars, minivans, small boats and small aircraft are available. All vehicles are the most common and

cheapest kind available. Organization Cost: 10 Points

7. Souped Vehicles. Aside from an unlimited selection of unmodified vehicles (valued at \$20,000-\$30,000), each martial artist has \$20,000 available for customizing or upgrading his or her own vehicle. The vehicles are of high quality, but are limited to standard production line versions. Organization Cost: 20 Points

8. Specialty Vehicles. Unmodified vehicles are available in unlimited quantity and can be fairly expensive. Currently available sports cars and luxury cars are also available. Each martial artist's car may have up to \$200,000 worth of modifications. Organization Cost: 30 Points

9. Super Vehicles. Unmodified vehicles are available in unlimited quantity and can be fairly expensive. Currently available sports cars and luxury cars are also available. Each martial artist's car may have up to \$1,000,000 worth of modifications. Organization Cost: 40 Points

10. Unlimited Vehicles. Any existing vehicle is available, including rare and expensive models (I'll take a 1928 Duesenberg, Model SJ.) Any and all modifications, including one "conversion" per vehicle, are available. Organization Cost: 50 Points

F. Location. Where the organization trains or works.

1. None. Organization Cost: None

2. Public Place. A public place such as a gym, park, etc. Organization Cost: 2 Points

3. Instructor's Home. The instructor works out of his or her home. Organization Cost: 5 Points

4. Instructor's Home with Small Training Room. The instructor has a

room set aside within his home dedicated to training students. Organization Cost: 7 Points

5. Small Building. A small martial arts school, be it a single dojo, dojang, Wu guan , Mo Kwoon , fencing salle, martial hall, small temple, or club. Organization Cost: 10 Points

6. Instructor's Home with Small Training Building . The instructor has a small building with his house where he trains students. This can be a multiple story building with the instructor's home above or below the floor used for training, a separate home and training building, or a small house and training building on the same lot. Organization Cost: 20 Points

7. Small Building with Grounds. This is typically found in rural areas where land is available, the instructor may or may not live with his senior students on the grounds. There is typically a large central building used for training with some smaller out buildings, on a lot that is typically fenced or walled in. Organization Cost: 25 Points

8. Large Building. This is an impressive building, or possibly a series of smaller connected buildings. Organization Cost: 30 Points

9. Large Building with Grounds. This is a large building or facility with its own grounds that may or may not include out buildings and a wall or fence around the grounds. Organization Cost: 40 Points

10. Complex. This is a large facility, typically occupying its own area it has several large buildings, possible several series of smaller connected buildings, in addition there will be outlying buildings and possibly a wall, fence, or other means of restricting access to the facility. Organization Cost: 50 Points

G. Military Power. The amount of military force that the organization can command directly. Note that directly means just that; the organization can order around the unit without needing permission or authorization from any other source.

1. None. The organization's main security force is composed of its "own" martial artists. No additional support is available. Organization Cost: None

2. Security Guards. A few hired security guards with revolvers, are all the organization has. Organization Cost: 3 Points

3. Militia. The organization can call directly on a 150 man force of national guardsmen. They have access to standard military weapons and equipment. Organization Cost: 10 Points

4. Private Army. A small unit of 200 experienced mercenaries and combat veterans. They come complete with weapons and equipment. Constantly on duty and ready to be mobilized. Organization Cost: 20 Points

5. Strike Force. One of the country's commando battalions with up to 450 soldiers, is ready to be airlifted to anywhere in the world at a moment's notice. Includes infantry weapons, eight tanks, and four artillery pieces, plus three armed helicopters. Organization Cost: 30 Points

6. Major Strategic Force. The organization directly commands a 5,000 soldier force complete with vehicles, aircraft, artillery and shipping. Organization Cost: 50 Points

H. Special Personnel. There are no limits on the number of special personnel available to the organization that one can purchase from this feature. The same personnel can be selected as often as three times (although the same basic

personnel, each will have unique differences).

1. None. Organization Cost: 0 Points
2. Gang Connection. The organization has connection to a gang. The arrangement often includes trading instruction or a safe house in exchange for information, muscle, and minor criminal activities. Organization Cost: 2 Points
3. Enforcer. The organization has an enforcer (typically a warrior, mercenary, or martial artist with 1D4 levels of experience) to handle any problems. Organization Cost: 5 Points
4. Military Connection. This is either access to a militia organization, or an additional unit of military power depending on what the organization has in the way of Military power (step G). Organization Cost: 10 Points
5. Dojo Destroyer. The organization has an experienced martial artist (1D4+4 levels of experience) who can be used to challenge rival organizations or help with the organization's activities. Organization Cost: 15 Points
6. Organized Crime Connection. An arrangement with the local organized crime element, typically the same as a Gang Connection, but with the availability of major criminal activities. Organization Cost: 20 Points
7. Expert Assassin. An evil, 1D4+4 level, warrior who specializes in murder. Organization Cost: 15 Points
8. Government Connection. The organization has an arrangement with the government, and in exchange for training and assistance, can request services or assistance from the government. Organization Cost: 30 Points
9. Special Forces. A pair of well trained and experienced (1D4+2) soldiers or mercenaries used for special missions.

Organization Cost: 25 Points

10. Superspy Organization Connection. The organization has an arrangement with a superspy agency, and in exchange for training and assistance, can request services or assistance from the agency. Organization Cost: 40 Points
11. Gang. A gang of 2D4+2 thieves and thugs who can be used to rob people or enforce the organization's actions. Organization Cost: 15 Points
12. Thief. An experienced, 1D4+3 level, thief who can be used to acquire funds or objects that the organization may desire. Organization Cost: 5 Points
13. Group of Thieves. A group of 1D4 thieves who can be used to acquire funds or objects. Organization Cost: 15 Points
14. Assassin Squad. A group of four assassins who are used to murder whoever the organization desires. Organization Cost: 30 Points
15. Armorer. An in house specialist who crafts the organization's armor and/or training equipment. The armorer's skill is equivalent to the equipment the organization has available (See Step B. Equipment). Organization Cost: 10 Points
16. Weaponsmith. An in house specialist who forges the organization's weapons. The weaponsmith's skill is equivalent to the weapons the organization has available (See Step D. Weapons). Organization Cost: 10 Points
17. Carpenter. The organization has a carpenter who is used to maintain the wood work of the organization, including building repairs and equipment. Organization Cost: 5 Points
18. Stonemason. The organization has a stonemason who repairs any stonework for the buildings. Organization Cost: 5 Points
19. Servant. The organization has an employee who serves in a domestic

capacity (i.e. cleaning, driving, butler, cook, etc.). Organization Cost: 2 Points
20. Group of Servants. The organization has 1D4+2 employees who serve in a variety of domestic capacities.
Organization Cost: 10 Points

I. Internal Security. This is the level of internal infiltration that the organization is vulnerable to. Note that this is the only thing that prevents rival organizations from already having been infiltrated the organization. It varies according to the organization's security measures. Rival martial artists, spies, "turned" employees, and other unreliaables can only be prevented with high levels of internal security.

1. None. No security. Anyone can walk in or out, and employees are not screened or given security background checks. 25% chance of each and every student or employee being an infiltrator.
Organization Cost: None

2. Lax. A security guard at each entrance checks visitors in and out. Identification is simply printed and signed (no pictures or fingerprints). 15% chance of each student or employee being an infiltrator.
Organization Cost: 5 Points

3. Tight. Alert security guards, electronic/alarms, and electronic picture I.D. cards are all part of the organization's security system. A rigid check of prospective students or employees reduces the chance of infiltrators to 10%.
Organization Cost: 10 Points

4. Iron-Clad. Every entrance and exit is under constant video monitoring. Everyone entering is checked for fingerprints signature, subjected to a metal detector and must be personally recognized. Only a 5% chance of finding a spy in any office.
Organization Cost: 25 Points

5. Paranoid. Everybody entering is strip searched, and no one can so much as enter a bathroom without surveillance. Multiple checkpoints and constant personnel checking reduce infiltrations to less than a 3% chance in each office.
Organization Cost: 30 Points

6. Impregnable. An insanely complicated barrage of tests, signs and countersigns, searches, and (choose one) either X-ray Checking (comparing skeleton/dental patterns to make positive ID), Retinal Scans, or Biochemical (checking a person's blood type and genetic markers for positive identification) for each and every person entering any office of the organization. Only a 1% chance of an infiltrator being found anywhere in the organization.
Organization Cost: 50 Points

J. Research and Information Gathering. The available resources and methods of collecting, collating, storing, and accessing information.

1. None. The characters are responsible for buying their own books, newspapers, computers, recording equipment, and paying for research/information facilities. They must do their own foot work at libraries, etc.
Organization Cost: None

2. Cheap Resources. Each character has up to \$2000 of computer equipment, as well as a TV, VCR, police band radio, and commercial radio. The organization has 1D4 national and one international clipping service. Note that replacement costs, at the completion of a mission, are often subtracted from the amount available for the next mission if the equipment is destroyed. Serve yourself.
Organization Cost: 2 Points

3. Good Connections. The organization has \$10,000 worth of computer equipment, two modems, is on line with

a dozen national and international computer networks, a score of clip-ping services, both national and international (with 1 D4 staff sorting and updating data), and has a source at 1D6 major newspapers, allowing access to newspaper files/records and wire services. Organization Cost: 10 Points

4. Excellent Connections. \$30,000 computer system with a computer and modem for every field operator, is on line with 40 national and 20 international computer networks, 1D6 x 10 clipping services, a staff of 3D4 leg men to do research and monitor the news services. Plus, connections at 4D6 different major newspapers and 1D4 TV stations nationwide and 1D6 foreign news agencies. Organization Cost: 20 Points

5. Superior Connections. Has twice as big budget, services, news connections and staff as described in number four. Special Connections include Interpol and several police forces, scientific agencies, and universities across the globe. Has reasonable access to laboratories and research facilities at half price (organization picks up all lab and research fees). Organization Cost: 30 Points

6. Unlimited Connections. Massive research and information network with full-time staff monitoring all data, up to the minute up-dating, assistants and private research personnel for grunt work. Staff of technical specialists and laboratory facilities are also available at key centers around the world. Connections: 2D6 x 100 news agencies around the globe, Interpol, the military, and spy agencies. Organization Cost: 50 Points

K. Teachings. This is category defines the types of training available from the martial arts organization.

SPECIAL NOTE: Unlike some categories, it is possible to pay points to combine several of the following featured Teachings. For example, by spending 7 Points, an organization would provide both One Hand to Hand Form (#1) and Physical Skills (#2) training as described below.

1. One Hand to Hand Form (No Martial Art Forms). Any one hand to hand form can be chosen. This includes Hand to Hand Basic, Expert, Martial Arts (often a quickie form of a martial arts style), Commando, Basic Martial artist, Expert Commando Martial artist, Assassin Commando Martial artist, Martial Arts Martial artist (a quickie form of Tae Kwon Do), Aikido, Judo, Jujitsu, Karate, Kendo, Ninjitsu/Tai-jutsu, Zanji Shinjinken-Ryu, Teng-Jutsu (the previous "named" martial arts are Rifts: Japan hand to hand forms analogous to quickie forms of the full Martial Art Form), Bull Fight (AtB), Gladiator (High Seas), Kirndayv"Zhyf (Kim) (Manhunter), Kung Fu (Manhunter), Mngutch (Ular) (Manhunter), Ninjitsu (TMNT), Shtek-iyer (Chiropti) (Manhunter), Zero Gravity (Basic) (Manhunter), Zero Gravity (Advanced) (Manhunter), Aslyl Okta (Rifter), Talitsu (Skrapers), Tarlock Martial Arts (Skrapers), Zero Gravity: Advanced (Mutants in Orbit), Zero Gravity: Basic (Mutants in Orbit). Many of the Hand to Hand Styles are options available from the listed book and analagous to quickie forms (with the exception of the Zero Gravity hand to hand forms) of martial arts.

Organization Cost: 2 Points each.

2. Physical Skills. This allows four skills from the Physical Category to be taught. This is addition to any skills gained from the martial art form. Organization Cost: 5 Points for each four physical skills.

3. Ancient Weapon Proficiencies. This allows four ancient weapon proficiencies to be taught. This is addition to any skills gained from the martial art form. Organization Cost: 5 Points for each four ancient weapon proficiencies.
4. One Martial Art Form. This teaching is any one of the martial art forms from Ninjas & Superspies, Mystic China, and/or the Rifter. Organization Cost: 5 Points
5. Modern and/or Military Proficiencies. This allows three modern or military weapon proficiencies to be taught. This is addition to any skills gained from the martial art form. Organization Cost: 10 Points for each three modern/military weapon proficiencies.
6. Two Martial Art Forms. This teaching is any two of the martial art forms from Ninjas & Superspies, Mystic China, and/or the Rifter. Organization Cost: 10 Points
7. Three Martial Art Forms. This teaching is any three of the martial art forms from Ninjas & Superspies, Mystic China, and/or the Rifter. Organization Cost: 20 Points
8. Four Martial Art Forms. This teaching is any four of the martial art forms from Ninjas & Superspies, Mystic China, and/or the Rifter. Organization Cost: 30 Points
9. Five Martial Art Forms. This teaching is any five of the martial art forms from Ninjas & Superspies, Mystic China, and/or the Rifter. Organization Cost: 40 Points
10. Six Martial Art Forms. This teaching is any six of the martial art forms from Ninjas & Superspies, Mystic China, and/or the Rifter. Organization Cost: 50 Points

L. Organization Credentials. Just what is the reputation and authority of the organization? The credentials determine

just how much respect the characters' martial artists can command.

1. Hunted. The organization is assumed by the public to be a group of criminals, outlaws, vigilantes, or terrorists. Organization Cost: None
2. Unknown. No one has even heard of the organization. They get no cooperation and receive no attention. Organization Cost: 3 Points
3. Faceless. The group is regarded as just another bunch of crazy kung-fu-ers sponging off the public. Cooperation from authorities, particularly police, will be slow and reluctant. Organization Cost: 5 Points
4. Known. The organization is known as an effective and loyal martial arts organization. Police and local authorities will help in matters that are in their jurisdiction. Organization Cost: 10 Points
5. Recognized. Martial Artists are known as "good guys" who deserve all the help they can get. Police, foreign governments, and bureaucrats will all help and cooperate fully with any investigations and operations. Organization Cost: 30 Points
6. Heroes. Characters are known as bigger-than-life heroes fighting against evil. Any official, and any citizen, will jump at the chance to risk their lives helping the character's organization. They always receive favorable press and are swamped with fan letters. Organization Cost: 50 Points

Other Information:

Each organization should also have a name, insignia and symbol. It's also a good idea to come up with a martial arts instructor, and a few students, all as non-player characters. Remember that interesting guards, secretaries, and fellow (or senior) martial artists can

make an organization a lot more interesting.

Note: Feel free to change or add anything you want. This is only a guideline and anything that doesn't work for you, or something that you feel is missing can be changed at your whim.

10. Character Levels

10.1 Low Level Characters.

For characters just starting out in their espionage careers, the Private Investigation Agency, Private Crime Buster Agency, and Public Crime Buster Agency are usually the best place to start. The relatively small size of the agencies, combined with the relatively low powered villains they oppose should allow the characters to go on missions and adventures at an appropriate level of play. These agencies are recommended for two uses. Low level characters (levels 1-3) and characters who want to fund their own espionage agency, one that will grow with the players and become more powerful as they increase in power. Self-funded, privately funded, and mysterious sponsors work well to get these agencies going. Low level threats such as criminals and minor agents can be dealt with at a fairly complementary level of challenge for the players, while keeping them interested and satiated with the campaign.

10.2 Middle Level Characters.

As the characters become more experienced (levels 4-7) they require tougher challenges to keep game play interesting. For this, we move on to more advanced and sophisticated villains. In this case, the most appropriate opponent of an espionage game, other espionage agents. Here is where we introduce the true espionage

aspects of the game to the players by inviting them to perform a variety of intelligence and counterintelligence missions for their agency. The best agencies for this level of play are the National Espionage Agency and International Espionage Agency. While espionage missions may take a while for the players to get the hang of (especially if they're used to just doing combat with the villain to thwart their plot), they do introduce a higher level of play that moves the focus away from pulse-racing action to more cerebral challenges. That doesn't mean that their won't still be action for the players to enjoy (especially on missions gone bad), but that action and combat have become less the focus of the game, where puzzle solving and information gathering move to the fore.

For agencies funded by the characters themselves, this represents a step up in the espionage world to more advanced missions. Often their agency will be contracted by a larger, more capable agency (deniability you know), to perform missions of a delicate nature. Or the agency could just become aware of the bigger picture and dedicate themselves to doing their part. This is often the case if their adventures lead them to become aware of large criminal syndicates, rogue espionage groups, and terrorists.

Another aspect of using agencies to support and develop the players is the super-secret black ops agency. After the character's have proven themselves capable agents (typically by fourth level), they could be tested and recruited by a secretive agency dedicated to more advanced threats. This could be an agency dedicated to combat more difficult threats, especially those typically faced by high level characters.

Or this could be a rogue agency dedicated to opposing certain elements within a society.

10.3 High Level Characters.

Higher levels of play require even tougher opponents to face and often nothing is as it seems. For this level (7+), the Superspy Agency, Ultraspy Agency, Elite Spy Agency, and Mega-Spy Agency come into play. Opponents of this level aren't you common criminals or espionage agents anymore. Now they've got powers, abilities, or augmentation on their side, and they use it to it's full effectiveness. Cyborgs, Robots, even spell casters or villains with superpowers become the main focus of the adventures. Of course, it's not just the head villain that's got special abilities, henchmen employed by the villain also have a special something going for them. At the highest levels of play, even the hordes of faceless minions may be augmented or powered in some way. To combat these baddies, the heroes must be well trained, skilled, experienced, and have awesome resources. In agencies funded by the characters, this means the characters have managed to get their hands on enough wealth to properly fund their agency to a level on terms with the world's best agencies. They have moved to a level on the playing field where they make major decisions that could affect the entire world. In doing so, they have taken on the responsibility of stopping other people from taking over the world and other world-shattering plots.

11. Non Player Characters

A good adventure can combine an exotic setting with a tough challenge. You can weave plots and sub-plots, with clues

strewn about for your agents to find and piece together. But if you don't have good, realistic non-player characters, you are wasting your time as well as that of your players. Since many missions involve human targets and contacts, it is incumbent upon the GM to come up with NPCs that the characters can believe in and relate to. Every good story has an antagonist, and what is an adventure but a story in which characters participate? An antagonist can be anyone from a basic lackey who guards a target to a wily KGB colonel who seems to slip through the agents' fingers time and time again, to return and befuddle them in the future. Obviously, the GM would spend more time developing the latter NPC, though most NPCs deserve some minimal fleshing out.

Quick Roll NPC Generation

Sex

01-50 Male

51-00 Female

Age

01-17 Child (1D6+3 for age)

18-40 Pre-Teen (1D6+6 for age)

41-65 Teenager (1D6+12 for age)

66-85 Young Adult (2D6+18 for age)

86-95 Middle Aged Adult (3D6+30 for age)

96-00 Senior Citizen (4D6+51 for age)

General Appearance

01-05 African, Roll on sub-table:

01-80 Congoid: The peoples of West Africa generally have deeply pigmented skin, hair, and eyes; coarse, tightly curled hair; broad noses; prominent front teeth; and thick lips. In southern Africa, many people are short and not very dark-skinned. No one is actually black, and among the dark-skinned peoples of Africa, both regional and individual

differences can be found. Congoid Negroes are the largest population group in Africa. Their physical characteristics vary from region to region, but in general they are dark skinned and have little body hair.

81-95 Capoid: In southern Africa remnants, often mixed, survive of the San (Bushman) hunters and gatherers; these people are short and not very dark. 20th-century Capoids consist mainly of the San people, also called the Bushmen, and the Khoikhoi. Both live in southern Africa. The San live mainly in Botswana, Namibia, and northwestern South Africa. The Khoikhoi inhabit the Cape Province of South Africa and Namibia. There are also two smaller Capoid tribes in Tanzania--the Hadza and the Sandawe.

96-00 Pygmy: The Mbuti or Bambuti are the shortest population both in Africa and in the world. The Pygmies average 5 feet (150 centimeters) in height. Most of them live in the Congo River basin.

06-80 East Asian, constitute the largest human racial group (nearly three fourths of the world's population). include Chinese, Japanese, Koreans, Vietnamese, Philippines, Indonesians, Malayans, and Thais. East Asians have straight, black hair and generally a wide, flat face with such features as sparse beard and mustache and a fold of skin (epicanthic fold) that covers at least the inner corner of the eye and gives it an almond-shaped appearance. Most East Asians share these features, but the peoples of Southeast Asia are generally smaller, darker, and more slender than those farther north. Most East Asians share these features and certain characteristics of the teeth, but the peoples of Southeast Asia are generally smaller, darker, and more slender than those farther north. In fact, people of

South China tend to resemble other Southeast Asians more than they do North Chinese. Also, it is not always possible to distinguish Chinese people from Koreans and Japanese on the basis of physical characteristics.

81-85 European, European peoples range in skin color from dark to pale and in hair color from black to blond, but they are generally lighter in pigment than any other peoples of the world.

Generally stature is greatest in northern Europe, and hair color is darkest in the southern parts of Europe.

86-90 Indian, The people of the Indian subcontinent fit most closely with those of Europe and the Mediterranean basin, but many of them are dark-skinned and also distinct in other ways.

91-92 American Indian, almost always have straight, black hair and large faces. Native Americans differ in various parts of the Americas, and they differ also from East Asians in generally having more prominent noses and eyes that lack the epicanthic fold. The Native Americans and the Inuit and Aleut people of the northern coasts almost always have the same straight, black hair and large faces, and some of the dental characteristics of East Asians. The Aleuts and Inuit are much like East Asians in some respects, but they tend to have narrow noses and other features not found in East Asians.

93-94 Australian, The aborigines of Australia are another dark-skinned group not closely related to the peoples of Africa.

95-96 Melanesian, The Melanesians are a dark-skinned people with rugged facial features.

97-98 Micronesian, Micronesians are somewhat lighter-skinned than Melanesians.

99-00 Polynesian, Polynesians differ physically from island to island, though they are usually taller, stockier, and have lighter skin than Micronesians.

Faceless Characters are the NPCs agents encounter that often have little bearing on the plot of the adventure. With the exception of minions, most of the NPCs are nothing more than backdrops to the game. A single sentence description of these NPCs more than suffices to cover their details. Typically this sentence lists a basic description including sex, general height and weight, clothing worn, notable features such as hair style, scars, piercings, tattoos, race, skin color and occasionally general personality. If you want to make players suspicious of these NPCs, throw in a few more lines of description, since the expanded description may attract the PCs' notice, (falsely) indicating that they are more fleshed out NPCs which are more important to the adventure.

Victim Characters are step up from the Faceless Characters in that they might get killed or wounded during the game. In addition to a single descriptive sentence about the victim, HP and SDC, at much lower than average levels should be listed. Perhaps another sentence on how they will react during the adventure (or even a quick, short statement) could be used to further flesh them out. In stress-centered situations such as robberies or sidewalk shootouts, these non-player characters behave erratically (except for those in authority, like bank presidents or police). By generating a reaction table and rolling for each observer, their reaction can be determined. Horror/Awe Factor rolls can be used for determining how the NPC reacts, as well as Charm/Impress and

Trust/Intimidate. For both D20 and percentile rolls of this type, rolling over the target number results in the NPC acting aggressively, rolling below the target number results in the NPC running for cover or staying put. Some types of NPCs (notably those developed as Minor Characters, Major Characters, and Full Blown Characters) will react more in line with their own personalities than Faceless or Victim Characters and should have their reactions modified to reflect such. Minor Characters should have a bonus to their rolls, typically a low to medium bonus which determines if they fight or flee. Major Characters will have either a high bonus or will only roll for their reactions in more complex situations, such as taking a certain amount of damage. The GM should always determine the reaction of Full Blown NPCs based on their personalities rather than random rolls.

Victim Attributes of Note

	Infant	Child	Teen	Adult	Senior
S.D.C.	4	8	12	8	
H.P.	5	7	10	10	

Minor Characters are in the middle range of NPCs. These will be NPCs that the player characters may interact with on more than one occasion, yet don't play a major role in the game or campaign. To give Minor Characters more variety while keeping down the effort in their development, I recommend upgrading the one or two sentences of a Faceless Character to three essential sentences. These sentences used to describe the NPC provide a starting point for developing a set of essential data containing what the essential elements to allow PCs to deal with and remember the NPC. Just because I typically use three sentences does not necessarily

mean each NPC is described in exactly three sentences. For the sake of the English language and clarity, sometimes more than one sentence is used for a given point.

1. Occupation & history

The first sentence serves as the introduction to the NPC, describing his occupation and giving a brief history of the character. A brief historical note can give the NPC more depth and indicate skills and knowledge that are not readily apparent to the PCs. Also of note is the possibility that the NPC has knowledge useful to the PCs.

2. Physical description

The second sentence is a brief physical description of the NPC. With the exception of Personality traits, this is identical to the single sentence used for Faceless NPCs. The only possible exception would be the addition of a distinguishing feature or trait that makes this NPC easier to remember by PCs.

3. Personality

Personality should cover how they interact with others, values, motivations, quirks, likes, dislikes, habits, secrets, moral, ethical, economic, political, and religious beliefs, and how strongly he is biased toward those beliefs. Rolling on a Disposition table (any of Palladium's, my own composite, or one from another game system) covers the basic aspect of the character's personality and should be the first sentence. Other sentences should cover quirks and unique traits, beliefs, secrets, and other important personal information.

Major Characters are almost fully designed NPCs that the characters will either interact with quite a bit or play major roles in the campaign or game. Their attributes are identical to that of

Minor Characters, except they typically don't have average attributes, and they should have their full list of skills listed. The average experience level of Major Characters is often much higher than that of Minor Characters, typically 1D4+4 or 1D6+4.

In general, when designing the background, personality, and appearance of your Major Characters, you should be able to summarize the cognizant points in three paragraphs. Not surprisingly, these paragraphs are called background, personality, and appearance. Each paragraph should be from three to seven sentences long.

Background

In the background paragraph the country of origin (including any ethnic 'sub-class'), family information, and rough history of growing up should be covered. Major points of a NPC's history includes countries lived in, education taken (usually a who or where question), major disruptions, and any significant recognition of the NPC's actions that occurred. The Background paragraph has one important factor that gauges it's length...the NPC's age. Most NPCs start their career as young adults (ages 20-30). However, some are play younger (typically teen-aged) or older (middle aged adults or even senior citizens). If the NPC a younger person, they will have less of a background, hence a shorter Background paragraph. Older NPCs will have a longer background, after all, they've been around longer. Also of note in this paragraph is it provides some hint as to what useful information the NPC will have that the PCs can possibly find out about.

Personality

This should cover quirks, likes, dislikes, habits, secrets, moral, ethical, economic, political, and religious beliefs, and how

strongly he is biased toward those beliefs. Rolling on a Disposition table (any of Palladium's, my own composite, or one from another game system) covers the basic aspect of the NPC's personality and should be the first sentence. Values & motivations are used to help the GM decide how the NPC will react to conversation, questions, and deals with the PCs, however the PCs must discover what these values and motivations are for themselves through observing how the NPC talks and acts in order to exploit or manipulate the NPC. Also of note is how the NPC interacts with others, be it loud and obnoxious or condescending and rude. Other sentences should cover quirks and unique traits, beliefs, secrets, and other important personal information. This paragraph will typically be the shortest one the character has.

Appearance

Covering the remaining questions; what does the NPC look like, does the NPC have any distinguishing features, what does the NPC typically wear or have with him (note, this shouldn't be a full equipment list, just the most notable equipment such as clothing and large items that would be recognizable). I typically arrange such paragraphs so that they are easily managed and provide a distinct impression of the NPC. The first sentence concerns the overall physical appearance and consists of height, weight appearance or 'build' (as opposed to specific weight), skin color/race, hair color and style, distinguishing facial hair and eye color. Sometimes this sentence is divided, covering the first few items in one sentence and the others in the next sentence. Other factors could be distinguishing features such as scars, piercings, tattoos, etc. After the physical description, I cover the usual clothing

and dress. This includes the general type of clothing worn (especially amount of clothing worn) from head to toe, with the colors of the clothing mentioned. The cut or style of the clothing may also be mentioned if it is distinctive. Clothing accessories and other accouterments may also be described. The last sentence I use typically concerns commonly seen weapons and other equipment that other characters would typically see (even if they only see it in use). For espionage characters (and any other type of character which typically uses disguises, covers, aliases, etc.) a useful tool is to write an Appearance paragraph for each disguise/cover/alias. While many of the details would remain the same (it is often difficult to change some of the basic physical traits), there is a wide latitude in what can be changed, thus you could have a character with two or more entirely different Appearance paragraphs.

Full Blown Characters are NPCs developed to the same level that player characters are developed. Their complete details should be listed. When determining the experience level of these PCs, I recommend having them high enough to actually provide the PCs with a challenge.

Disposition

01-02 Amiable, well-mannered
03-04 Arrogant, feels superior to others, may underestimate others
05-06 Bad tempered, irritable all the time
07-08 Blabber-mouth, nice guy, but talks too much
09-10 Boastful, rascal
11-12 Braggart, may be a nice fellow, but likes to brag about his or her abilities and exploits

- 13-14 Complainer; constantly aggravated about something
- 15-16 Coward, tends to avoid danger
- 17-18 Devout, pious, holy
- 19-20 Easy going, laid back; trust almost anyone until they are proven unworthy of trust
- 21-22 Forgetful, has trouble remembering things
- 23-24 Gentle, kind hearted
- 25-26 Greedy, bad hearted, jealous
- 27-28 Gung-ho, guts and glory type who sees himself as a hero; likes combat and challenges
- 29-30 Honest, tells the truth to the point of getting into trouble
- 31-32 Honest, hard working
- 33-34 Hot-head, quick-tempered, emotional, but basically nice
- 35-36 Imperious and condescending
- 37-38 Impulsive, always jumps in without thinking
- 39-40 Industrious, frugal
- 41-42 Intolerant, a bigot or racist, may be biased against a particular race or class of people or against anyone who is different
- 43-44 Jealous, obsessed and watchful
- 45-46 Jealous, physically violent
- 47-48 Jealous, accusational and confrontational
- 49-50 Lazy, doesn't like to work, does as little as possible
- 51-52 Lecherous, can't resist grabbing/pawing the opposite (or same) sex and makes lewd comments
- 53-54 Mean or bitter, suspicious and vindictive
- 55-56 Nice guy, friendly, courteous and hospitable
- 57-58 Paranoid, trusts no one
- 59-60 Paternal, overprotective of others, tends to be overbearing, especially toward young children
- 61-62 Schemer, gambler who likes to take chances
- 63-64 Shy, timid, tends to be a loner
- 65-66 Slow, doesn't learn or understand as fast as other people
- 67-68 Snob, arrogant, feels superior to others
- 69-70 Spoiled, fickle
- 71-72 Stubborn, doesn't give in to anyone
- 73-74 Tough guy, lone wolf; cocky and self reliant
- 75-76 Uncouth, boorish
- 77-78 Vane, obsessed with appearance, hair, and clothing
- 79-80 Violent, quick-tempered
- 81-82 Wild man, cocky, overconfident, takes unnecessary risks
- 83-84 Worry wart, nervous and cautious
- 85-90 Roll twice and combine two personalities
- 91-95 Alcoholic
- 96-98 Drug Addict, roll on the following table to determine particular drug addiction:
- 01-10 LSD
 - 11-20 Cocaine derivatives
 - 21-30 Heroin/Opiates
 - 31-40 Sex Drugs
 - 41-50 Speed (amphetamines)
 - 51-60 Marijuana
 - 61-70 Party Drugs
 - 71-80 Mood altering drugs
 - 81-90 Barbituates (downers)
 - 91-00 PCP
- 99-00 Insane, roll on the following table:
- 01-10 Psychotic: Roll on Psychosis Table
 - 11-20 Neurotic, roll on Neurosis Table
 - 21-30 Kleptomaniac: A compulsion to steal, even if of a good alignment
 - 31-40 Compulsive Liar: Constantly tells lies and tall tales even if of a good alignment
 - 41-50 Obsessed: Roll on Obsession Table

51-60 Phobic: Roll on Phobia table

61-70 Recluse: The character prefers to be alone, quite and unobtrusive.

71-80 Hypochondriac: The character is constantly concerned about sickness, disease, and poisoning. He exaggerates the slightest discomfort and illness he may suffer and is constantly under the belief that he is "coming down" with something. He may avoid others who are sick even with the common cold, may blame others for his illnesses (so and so coughed in my direction yesterday) and is likely to have a half dozen "quack" cures for every ailment imaginable; most taste terrible, or are ridiculous, and none of them work!

81-90 Affective Disorder: Roll on the Affective Disorders Table

91-00 Multiple Personalities: Roll on Multiple Personality Tables

Technicians: These character's provide some kind of technical assistance (it does not necessarily have to be scientific). When the character is out of touch with headquarters, especially R&D, he may still need a specialized piece of equipment made or repaired. The technical (communications, computer, electronic, mechanical, science, and/or technical) skills the technician has should be listed with the character, in addition to any other details. Such knowledge is also helpful when tracking down the equipment used by the opposition. Enemy Technicians, because they rely on brain over brawn, they are not usually confronted directly by the PCs.

Informants: People on the periphery of the intelligence networks hear rumors and bits of information which may be useful to the character. Such people include local power figures (legal or otherwise) and local free agents..

Indigenous Personnel: Whenever a character enters a locale of which he has no first hand knowledge, he will need maps, directories and guidebooks, or, better yet, some native who is friendly to him. A guide will have more intimate knowledge of an area than any guidebook or dossier. Note these characters should have the skill Area Knowledge and their areas of specialty listed in addition to whatever other stats are done for them.

Specialists and Academicians: Often a character's assignment will require specialized knowledge which cannot be obtained through the normal channels. Should an adventure deal with an esoteric subject or should a character request information on such a subject, the GM should be ready to handle such a situation. In addition to the skills involved in whatever field the specialist focuses on, the basic research skill is a good skill to note for these characters, to look up answers for any questions the NPC may not normally be familiar with.

Minor Functionaries: People of even the smallest measure of authority can cross the path of a character. These include such petty types as lower-level bureaucrats, head waiters, train conductors, hotel managers, and the like. These are hardly ever cultivated as life-long friends but the character can make use of them briefly, usually through the age-old custom of greasing the palm. I like to include notes on bribing these

functionaries, any information about their habits or activities that could be used on them (blackmail or other methods) and any other factors that may help the PCs interact with them, such as useful information.

Guards: Guards are defined as armed private protectors of object and human targets. Most guards fall under the Victim or Minor NPC categories. Typically, the average guard will be a Victim NPC, guard officers, specialists of note and other important guards will be Minor NPCs.

Local Authorities: Having a contact in local law enforcement or government can be very useful when a character enters foreign territory or needs help in tracking a lead. It may help keep him out of serious trouble should he be forced to break the law on an assignment. These characters are usually Minor NPCs.

Police are defined as the local law enforcement. Police cannot enter a building or board a vessel without permission of the owner unless a crime is being committed there at the time. Police have no jurisdiction in regions other than where they are assigned. Each police unit has communication with all other regional police units. Agents can assume that police will fire on anyone that attacks them or does not stop when ordered to. Like Guards, Police are typically Victims or Minor NPCs.

Military: Military characters may include members of the armed forces of the character's nation, opposing nations, or neutral nations. Not all of these characters are combat personnel, and the PCs may interact with military technicians, medics, clerks, drivers,

specialists, and even civilian contractors working for the armed forces in addition to combat personnel. Military personnel are usually considered Minor NPCs, though there may be Victims as well as Major Characters.

Ordinary People

Level of Experience: Most adults are third to sixth level (1D4+2). Highly skilled NPCs, especially those in high-risk professions, may have years of experience and can be as high as nine to thirteenth (1D4+9) level. If this sounds rather high, remember that they do not have super abilities and thus would have much lower experience tables than the PCs. Also note that a person's occupational skills will be taken first, with less important skills being secondary, including most physical and combat skills. Thus, their combat ability will be less than impressive (soldiers, law enforcement personnel, and athletes are exceptions) if they exist at all. **Note:** Most people have no fighting skills, not even Hand to Hand: Basic, and only have two melee actions per round.

Attributes: These vary widely from person to person.

Hit Points and S.D.C.:

The average adult, male and female, commonly only has around 21-32 Hit Points; P.E. attribute plus 1D6 (3.5) per level of experience. S.D.C. is 1D6+6 (+15 for those in occupations or environments that would build the body, like farmers, construction workers, athletes, etc.). **Note:** S.D.C. can be increased with the selection of certain physical skills.

Teenagers have an average 7-10 (P.E. attribute plus possibly one level of experience). S.D.C. is 1D6+10 (tough, young and virile, but this S.D.C. drops to the adult range after the age of 21).

Note: S.D.C. can be increased with the selection of certain physical skills, like being a high school athlete or other physical hobbies (running, climbing, etc.) that build the body and keep it strong. However, these skills and S.D.C. bonuses remain in adult life only if the character regularly continues these activities even if only on an amateur level.

Children have only P.E. attribute number (experience level is considered zero).

S.D.C. is 1D6+2 (kids, especially little ones, are practically indestructible).

Senior citizens have an average of 16-36 (26) Hit Points; P.E. attribute number+2D6+12 (H.P. from experience levels don't count). S.D.C. is 1D6+2, plus any S.D.C. gained from physical skills, but at half the normal amount and only if the Senior remains physically active (otherwise they don't count at all).

Education: The average North American, European, and city people in the rest of the world typically has the equivalent of a high school education, or one or two years of college. Japan, and some other countries, will have 50%-60% of their people with four years of College.

Ultimately, education will be appropriate to the occupation selected for the NPC; i.e., Doctors have Ph.D.s, gang members have "street education," etc. Also keep in mind that normal people will have a number of mundane skills (i.e., Domestic and/or technical skills). Any Physical skills they might have reflects regular, serious devotion to that activity. For example, marathon runners would have the Running skill, regular racquetball or tennis enthusiasts would have General Athletics, and so on.

Combat Skills: Most people will have no combat skills! The Average Joe with no combat training will have two attacks

per melee round. Period. Boxing would make that three. If the character regularly happens to study Karate or takes similar martial arts self-defense classes he will have the equivalent skill of Hand to Hand: Basic.

Characters with a Military or Police Training will have Hand to Hand: Basic, while military personnel with years of combat duty, mercenaries and special operatives will have Hand to Hand: Expert. Remember, we are talking about the "average" soldier or ex-military (probably out of shape since leaving the military), so we will not consider Assassin or Martial Arts for them. Of course the G.M. can elect otherwise. Weapon Proficiencies: The Average Joe has no W.P. About 40% will have one or two and is likely to be limited to W.P. Blunt, W.P. Knife, W.P. Revolvers, W.P. Pistol or W.P. Bolt-Action Rifle (for hunting). Handguns and rifles will be the most common, but even most people who own a handgun have little or no training in its use.

Military or Police Training characters will have 2D4 W.P.s, typically the standard Modern W.P.s of Pistol, Revolver, Bolt-Action Rifle, or Shotgun for Police training; W.P. Pistol, Assault Rifle, and/or Grenade for Military training. Most of these characters will also have a ancient W.P. such as Blunt, Knife, or Spear (equivalent to Bayonet training). Special units such as SWAT, Special Forces, etc, will often have W.P. Submachine Gun or Heavy Weapons and possibly Sniper in addition to the other skills.

Clearly, even a Police Officer or professional boxer will pale in comparison to any player hero, but don't judge a book by its cover, or a character by the numbers on his sheet. Some of the most normal people can be the best

opponents. One terrorist with a gun or bomb stands little chance against even a lone hero, but that same terrorist surrounded by innocent hostages is much harder to capture or defeat without loss of life.

Opposing NPCs

The "bad guys" in any campaign must be a cut above the ordinary people used. One way to handle this is to design an enemy agency and have your players' agents go up against it. Or, you could come up with individual villains for your agents to tackle. In either case, the following guidelines should be used when you design villains:

1. Give each villain a distinct personality. While the usual enemy agent in a black leather trench coat might work in a normal campaign, the same agent simply won't do in an elite campaign. It doesn't matter if your villain is an elite enemy agent, a suicidal terrorist, or a mad scientist. Give each one motives, interests, likes, dislikes, and habits. One thing that should be common to all your villains is a strong desire for revenge. True elite villains don't like to lose and will stop at nothing to hurt those who hurt them.
2. Make your Henchmen and Rival Villains at least equal to your agents in power and ability. This point cannot be stressed enough. Since the agents are supposed to be larger-than-life, the villains you send out against them should be at least as good if not better than the agents themselves. This can be difficult, since some GMs occasionally have trouble deciding if they want to kill off their PCs or give them an easy ride. One method I have used successfully to correct this is what I call "+2." All that means is that if, for example, your agents are fourth level, the major villains

should be sixth level (or the equivalent). This keeps both you and your players honest.

Criminals

While often run of the mill criminals don't necessarily oppose your player characters, they can often be opposed to their purposes and mission. Just like other NPCs, there are different levels of criminals and their impact on the game. One key thing of note about criminals, is that many of them operate in groups, be it gangs, drug cartels, organized crime syndicates, what have you.

Thugs: The lowest level of common criminals that the PCs will encounter. These typically include basic thieves, enforcer types, two bit punks, getaway drivers, con men, forgers, pimps, prostitutes, drug dealers, and the like. Good quick rolls for these types of criminal can be found in the HU GMs Guide, however, this often places them with attributes unsuited for the victim level of play, with that in mind, the Hit Points, Attributes, and S.D.C. should be adjusted accordingly.

Elite Criminals: A step up from the common criminal, these NPCs will typically be in charge of groups of thugs and other lower level underlings. Another type of Elite Criminal is the Professional Criminal, one skilled in one field (or more) of crime, such as professional cat burglars, jewel thieves, computer hackers, freelance assassins, master forgers, smugglers and the like. They fall into the Minor Character Range of NPC and should be detailed accordingly.

Master Criminals: While typically, no character would be caught associating

with common thieves, knowing some high-class, "respectable" criminals can be quite beneficial because they have sources of information usually unavailable to legitimate operatives. These are the criminals in charge or large organized crime syndicates and have hordes of underlings as well as several elite lieutenants. They are also efficient sources of men and equipment. However, these types are most likely to help when it serves their own purposes. Since they're a step up from even elite criminals, they fall into the Major Character Range of NPC..

Super Criminals: The rarest of the criminal types, these are Full Blown NPCs and often occur not in their capacity as a criminal, but rather as a Mastermind villain that the characters are out to thwart.

12. New Powers

Arts of Invisibility

Art of Body Switch

By Zach Jackson

This is a old Ninja trick, to allow the foe or defender of a castle to strike at the ninja with a blow, and discover that the ninja was gone after the attack failed. usually in the place of the ninja was a object, traditionally a log or a statue. However in serious cases where the ninja has no such object, only the clothes of the ninja were left. After the art, the ninja, who was hiding at the time after the trick, usually ran away or counter-attacked the surprised foe, who usually had no idea where their enemy was. This art involved in it's more effective form a mind trick, based off of chi zoshiki (chi invisibility), but used for a shorter time. Also the ninja must hide or run from the area of combat to use this

technique, and leave behind some object to maintain the illusion that the ninja was still there.

Cost in chi: 4 points

Mind trick lasts: 3 attacks (about 6-8 seconds)

Attacks used: 1 (can be used as a dodge)

Chance of success: 50% +3% per level (rolled by the PC)

Note: This art must be combined also with prowl or another art of invisibility to avoid being seen. generally how it works is one attack is used to dodge (no bonus or penalty to dodge), one attack is used to hide (while enemy is confused and looking around) and one attack to take some action (run, fight, etc.) This art also can shield ninja from Chi awareness and Zanshin if the chi is doubled. (shields only for the 3 attacks)

Art of Mystic Nonexistence

This is a more advanced form of the Art of Mystic Invisibility. It affects every person within 30 feet (+2ft. per Level) of the character. Unlike normal Chi Zoshiki, this skill allows the character to perform any action except an attack without expending Chi points. This Art will even fool creatures that hunt by smell (like dogs, for example). Note: You must have Chi Zoshiki before taking this Art. Further Note: When initiating this Art, roll under the Chi Zoshiki percentage. Further Further Note: People outside the range of Nonexistence will be able to detect you normally. Those within range will not be able to "see" you by any means.

Art Of Shadows

This Art of Invisibility allows you to confuse your enemies by "manifesting" doubles of yourself. This power is actually quite useless without modifications, though it may frighten

non-martial artists. The modifications are worth the trouble to obtain, though. They are as follows:

Solidity: By giving up 5 points off of your maximum Chi level, you gain the ability to solidify your images. Note: It costs 2 points of Chi to solidify each image when it is manifested.

Trans-Shadow: By giving up 5 points off of your maximum Chi level, you gain the ability to imperceptibly switch places with any double with a single thought. This can prove very useful.

Infuse Aura: By giving up 5 points off of your maximum Chi level, you can confuse those who use Zanshin and Chi Awareness by giving all of your doubles the same "aura" you have. This way, he/she won't know which one you are.

Total Mind: By giving up 10 points off of your maximum Chi level, you gain the ability to be in two places at once.

You meditate in one place while controlling one double in another. Note: This is analogous to the Mind Walk Zenjoriki Power, except that the character cannot use his Chi Powers (if he has any) without returning to his body. Further Note: Combining this ability with Mind Walk will allow your controlled double to be solid if you spend 1 point of chi per hour. And your double's drifting Speed Class is automatically upgraded to your normal Speed Class. Note: The range at which an image can be manifested without Total Mind is 40 ft. + 5 ft. per level.

With Total Mind, the range increases to 100 miles. When Total Mind is combined with Mind Walk, the range becomes unlimited, but you must know a place in order to teleport there. Further Note: Your doubles are controlled by your subconscious except when using Total Mind. The number of doubles you can manifest at any single

time equals your M.E. divided by 3 (round down).

Chakuzen no Jutsu or Art of Special Hiding

By Kuseru

This is the art of hiding in the ceiling or attic and includes the ceiling walking technique. Hiding in a ceiling or attic requires specific muscle control and a lot of patience. The ability to cling to the tops of rooms where the crossbeams and such can be employed (usually with the aid of nekode) for hours the drop silently, free of muscle knots and cramps, and be ready to attack is readily handy for ninja on assassination missions. In addition a character with Chakuzen no Jutsu can, by securely pressing his limbs and torso against a wall or ceiling, use the smallest handholds and cracks to keep his body in position while he "crawls" across the ceiling. The base skill for this ability is 45%+5% per level of experience. A character can move in such a manner at one third his Spd attribute.

Chikairi or Art of Infiltration

By Kuseru

This is the art of infiltration, and includes Toiri no Jutsu the art of infiltrating castles and enemy camps. A character with this skill uses a variety of techniques such as stealth, hiding, climbing, swimming, and even just brazenly strutting to get into a castle or other stronghold of the enemy. For example, to get into a castle may require the character to sneak up through patrols then swim through the moat and climb the castle walls and then into the castle itself all the while hiding from guards and the people who inhabit the castle. The character may also try to just bluff his way past guards and others by

pretending that he actually belongs there! This technique actually works, because no one tends to bother someone who looks like they know what they are doing and belong there. Base skill for sneaking into a place is 50%+3% per level of experience. Base skill for attempting to bluff entry is 30%+3% per level of experience.

Fudojutsu or Art of Immobility

By Kuseru

Training in the ability to remain totally immobile involves being able to remain totally tranquil under any circumstance, as well as suppressing the body's functions (cooling the blood, slowing the heartbeat, and suppressing appetite) for long periods without any ill effects. Requires the Meditation skill.

Successfully employing meditation allows the character to suffer no ill effects from inclement weather, constantly be aware of their surroundings, and resist the effects of fatigue, hunger, and thirst.

Characters with this skill can resist bad weather unprotected for one hour per level of experience without ill effect, note that this includes cold and hot weather as well as rain and storms (though flooding can drown the character, lightning can still the character, fires can still burn the character, etc.).

Also included in this martial art power is a lesser version of the Zanshin martial art technique. This ability is one of readiness and awareness. The character will instantly sense anybody who enters his Zanshin circle, including animals, pure chi spirits and those with intangibility and/or invisibility, including beings with zero chi! This includes those using the Mind Walk Zenjorike and the spell Invoke Chi

Zoshiki, but does NOT include those who are successfully using the martial art power of Chi Zoshiki/Mystic Invisibility (which shields against chi awareness). At first level, Zanshin extends for an area of 3ft (1m) around the character. This is increased by 1ft (0.3m) for every level of advancement. Bonuses: None, this character does not gain initiative against those in this form of zanshin since the character is in a meditative state, likewise this skill can not be used to evaluate the chi of anybody in their zanshin circle. This ability only alerts the character to the presence of others in the area. By slowing metabolic functions, the character can also resist the effects of fatigue, hunger, and thirst. As long as this power is successfully employed, the character does not need to sleep, eat, or drink. This ability lasts six hours per level of experience. Note: While the character can suppress the need for sleep, food, and drink, this does not eliminate the body's need for these items. For each six hours of meditation using this ability, the character only requires four hours of sleep. Hunger can be resisted, but for each period of 12 hours that the character does not eat at least once, they lose 1 pound (0.45 kg) of weight. For each 6 hours that the character does not drink at least half a quart of water/liquid, they have a cumulative 12.5% (round up) chance (that means that after 12 hours of not drinking at least one quart of water, they have a 25% chance of becoming dehydrated, after 18 hours, they have a 37.5% chance, and after 24 hours, they have a 50% chance, after 48 hours, they have a 98% chance, this percentage does not increase above 98% after 48 hours) of suffering from the effects of dehydration. Dehydrated characters have

all combat bonuses and number of attacks per melee reduced by half. After 60 hours of not drinking however, the character begins to suffer from sustained dehydration, resulting in the character losing 25% of their total hit points. Reduce Hit Points by an additional 20% for each subsequent 24 hour period without at least one quart of water. After 108 hours (four and a half days), characters will have lost 65% of their total hit points, plus speed will be reduced by 90%, attacks per melee round are reduced to one, and no combat bonuses of any kind! NOTE: These are not the rules for normal dehydration, but the rules for the reduced dehydration penalties the character suffers from using this ability.

Gotonpo or Special Escape & Concealment Techniques

By Kuseru

Gotonpo are various escaping and concealing moves based on the Godai (five elements). Dontonjutsu is the art of earth concealment and is equivalent to the camouflage skill, Base skill is 40% +5% per level of experience. Katonjutsu is the art of using fire and smoke to escape, base skill depends on the area and conditions this skill is used in: at night in the forest or a castle (or similar heavy concealment area) has a 80% chance of success while at night in an area of moderate concealment or during daylight in an area of heavy concealment has a 50% chance of success, an area of light concealment during the day would have a 25% chance and an area where no concealment during the middle of the day would have only a 5% chance of success. Kintonjutsu, the art of using metal to escape would include such things as throwing shuriken at a pursuing enemy, dropping caltrops to slow a

pursuer, or even using a piece of highly polished steel to catch a ray of light and blind or distract an enemy, base skill is 30%+3% per level of experience.

Gotonpo also includes the Kitsune gakure no jutsu (imitating a fox hiding under water) technique. This technique includes learning how to hold one's breath for long periods of time, use tightly woven skins to store air and the use of breathing tubes and snorkels. Base skill is 50% +4% per level of experience. The character can hold his breath for a period of time equal to P.E. in minutes, plus one minute per level of experience.

Hotennojutsu or Art of Walking on Vertical Surfaces

By Kuseru

This is similar to the martial art power of Chakuzen no Jutsu and allows the character to climb any surface at their normal Speed. Masters of this power (typically tenth level of experience or higher) can move so effortlessly that they can move at their full running speed while climbing. Climbing normally can be done automatically without rolling the dice. Climbing at the character's normal walking speed can be done with a normal roll. Attempting to move at the character's full running is done at a -50% penalty, reduced 5% per level of experience after the first level of experience that they take this ability.

Mokutonjutsu or Art of Tree Movement

By Kuseru

This is the art of escape and concealment within trees. Characters with this skill are taught how to move from tree to tree by jumping from branch to branch and also by using a kamayari to hook branches and swing or pole vault from

tree to tree. Also learned are silent movement through trees and the ability to use trees for maximum concealment. Base skill is 50%+3% per level of experience. Movement is equivalent to character's Spd attribute in heavily forested areas and half that (½ Spd) in lightly wooded areas. Characters can also use this skill to move from telephone pole to telephone pole. Note: A good example of Mokutonjutsu can be seen in the anime Ninja Scroll.

Shadow Copy

By Zach Jackson

One of the uses that the ninja clans that used this art discovered is that the copies actually damaged Infernal demons in the physical or chi planes. This damage depends on the chi amount invested in the copy, every point of chi invested *extra* (not just the minimum to activate the power) does damage to creatures of negative chi equal to that investment per strike.

Ex: Wang creates three copies with five points of chi invested each. (15 total) He fights Owai the demon, who has 30 SDC and 30 negative chi points. Wang strikes with a punch to Owai, as do his copies. His strike does normal damage to the demons SDC, but his copies do 12 points of damage (15 total- three to keep power active) to Owai's chi.

If the Ninja's chi is reduced to zero, all copies vanish, even if they were invested with their own chi. The art then cannot be used again until 1/2 or more of the ninja's chi returns.

Cost per copy: 1 point of chi per melee per copy. The copies must be charged for the duration desired, i.e., if you want the art to continue for three melees, invest three points in the copies, as they lose one chi point per melee. (note that

this is positive chi only, negative chi will not work)

Note 1: The copies are shadow, so they cannot do any damage to anyone who is not a negative chi creature.

Note 2: This art can be used against negative chi creatures in mind walk mode.

Shinobi Aruki or Special Walking Arts By Kuseru

Shinobi Aruki are the special walking arts of the ninja. These techniques are an advanced form of prowl that enable the character to move silently through more difficult terrain and situations. Joei no jutsu is the ability to move without making noise or shadows. Ko ashi are small steps learned for moving through plants or water. Taijutsu sosoku is the ability to walk like the wind. Yoko aruki is the art of silently walking sideways. Shikko is the method of silently moving on one's knees. All types of walking are done at two thirds of the character's Spd. attribute. Base skill is 45%+5% per level of experience.

Shinobi Iri or Art of Stealthy Entering By Kuseru

An advanced version of the Art of Stealth, this ability focuses on being able to enter buildings and structures quietly and without being seen. Training also includes the balance necessary to traverse a variety of obstacles, such as strung ropes, tight ropes, narrow ledges and roof tops, as well as being able to stand on, and even fight from the tops of narrow poles and posts.

The character must have a climbing, prowl, and swimming skills (in addition to the required sense of balance listed below) to take this power. However, the character does not need to roll prowl or climbing when entering a structure so

long as the character is in the dark and unsuspected. If the character's area is subject to inspection, then the chance to remain undetected is 25%+3% per level of experience. This power also gives the character the skill to silently cross moats and other water boundaries silently as well as to enter and leave the water silently. Also useful is the skill of being able to leave water and further sneak into a structure without leaving tell-tale water traces along the character's path. Base skill is 35%+4% per level of experience for entering, crossing, and leaving water undetected. Note: If the character has the Art of Stealth martial art power, they can use those prowling and water skill percentages while using this martial art power.

Due to the balance requirements of this power, it cannot be learned by anyone with a sense of balance skill of less than 80%. However, Maintain Balance can also be used to determine if the character has the sense of balance required, for every +1 to Maintain Balance, the character receives a +5% chance toward their sense of balance skill. In normal situations, such as walking at one fourth the character's normal Speed on narrow surfaces, they do not have to roll against their balance to successfully navigate the surface. Engaging in combat, attempting to walk faster or run, or jumps and leaps to and from these surfaces require a roll against the modified sense of balance skill, with the following cumulative penalties:

Attempting to walk at half the character's normal speed -15%

Attempting to walk at the character's normal speed -20%

Attempting to run on the surface -30%

Attempting to jump or leap to or from the surface -40%

Attempting to dodge or avoid a trap while traversing the surface -40%

Engaging in combat on the surface -40%

These penalties are reduced by 5% per level of experience, after the first level that the character takes this martial art power. In situations where more than one penalty applies (for instance, attempting to run while engaging in combat on a surface where the total penalty is -80%), the penalties are combined BEFORE the reduction is applied. For example, a tenth level character who received this skill at fifth level (the first level they had the sense of balance percentage needed, and could take a new martial art power) attempting to run while engaging in combat on a narrow wall top has a normal 98% chance for sense of balance and a -25% penalty reduction against the combined penalties of -80% for engaging in combat while running on a narrow surface would have a resulting skill percentage of 43%. Failure means the character has lost their balance and fallen.

Shotennojutsu or Art of Walking on Vertical Surfaces

This is similar to the martial art power of Chakuzen no Jutsu and allows the character to climb any surface at their normal Speed. Masters of this power (typically tenth level of experience or higher) can move so effortlessly that they can move at their full running speed while climbing. Climbing normally can be done automatically without rolling the dice. Climbing at the character's normal walking speed can be done with a normal roll. Attempting to move at the character's full running is done at a -50% penalty, reduced 5% per level of experience after the first level of experience that they take this ability.

Atemi

Bakusai Tenketsu (Breaking Point Technique)

Everything in the world, living or not, has one vulnerable point, the ‘Breaking Point,’ whether it be boulder, frog, cricket, or, yes, the human body.

However, this version of the Breaking Point Technique is incomplete as it was designed by ancient Chinese martial artist miners; it only works against stone.

Against stone, the character could bring down a mountain if they so choose! By interrupting the flow of Chi at a key point, the structure of an object can be disrupted. It takes 1 point of Chi (negative or positive) to use the Breaking Point in its most basic form.

When striking a stone target, the character can shatter 6D6x10 lbs. of stone (it explodes in a cloud of shrapnel--doing 2D6x10SDC/MDC in MDC worlds to all within 10 feet) per 1 Chi (3D6x10 SDC to stone targets).

Once the character has mastered the Breaking Point, the second function of this technique is revealed. Since every time the character uses the ability they are at ground zero of an explosion of stone and shrapnel, they become much tougher! The character gains +5 PS, +2 PE, +100 SDC, and any blunt, kinetic attack (hand to hand attacks, blunt melee weapons, etc.) do 1 point of damage for the first two dice in the attack. (Also, the character is never banned by his own use of the Bakusai Tenketsu)

Example: Ryoga is hit by Ukyo for 2D8 damage. Since he is a practitioner of Bakusai Tenketsu, he takes 1 point of damage per die, for a total of 2 SDC regardless of what Ukyo rolled.

However, if she hit him for 4D6 damage, Ryoga would take 2 points for the first two dice, and whatever was rolled for the second two dice.

Because the character still takes damage, however minimal, they can eventually be worn down in an attack (this is how Ranma would usually beat Ryoga--hit him enough times in the same place, and he would eventually fall down).

Bakusai Ten-Satsu (“Breaking Point Kill”)

This hideous and debilitating variant of the Bakusai Tenketsu was accidentally discovered by an enemy of Ryoga Hibiki, Ryo Muhoshin (at least, in two known universes it was). Muhoshin had devoted his life to the defeat of Ryoga and had determined that the best way to do it was to beat him at his own game—learning how to use Ryoga’s weapons, Ryoga’s moves, even Ryoga’s attitude, against him. To beat Ryoga, he had to know Ryoga better than Ryoga knew himself.

In his training, he found that the Bakusai Tenketsu did work against bone, a substance with enough calcium in it to be affected by the stone-shattering aspect of the power. The problem with the Bakusai Tenketsu was that it worked by touch, forcing Chi into the pattern of an object through the medium of touch, making such an attack utterly useless against living beings; after all, there was all that soft tissue in the way.

Muhoshin noticed that Ryoga could channel the Bakusai Tenketsu through his umbrella by treating it as an extension of his own body. Through extensive and harsh training, Muhoshin duplicated this feat and then went one better: by attaching a sharpened spike or needle to the umbrella’s tip, he could use the umbrella as a piercing weapon (like a spear). Then, when the spike would hit an opponent’s bone, he would channel Chi through it, shattering the bone like fragile china. This method of combat

became even more dangerous when used against a particularly vulnerable spot like the skull or spine. Only two of the megaverse's "Ryo Muhoshins" are thought to know this technique; one of them has since been reduced to little better than a vegetable, and the other has reformed,

Author's Note: Complicated? Read "Series and "The More Things Change/The Pursuit of Happiness You'll be glad you did.

Of course, a true Hibiki would never use the Bakusai Tensatsu training they so arduously pursue for such an evil purpose; however, they do feel that the best way to keep the Bakusai Ten-Satsu out of the hands of people who would misuse it is to keep it safely within the family. Most Hibikis who learn this technique do so entirely on their own, by accident (much as Muhoshin did), and then only find out where it really came from after questioning an elder.

By spending five Chi a user of the Bakusai Ten-Satsu (who must be of an alignment worse than Scrupulous, and an Unprincipled Hibiki will only use this move for self-defense) may charge a piercing weapon (a spike-tipped umbrella is traditional) with destructive force. If the strike against a target is an unmodified 17-20 (natural 20 only for head and spine shots), and is not parried or dodged, then the Bakusai Ten-Satsu takes effect; otherwise the Chi is simply lost and the weapon must be recharged. The strike on a Bakusai Ten-Satsu acts precisely as a called shot, hitting whatever portion of the victims anatomy is desired.

The victim is permitted a saving throw to avoid the worst effect. If successful, the target merely takes an extra three dice of damage from the weapon (ie; if the weapon normally did 1D6 SDC, it

does 4D6 SDC on this strike) and a small hole is cored through the bone struck (it will heal in a few days); the shot wasn't precise enough to trigger a breaking point. If unsuccessful, too bad--they had more than enough chances already.

An unsuccessful save means that the bone's breaking point was triggered, shattering the bone into fragments and flechettes; this strike inflicts 1D4x 10 SDC damage (which cannot "spill over" into HP) and an extra 3D6 damage straight to hit points. In addition, the bone struck is broken so badly that heavy medical care (or magic healing) is required to repair it; otherwise, that bone is rendered permanently useless--and whatever it was supporting. Bakusai Ten-Katsu strikes near vital organs may have more dangerous effects (a saving throw versus Coma/Death would not be inappropriate). A shot to the skull or spine grants +5 to the save (the skulls plates are flexible and strong and the spine is mostly nerve tissue and fluid); if failed, let your sickest desires as GM take over--an instant frontal lobotomy or life in a wheelchair are the kindest things you can do.

As a final note, there are over two hundred bones in the average human body (though most of them are in the hands and feet) and a Bakusai Ten-Satsu strike is necessary for each and every one of them (with some exceptions--an exploding bone will likely destroy very small surrounding bones).

Blindness Strike:

A precise two-finger strike to a point just below the victim's eyes. It causes a total blindness that persists for 1d10 hours! The roll is so difficult that the atemi expert must roll 14 or better to strike, with no bonuses allowed. A miss or if

the victim manages to parry or dodge means there is no damage or blindness. If the victim manages to roll with punch/fallimpacc, then the blindness will only last 3D6 melee rounds. A blind character is -10 to strike, parry and dodge and must travel at half speed to avoid stumbling and falling (and possibly getting hurt).

Blood Flow Atemi or Chirigi:

Damage from this kind of skill is done direct to hit points, bypassing any of the victim's S.D.C. A successful attack is one that has not been parried or dodged and the roll to strike is no less than 9. Normal Strike bonuses are allowed. This attack must be done directly with a fingertip attack or fore-knuckle strike. Forms without these strikes can not take Blood Flow Atemi. Attacks do 1D8 damage with no bonus to Damage allowed.

Burning Pain

By danzig138

The character is able to strike the victim's nerves in such a way as to cause great pain, but little actual damage. Requires a natural Strike roll of 13 or better. If successful, the victim must roll a saving throw versus Pain (13+), or be incapacitated for as long as the attacker maintains the hold, plus 1D4 melee rounds after release.

Chi Block Strike:

This is a strike that disrupts the victim's ability to control his own Chi. Once disrupted, the victim is blocked from doing anything that requires Chi, including Chi combat, Chi magic, and even Chi-Gung Body Hardening. It will take 2D6 minutes of intense, uninterrupted concentration, or 1D6

minutes of continuous meditation for the victim to regain control over Chi.

A successful Chi Block requires a roll to strike of 10 or better, without benefit of attribute and combat bonuses. The opponent can attempt to parry or dodge and, if successful, will avoid any damage. If the victim manages to roll with punch/fallimpacc, instead of the Chi Block, the character will lose 31)6 Points of Chi (Positive or Negative, whichever the victim is currently charged with).

Since the exact location of the "Chi Control Center" is different from person to person the atemi expert must observe his opponent before attempting this attack. If the adversary is seen engaging in combat or in any form of Chi control, it will only take a single melee round to discover the exact spot. Otherwise, if the victim is simply engaged in normal activities (eating, walking, sleeping, etc.), the atemi expert will need to observe the victim for at least ten minutes.

Chian Hsi Tien Hsuh (Seal the Breath Vital Point)

When this atemi point is struck, it interferes with the target's ability to breathe. There are three different points, with three different levels of effect. The first requires a Natural 12 or better to hit, and reduces the target's effective P.E. to 3/4 of what it originally was. The second requires Natural 15 or better to hit, and reduces the target's effective P.E. to 1/2 of what it originally was. The third requires a Natural 18 or better to hit, and reduces the target's effective P.E. to 1/4 of what it originally was. This lasts for 1D4 hours. If the target manages to successfully Roll with Punch/Fall/Impact this is reduced to 3D4 minutes.

Eight Trigrams Sixty-Four Palms

This is a series of Atemi point Strikes that closes off sixty-four specific chakra points (tenketsu) on an opponent's body effectively eliminating their ability to use chakra (PPE, ISP, CHI) for quite some time and making it quite difficult for them to move. It begins with the closing of two chakra points, followed by four more, then eight, then sixteen, then thirty-two, and then sixty-four strikes. Each set of strikes is done at an increasing pace.

Uses all attacks for the melee round 64 hit +1d6 damage per hit can be layered with other techniques, never misses, must be first attack of the round and removes ½ of opponents (P.P.E./I.S.P./Chi) users choice 1-144 hour duration

Eight Trigrams One Hundred Twenty-Eight Palms

This Atemi power is essentially a doubled version of Eight Trigrams Sixty-Four Palms. Like the former, it closes off the opponent's chakra points in an exponentially increasing number of quick successive strikes. Unlike the former, it closes off twice as many at twice the speed. Alternatively, it can be used to hit a great number of targets very quickly. It has a slightly different stance than the lesser form in which the upper body is slightly rotated to the right. This stance activates the characters at the edge of the sight field to begin the technique. : (100 chi to use uses all attacks for the melee round) 128hit +1d6+ps dmg per hit can be layered with other techniques, never misses, must be first attack of the round and removes all (P.P.E./I.S.P./Chi from the opponent)1-144 hour duration.

Empty Palm

This Atemi power is similar in practice to Eight Trigrams Sixty-Four Palms, but has a specific target rather than a general area. To perform it, the user does a palm thrust at an opponent while expelling a large burst of chi from his palm. This violently pushes the opponent away. The opponent does not need to be within his reach for the attack to be effective, this attack does no damage and bypasses armor effects are: Agony: A particularly cruel and painful attack that incapacitates its victim with pain. Under the influence of the attack, the victim has no attacks per melee, cannot move or even speak; only writhe in agony.

Although there is no physical damage (no S.D.C. or hit points are lost), the pain is very real, and it will take another minute for the victim to regain his full composure. During that minute his number of attacks per melee are reduced by half, speed is reduced by half, and he suffers a penalty of — 1 to strike, parry and dodge.

Blind: Temporarily knocks out the victim's optic nerves, rendering that person quite helpless. Victims are -10 to strike, parry and dodge.

Deafness: Can be caused by manipulating the eardrum. Victims cannot hear anything, and are -6 to parry or dodge attacks from behind. In addition, the shock of suddenly becoming deaf makes them -3 to strike, parry or dodge any other attacks, and they automatically lose the initiative on all attacks while deaf.

Ecstasy: This attack is a very dangerous reversal of the Agony attack. While the Agony attack activates all of the victims pain centers, the Ecstasy power does the reverse and activates all of a victims pleasure centers. The attack creates the same effects to a targets activity that the

agony attack does but does it for the opposite reasons. For the first minute, the victim will be able to do nothing but writhe in pleasure. After that initial minute, the target takes another full minute to regain full composure and during that time the number of his attacks will be reduced by half, speed will be reduced by half, and will have a penalty of -1 to strike, parry, and dodge, and has a 10% chance of victim being addicted to it per application cumulative. The big danger of the power is not the effect the power has in combat but that some psychics have used the spell to profit off of victims similarly to the way drug dealer will addict people to drugs. They can do this by using the power for free or a reduced price and then once the person is addicted, they raise the cost of the power astronomically or make the person do jobs for them under the threat of not using the power anymore. The process of addiction takes from two to four weeks normally. The other disadvantage is that addicts of this power will get no save against the power even if it is cast on them in combat

Rumored and only whispered is that some psychics have used the powers agony and ecstasy together. For every two sessions of this, the target must save against insanity. If this power combination is used often for over two months, their pleasure and pain centers will get mixed up and whenever a person feels pain, they will feel pleasure as well (GM's choice of actual effects).

Mute: Impairs the victim's vocal cords, making speech impossible. Victims are likely to be shocked and panic, making them -2 to strike, parry and dodge for the first melee ONLY.

ORGASM: Effect: Probably the gentlest and most pleasurable incapacitation attack to date that functions by

stimulating the victim's body into feeling an intense sexual orgasm. While under the power of the attack the victim will have no melee actions, can barely move, and cannot make any intelligible sounds other than a faint moan of pleasure. There is no physical damage inflicted by this attack, although the character may wish to clean their shorts shortly after succumbing to the spell's effects. After the brief incapacitation period, the victim will need another 1D4 minutes to regain their composure. Until such time the characters attacks per melee and speed will be reduced by half. They will also suffer a -1 penalty to all combat bonuses and -5% to skill performance. Only one person may be affected per use of this attack. It should be noted that although this attack suffers from a shorter incapacitation time than the Agony attack, of which it is derived, it is more sought by characters of good alignments who would not bring such pain as the Agony attack on any living creature while at the same time, totally incapacitating the victim of the attack.

Pain: By manipulating the nerve centers the psionic can induce terrible pain, shooting throughout the body. Victims are -6 to strike, parry, and dodge, and take one point of damage off their Hit Points (not S.D.C.) per each minute affected.

Paralysis: Immobilizes the motor part of the brain, causing legs and arms to stop functioning. Victims are completely incapacitated for the duration. Note: A paralyzed character can still use psionics but only if he has line of sight on his intended target. Spell casters need to speak, so they cannot cast spells while paralyzed.

PINS & NEEDLES: Effect: This unique attack causes its victim to experience the stinging "pins and needles" sensation as

if the blood flow in that particular limb of the casters choice has been temporarily cut off and then restored. If used on a leg the victim will run at 1/2 speed, -4 to dodge, and have a -5% skill penalty from the distraction. Any skill requiring the use of a leg will be at -25%. If used on an arm, that particular arm will be -4 to strike and parry, and any skills requiring manual dexterity will be at -25%, other skills will only have a -5% penalty. If used on the head, the victim's face will become flush and is very distracting giving them a -1 on initiative, strike, parry, and dodge bonuses as well as a -5% skill penalty unless trying to speak in which the character has a -40% language penalty! They will also have a temporary -2 to their M.A. and P.B. as no one can take their appearance and voice seriously. Using this attack on the torso will give the victim a -2 initiative, -1 strike, parry, and dodge, and a -5% skill penalty. Also when used upon the torso, sex will be no pleasure less no matter how hard the victim tries, even if affected by the orgasm spell. On the plus side, however, any limb affected by this spell is impervious to all other pain, which can be a boon to wounded people with no anesthetics handy.

Release: The attacker manipulates the victim's pressure points in such a way that the victim either vomits or defecates or urinates. This attack requires a natural Strike roll of 14 or better. The attacker chooses the effect. If the attack is successful, the victim loses initiative, and 1D6 melee actions, must have art of offense and art of defense to gain

Stun: This attack disorients and confuses its victims. Victims forfeit one attack per melee, speed is cut by half, and the character is -4 to strike, parry, dodge, disarm, and all combat moves.

Tissue Manipulation: Affects the tissue's connecting nerve fibers which can cause a variety of effects. By irritating the nerve fibers, a victim will suddenly feel itchy, as if breaking out in a severe rash. Through endothermic manipulation the victim can also be made to suddenly feel cold or hot while everyone around him feels fine. ALL three conditions are more annoying or frightening than physically impairing. In each case the victims are -1 to strike, parry and dodge. If the attack is successful, the victim loses initiative, and 1D6 melee actions, and this attack pushes opponent back 1-100 ft per time hit.

Enlightenment Strike:

In a two-handed move, the martial artist pushes his palms toward the victim, pulling the hands apart an instant before they would contact the face. The result is that the victim will instantly be freed from any possession spell or entity, Chi Control or mind controlling spell. The move uses up ALL the actions/attack of an entire melee round and must be done within striking distance from the victim.

Er Qiao An Xi Tien Hsueh (2 Strike Knockout Atemi)

By Ray Bull

This is exactly what the name says, a 2-part atemi strike that produces unconsciousness in the target. To use this attack the character must make 2 consecutive strikes within the same melee round, each roll to strike must be a natural 9 or better. If successful the unconsciousness lasts 2d6 melees.

Finger-Snap Tien Hsueh:

The sharp sound from this special "snap" of the fingers disrupts the victim's inner ear and he loses all sense of balance. Finger-Snap Tien Hsueh attacks must be

made close to the victim, so the ‘snap’ takes place no more than 3 feet from the ears; closer is better. To succeed, the attacker must roll a natural 8 or better to strike, with no strike bonuses of any kind allowed.

After being affected by Finger-Snap Tien Hsueh, the victim can still think normally and perform most skills and other actions, but he cannot stand, walk or make sudden movements. If the character lays on the floor, is seated solidly, or stands with their back anchored against a wall, he will be comparatively okay. However, every time the character attempts to stand unassisted, walk, turn, or make a sudden movement, a wave of dizziness comes over him and he’ll lose his balance and fall down. Note: Even when “propped up,” the Finger-Snap victim is -3 on initiative, -7 to dodge and cannot kick, leap, or turn quickly without falling over.

There is no defense against Finger-Snap Tien Hsueh, except wearing noise-proof ear plugs or being in the middle of a rock concert or similar noisy environment. There is also no way for the victim to roll with punch/fall/impact. Recovery takes 3D6 minutes, although a Healing Tien Hsueh can cure the problem instantly.

Grasping Band Atemi or Kansetsu Waza:

The character can, at will, dislocate the joints of any opponent. These are damaging bone-locking techniques that have been outlawed by most martial arts. The attacking character must first Succeed in a hold or joint lock maneuver. The victim takes no damage on the first attack/action that melee of the hold, But the rest of that melee and subsequent melees, this hold inflicts 2D6

damage per melee round. The character also gets an additional bonus of + I to damage at 2nd, 4th, 6th, 8th, 10th, 12th and 14 levels,

Healing Atemi or Duatsu:

Includes a thorough study of the art of acupuncture (healing by inserting needles into the body). The result is the ability to resuscitate a character by touch alone. Duatsu can be used to instantly reverse the effect of any other Atemi attack, except Dim Mak! It can also be used to snap a character out of a Knock-Out, Stun, Paralyze or any other form of temporary shock. It only takes one melee round attack/action to perform Healing Atemi. Note: Healing Atemi does not restore hit points, SDC. or Chi.

Jua Jin (Grabbing the Muscle/Tendon) -

The martial artist learns the best points at which to grab the surface muscles and tendons of the body, and trains in the grips best suited to ripping those fibers from their moorings. The character may choose to attack an arm, leg, or the neck. For arm or leg attacks, a called shot is required (15 or better, plus bonuses). If successful, the strike does normal damage directly to hit points, and the target receives penalties appropriate for the torn muscle or tendon (see Nightsbane if you must, p. 39). A Jua Jin attack to the neck is essentially a Death Blow attack, and is treated as one, except that the character's required Death Blow roll is reduced by one (ie, if you have Death Blow on natural 20, a 19 is ok...).

Limitations - the Jua Jin attack can only be performed with a claw hand strike. At the GM's option, the Crushing Grip Body Hardening Exercise or a minimum PS or Hard Chi expenditure (yes,

Hardened Chi works just fine with Jua Jin) may be required.

Kagyaku Kyusho or Atemi Pain Strike

By Kuseru

This is a debilitating attack used to distract and impair the target. On a successful strike the victim must make a saving throw vs pain.

A successful save means the character has managed to overcome the pain and can continue to function at an impaired level for 1D6 melee rounds +1 melee per level of experience. Reduce speed by 40%, melee attacks/actions are reduced by half, skill performance is -30% and reduce all combat bonuses and maneuvers by half. These penalties remain in effect for 2D6 melee rounds.

Note: The character can try to roll again to save vs pain when the above time elapses. Another successful roll means he or she can continue for another 1D6 melee rounds +1 melee per level of experience. However, pushing oneself like this can cause greater injury and damage. A failed roll means he can not continue, collapses and falls unconscious for 1D6 minutes. When he awakens he suffers from the full range of penalties from pain and can not roll to save vs pain again for this injury.

A failed roll generally means that he succumbs to the pain and is either incapacitated by it -- kicking and screaming or just pass out. The character will pass out on a saving throw result of 1, 2, 3, or 4. If conscious the pain is incapacitating: Reduce speed by 30% and then an additional 1D6x10%, melee attacks/actions are reduced to two (or one if the character has less than four attacks), skill performance by half and all combat bonuses and maneuvers are reduced to zero; no initiative. These

penalties remain in effect for 2D6 minutes. Pain medication will dull the suffering considerably, but clouds one's mind and abilities so the penalties remain in effect.

Koe Joumae Atemi (Voice Lock Vital Point)

By Mantisking

A precise strike to the neck that prevents a person from speaking. For this to be successful a Natural roll of 12 or better must be made. If successful, the target loses their voice until Healing Atemi is used to reverse the effect. If the target manages to successfully Roll with Punch/Fall/Impact the target only loses their voice for 3D6 melees.

Kotegaeshi or Paralyzation Defense

By Kuseru

This defensive technique allows the character to perform a paralysis attack (as per N&S rules, page 132) in place of a parry, as a countermove against the following Holds and Locks; Arm Hold, Finger Lock, Wrist Lock, Arm Lock, and Elbow Lock. It costs one melee action to do and is considered a defensive move for the purpose of combat (which means a tie allows this move to be performed successfully).

Nerve Destruction

By Ray Bull

This is a combination of Neural Atemi and Tamashiwara. In a nerve destruction attack an opponent's nerve clusters are struck hard enough to permanently disable them. A nerve destruction attack must be a fore-knuckle fist and the first (and only) attack of the melee round. The character chooses one of the opponent's limbs (arm or leg) and must roll a natural 14 or better to strike. If successful the opponent takes (1D6 +

bonus) damage and the targeted limb is disabled for a number of days equal to the amount of damage taken. If the amount of damage the opponent takes is greater than his P.E. then the limb is permanently disabled. There is a (100-amount of damage)% chance that the damage can be repaired through surgery. If the attacker misses (Rolls 4 or less, or the attack is dodged.), he takes 1D6 damage and the arm used in the attack is hyperextended at the shoulder and elbow.

Neural Atemi or Kyusho:

The ability to touch and paralyze different parts of the body. The character must declare which body part is to be paralyzed and makes a successful strike (is not dodged or parried). When hit by a successful Kyusho "paralysis" punch/touch, the attack does no damage, but automatically (victim cannot Roll with Punch/Fall/Impact) paralyzes the specified limb. It takes 2d6 minutes (8 to 42 melee rounds) to recover the feeling in a paralyzed hand, arm or leg. Paralyzing an enemy's entire body is also possible. The attacker using Kyusho must first make two successful paralyzing touches on the same opponent. A third paralysis touch will completely immobilize one's opponent for 206 minutes. For example: The first Kyusho paralysis punch paralyzes his opponent's left arm, the second punch is blocked the third dodged the fourth paralyzes the right leg. That's 2 successful Kyusho punches (out of 4 attacks). The next punch strikes the opponent in the neck, a third successful Kyusho neural Atemi, and the opponent falls over completely paralyzed.

Open Hand Atemi:

This is an attack based strictly on sound, the sound made by a single clap of the hands. There are four possible types of attacks. One possible attack temporarily deafens the victim, knocking out the sense of hearing totally for 2d6 melees, Another stuns, the victim for 2d6 melee rounds, leaving him unable to do any more than defend himself (all dodges, parries, and rolls are -3). The third throws the opponent off balance, and knock's the opponent to the floor, but does no physical damage. The victim knocked down, loses is one melee attack and initiative.

Finally, there's the sonic wave attack which does damage directly to the character's hit points. This attack does 1d6 damage to the hit points of one's opponent (no damage bonuses allowed). This attack also temporarily deafens the character for 2d6 melees.

All Open Hand Atemi attacks must be made relatively close to the victim, with the actual 'clap' no more than two feet away (0.6m). Because of the unexpected nature of the attack, there is always a + 4 to strike from the first Open Hand Atemi attack. There is also no way for the victim to Roll with Punch/Fail/Impact.

The Open Hand Atemi can be used equal to the number of attacks per melee.

Note: Temporarily deafened victims are -1 to parry and dodge, and can not defend against sneak attacks or hear warnings or other danger signals.

Oshi Kyusho or Atemi Deafness Strike By Kuseru

This is a precise one finger strike directly behind the lower portion of the victim's ear. It causes a disruption of the ear drums and temporary deafness. This deafness lasts for 1D6 hours! The strike is so difficult the atemi expert must roll a

14 or better to strike, with no bonuses to strike. A miss or if the victim manages to parry or dodge, means there is no damage or deafness. If the victim manages to Roll with Punch/Fall/Impact then the deafness only lasts for 3D6 melee rounds! A deafened character loses initiative, and is -6 to strike, parry, and dodge. Victims also take an additional 1D6 damage each melee round for 1D6 melee rounds due to damage to the ears.

Puppet Dance Tien Hsueh:

The first step for the attacker is to get a good grip on the back of the victim's neck. This can be done with any sort of combat "grab" or just by moving a hand into place when the intended victim is unaware or helpless.

Once the attacker has a hand on the back of the victim's neck, it takes another roll to strike (normal bonuses allowed) and a single melee action for the Puppet Dance Tien Hsueh to be activated. The victim has one last chance to dodge/pull away, but there is no possibility of a roll with punch/fall/impact.

Mastering complete puppet control over his victim usually takes about one full melee round of experimentation with finger pressure. The puppet victim is completely aware but helpless. The attacker maintaining the puppet hold can manipulate his victim like a living puppet via pressure from his finger on the neck

— the perfect hostage hold. The victim can be made to walk, skip, dance, open doors, or otherwise move around. The arms can be made to move, gesture, pick up or drop objects, scratch, point, etc. Even the face can be made to change gestures, with forced smiles, frowns, winking and blinking, mouth movements and the like. In fact, the only things the

Puppet Dance can't do is get the victim to speak, although humming and grunting are possible. The victim can be forced to fight, but such actions will be terribly slow and clumsy. Note The puppet has only two melee actions per round and has no combat or attribute bonuses available (natural rolls only). Skill performance is at -60%.

As long as the Tien Hsueh expert maintains the hold, the victim will be manipulated like a puppet. However, the attacker cannot perform any other Tien Hsueh, cannot use Chi, and will have difficulty in combat because he'll be distracted by the manipulation of his puppet (- attack per melee round, -2 on initiative and -2 to dodge). The attacker can continue to talk normally, walk around (with the victim), and use the other hand to fight, parry, shoot, or perform skills (one-handed of course). Once the hold is released, the victim will be instantly back in charge of his/her own body and will remember (and resent) having been manipulated.

Reiki

by Lee Casebolt

Prerequisite: Duatsu/Healing Atemi

An advanced form of Duatsu/Healing Atemi (but NOT an Advanced Atemi Ability), Reiki blends the principles of Duatsu with a low form of Chi-Atsu to allow the character to heal damage to the body or Chi by hand. One point of SDC/Hit Point damage or Negative Chi infection can be cured per minute of Reiki massage. A character can perform up to his/her PE in minutes of Reiki massage before requiring rest, and each minute drains him/her of one point of Chi (which must be Positive).

Release

By danzig138

The attacker manipulates the victim's pressure points in such a way that the victim either vomits or defecates (this is a real-life ability BTW). This attack requires a natural Strike roll of 14 or better. The attacker chooses the effect. If the attack is successful, the victim loses initiative, and 1D6 melee actions.

Roua Kyusho or Atemi Mute Strike

By Kuseru

This is a precise one finger strike directly to the throat, above the larynx of the victim. It causes a disruption of the larynx and temporary loss of speech. The loss of speech lasts for 1D6 hours! The strike is so difficult the atemi expert must roll a 14 or better to strike, with no bonuses to strike. A miss or if the victim manages to parry or dodge, means there is no damage or loss of speech. If the victim manages to Roll with Punch/Fall/Impact then the loss of speech only lasts for 3D6 melee rounds! A mute character cannot speak and must find another way to communicate. Characters made mute in this manner are likely to be shocked and panicked, making them -2 to strike, parry, and dodge, but only for one melee round.

Shokkaku no Shibireru or Atemi

Touch-Numbing Strike

By Kuseru

This is a strike to one of many nerve clusters which handle the sense of touch. This loss of feeling persists for 1D6 hours, but is often unnoticeable. While this strike is difficult, it does not require as precise a target as many other atemi strikes, and only requires a called shot of 12 or better to succeed. A miss or if the victim manages to parry or dodge, means there is no damage or loss of touch. If the victim manages to Roll with Punch/Fall/Impact then the loss of touch

only lasts for 3D6 melee rounds! A character who has had this ability used on him is -5% to perform skills, and as this is a strike that can be done multiple times, the effects are cumulative, with four successful strikes of this type adding a -1 to all combat rolls in addition to the skill penalty.

Thodu Varman (Minor Deadly Sopt)

By Ray Bull

When this atemi is struck it produces a short shock to the central nervous system. If the attack is successful the opponent must save vs. Pain or lose their next action. The roll to strike for this ability is a natural 11 or better.

Tien Hsueh Amnesia:

This ability will not work in combat situations. Victims must either be willing and passive participants, or must be rendered unconscious before the Tien Hsd Amnesia can begin.

Short-Term Amnesia: If successful, the victim will forget all the events of the preceding 1D6+5 minutes. Note: The memories of the "lost" time will NEVER be recovered. It will be as if the character never experienced the events of that time period. This is the only Tien Hsueh Amnesia that is permanent.

Traditionally, Short-Term Amnesia is done on those who have witnessed either the forbidden or the horrific, and when the victim volunteers to have his memory 'erased' forever.

Alignment Amnesia: The victim remembers everything, including his or her name and previous life, but somehow "forgets" his/her alignment/moral view of life. To those who can detect alignment, the character will seem uncommitted and unformed, as if he had never figured out what alignment to be. Usually this is

used as a means of infiltrating an enemy group (i.e.: it allows ‘good’ alignments to sneak into evil groups, or ‘evil’ alignments to pass undetected among principled and scrupulous). Lasts 1D6 days.

Full Amnesia: The victim remembers absolutely nothing from his or her life previous to the Tien Hsueh, nor any shred of identity. Although the character still has all his/her usual skills, abilities, and bonuses, he/she won’t remember what they are (they just occur when needed). Because of the total loss of memory, the victim is easy prey for anyone who wants to ‘fill in’ their memory. The amnesia lasts three hours per experience level of the character who caused the amnesia in the first place.

Ullu Varman (Muscle Vital Spot)

By Ray Bull

When struck this atemi causes a sharp, painful contraction in a muscle. To use this attack the character must declare that a limb is being struck. If successful the opponent loses use of the target limb for 1 melee.

Withering Flesh Atemi or Iken

hisatsu: This attack literally knocks out a victim’s natural S.D.C., leaving them vulnerable to attacks directly on hit points. The victim can attempt to Roll with Punch/Fall and, if successful, reduce the damage to only 2d6 S.D.C. Otherwise, the first successful Iken Hisatsu punch leaves the victim with $\frac{1}{2}$ his sac, The second punch reduces the S.D.C. to ONE point. This attack never does any damage to hit points.

Yang Qi Bi Tien Hsueh (Positive Chi Block Vital Point)

This is a more selective version of the Chi Block Tien Hsueh. It only prevents

the target from using positive chi. For this to be successful a Natural roll of 12 or better must be made. If the target manages to successfully Roll with Punch/Fall/Impact the chi block is not successful, but the target loses 4D6 positive chi. (For more information see Mystic China page 150.)

Yin Qi Bi Tien Hsueh (Negative Chi Block Vital Point)

This is a more selective version of the Chi Block Tien Hsueh. It only prevents the target from using negative chi. For this to be successful a Natural roll of 12 or better must be made. If the target manages to successfully Roll with Punch/Fall/Impact the chi block is not successful, but the target loses 4D6 negative chi. (For more information see Mystic China page 150.)

Body Hardening Exercises

Aite wo Kuzusu

By Kuseru

Training in the methods and techniques of unbalancing one's opponent. Bonuses: +1 to P.S., +2 to Knockdown (increases the chance of knockdown for percentage based rolls by 10%).

Ao Dah Jong:

The idea is to inflict a lot of the potential damage on the character deliberately, so they’ll be, (1) tougher, and (2) they’ll be able to handle it when it happens in combat. For example, the character’s shoulders are dislocated so he/she can learn to “pop” them back in without assistance. The bones of the hand and arms are also broken and broken again, so that they grow back stronger. Bonuses +3 to save vs. pain, with an additional +1 at 7th and 14th levels of experience, +2 to P.E. and +15 to S.D.C.

Arm Strengthening

By Sinestus

Repeated wounds to the arms increases durability, providing +2 to save vs. Pain, +5 S.D.C. and +1D4 H.P.)

Blind Fighter Training:

This skill is extremely useful to have. Characters are able to abandon their sense of sight, to fight using only their other senses. Characters with this ability cannot be the victim of a sneak attack (except by long range sneak attacks) and enjoys several bonuses when they are able to see: +6 on initiative, +2 to parry and +4 to dodge. If the character is blinded then this ability allows the character to fight without the previous stated bonuses, however, they retain any other bonuses they normally have! Maximum range when fighting blinded (i.e. using the other senses to combat others) is just past Long Range (about 10 feet).

Body Training:

A very hard and harsh method to train that involves taking various attacks with full damage without defending. The character will stand still and attempt to keep bearing while being punched, kicked or hit with weapons so their body becomes resistant to the effects of physical attacks. The characters' body becomes as tough as a rock able to take lots of damage. Add 1D4×10+40 S.D.C., 6D6 Hit Points and +4 to save vs. pain.

Breathing

By Flash Fire

The Breathing BHE is simply the ability to breathe adequately when engaging in heavy combat, a necessity when swinging a heavy sword while covered in plate mail. It is the rough equivalent

of aerobic training. BONUSSES: +1 to PE, +10 to SDC.

Breathing Technique

This exercise improves the air capacity of your lungs and the strength of the muscles used in breathing (for example, the diaphragm). This means that you gain the ability to hold your breath for up to three times your usual time (see Holding Your Breath)

Chuan Kung (Fist Training)

By Mantisking

This is an advanced version of Body Hardening Exercise: Kanshu. The character must choose one hand. Add 6 to Damage done by that specific hand. Strikes with that hand cannot be pulled. That hand also cannot be used for any fine manipulation tasks (picking pockets, picking locks, calligraphy, forgery, etc.). Pre-Requisite: Body Hardening Exercise: Kanshu.

Control Revulsion:

The character's training consists of being exposed to the most horrible, graphic, and disgusting sights, sounds, smells, tastes, and textures that the trainer can imagine. For example, not only would the character have to visit a morgue (preferably, immediately after it's been filled with several victims from a disaster like an airplane crash), but the character would be expected to sleep in a pile of bodies. The character develops a certain, shall we say, resistance, to horror factor. Bonuses: +4 to save vs horror factor and +2 to ME.

Crushing Grip

by Lee Casebolt

An assortment of exercises designed to maximize gripping strength and speed in the hands and forearms, giving the

character a vice-like grip. Primarily used by grappling-intensive styles, but also valuable to weapons styles and a few kung fu styles.

Bonuses: +1 to PS, +1 to Strike with all Holds/Locks, Chokes, Grabs, and similar attacks, +2 to Damage with Claw Hand (and all its variations), Kansetsu-Waza attacks, and One-Handed Chokes, +2 to maintain or break holds, crush/squeeze attacks, etc.; all Disarms against the character are performed at -1.

Demon Drinking

The ability to drink large amounts of alcohol without getting as drunk. This Body Hardening Exercise differs from Eternal Clarity in that it only concentrates on drinking large amounts of alcohol and doesn't deal with staying relatively sober. The training of this technique concentrates on quickly drinking large amounts of alcohol, before drunkenness, losing consciousness, and/or vomiting incapacitate the character. Bonuses: Resist the effects of alcohol at +10% with an additional +2% per level of experience. There are no adjustments to the drunkenness penalties, but the character can drink two to three times as much as before. The character is also +1 to save vs Poison and Drugs.

Demon Wrestling:

Like the standard wrestling skill (as in Heroes Unlimited), except that Demon Wrestling is tougher and tilled with lots and lots of dirty tricks. Gouging, biting, and illegal strikes all take place in Demon Wrestling (yes, the bonuses of conventional wrestling and Demon Wrestling can be added together!) Pin/incapacitate :on a roll of 18 or better at first level, on a roll of 17 or better at 4th level, 16 or better at 8th level, and 15

or better at 12th level. Crush/Squeeze: does 2d6 to damage or can crush/squeeze for pain such that the victim will have to save vs. pain. +2 to strike with a gouge or other illegal move. +20% to Conceal Illegal Move. The character learns to SW. repetitiously deliver a gouge, jab, poke, or otherwise attack a pain sensitive area (victim must save vs. pain). Also includes practice of acting innocent when accused (“who? Me?”). Feign Illegal Injury: The character learns to convincingly act like a foul blow did grievous pain and damage, complete with wincing, moans and groans, in a way designed to impress by standers and referees. +30%, with an additional i-4% per level of experience (use with the MA. roll for trust). Body BlockdTackle: does 2d6+6 damage and opponent must dodge or parry to avoid being knocked down (loses initiative and one melee action if knocked down). +2 to roll with punch or fall, with an additional +1 at 5th, 10th and 15th levels of experience. +3 to PS. +1 to P.E. • +6d6 on S.D.C. • +3 to save vs. pain.

Drunken Master

(Only available to practitioners of the Drunken Style of Kung Fu)

By Flash Fighter

This allows the character to increase his martial arts abilities by drinking alcohol. This only works for practitioners of the Drunken Style of Kung Fu. First the character must drink some sort of alcohol, weather this be wine, vodka, any hard liquor, or industrial alcohol is up to the PC and GM and what is available in the area. Once the character is drunk, he gains the following bonuses:
+1 Attack per Melee
+2 to Strike
+3 to Parry
+5 to Dodge

+5 to Damage
+10 SDC.

The drawbacks are the character is drunk, and after the fight is over, he gains the normal penalties. Also the character has a 50% Chance of Becoming an alcoholic. Those penalties also apply when not in combat.

Drunken Rage

With this Body Hardening Exercise the character can enter into a berserk rampage (similar to the Rampaging Super being from HU GMs Guide) The character lashes out at everything in his path and cannot think coherently. The rage lasts for a number of melees equal to the P.E. attribute plus the number of drinks that have consumed. Bonuses: +2 to P.S., +4 to Damage, and +2 to all saving throws, but suffers from -2 to Dodge/Parry and skills are performed at -50%.

Endurance Training:

Those who train in this method attempt to master the effects of fatigue and physical strain that the human body can withstand. This kind of training involves pushing and pushing oneself above and beyond normal limits of the human body. Characters will train and train until they can no longer lift their arms and pass out from exhaustion and when they wake up they will train some more. This characters capacity for endurance is almost supernaturally high—they fatigue at only 1/10 the usual, and their strength is considered “Extraordinary.” Add +2 to P.S. and +1 to P.E.

Faai Tang Gung (Speed Running Training)

By Mantisking

Unlike the regular running skill this Body Hardening Exercise involves

running with an increasing amount of weights over an increasing distance. This builds up strength and endurance so that when the weights are removed the character will be able to run at high speed. Bonuses: +10 to Spd., +2 to P.E., +1 to P.S.

Feign Death/Coma/Unconscious:

Sometimes it's a good idea to play dead. However, since demons tend to test their theories to extremes, playing dead or unconsciousness for a demon is pretty grueling. Typically the demon will poke, prod, twist, squeeze, toss, throw, scratch, and otherwise bedevil a body into sitting up and saying “alright, already!” While in training, the character must spend hours play dead while being badgered by a team of trainers. As a final examination, the character is tossed over a fence into junk yard or some other area filled with vicious guard dogs. Bonuses: +2 to save vs. pain, +1 to ME., +1 to P.E., +5 to S.D.C., +1 to save vs. horror factor.

Fujimi (Nerve Hardening)

The martial artist undergoes rigorous, often painful training intended to reduce his (or her) vulnerability to nerve trauma, including Atemi/Tien Hsueh attacks. BONUSES: +2 to save vs pain, +5 to SDC.

In addition -

1st level: The "natural" number an opponent requires for a Critical Strike or Knock-Out/Stun attack is increased by one (though a Natural 20 is still considered a Critical Strike).

3rd level: The character is entitled to a Saving Throw of 14+ vs the effects of Atemi Ability attacks.

5th level: Knock-Out/Stun effects against this character are halved, and the

character is immune to the Paralysis Attack Special Attack.

7th level: The "natural" number an opponent requires for a Critical Strike or Knock-Out/Stun attack is increased by one (though a Natural 20 is still considered a Critical Strike).

9th level: The effects of Atemi Abilites on the character are halved.

11th level: The "natural" number an opponent requires for a Critical Strike or Knock-Out/Stun attack is increased by one (at this point, the Natural 20 is no longer an automatic Critical Strike).

13th level: The character's Save vs Atemi is reduced to 12+

15th level: The character is immune to Critical Strike and Knock-Out/Stun effects. Finally, due to a certain deadening of the nerves, the character suffers a -5% to the performance of skills requiring a delicate touch (GM's discretion; see HU Heightened Sense of Touch for suggestions).

Hand Practice

Repeated punches from every position and at every angle possible. This develops the strength of the hands and the flexibility of the arms. Bonuses: +2 to Strike and +1 to Damage on all hand attacks and a +2 to Parry.

Haragei

By Kuseru

A series of exercises, consisting of meditations and abdominal concentration, designed to produce a calming in warriors engaged in battle. In Sumo, this ability is used to defeat one's enemies by using the focused energy of the center (Seika Tanden or Dantian) to deflect or project a powerful attack. Bonuses: +2 to save vs HF, +10% to resist Charm/Impress or

Trust/Intimidate, +2 to P.E., +5 to S.D.C.

Hou Chi/Hau Chek (Monkey Foot)

By Mantisking

The character has been trained so that they can hold small melee weapons with their feet. The character can also use small tools like lockpicks with a -50% penalty to their skill. Bonuses: Add +1 to P.P., Add +1 to M.E.

Junan na Shintai

By Kuseru

This is training to keep the body flexible, so one doesn't use excess, or unnecessary strength. Bonuses: +1D4 to P.P., +1 to P.E.

Kick Training Practice or Chagi:

Focusing on precision, accuracy, speed and the power of Leg Attacks is what this training is all about. Repeated kicks at all heights. The character develops the flexibility to do the "splits," to kick straight up over the head, and to jump up, kick something directly overhead, and return to a standing position.

Training is considered complete when the character can do the splits and control their kicks to the point of being able to stop their foot a centimeter short of impact and hold it. Bonuses: +2 to strike and +15 to damage on all kick attacks regardless of form and + 3D6 to Speed +10 feet to leap distance and the character can hit fist size targets without any penalties +2d6x2 to power kick.

Laugh at Pain:

Characters are conditioned to equate pain with humor. Gradually larger and larger needles are inserted in more and more painful parts of the character's body. When properly trained the character will be able to pull pieces of

broken glass out of their own flesh while chuckling and cracking jokes. Not that it doesn't hurt anymore — it certainly does — it's just the character learns to laugh and joke about it. Which is something that's useful when attempting to intimidate or impress demons. Bonuses: +2 to save vs pain, +1 to ME., +1 to MA., and +8% with an additional +2% per level to intimidate when demonstrating resistance to pain & suffering (can be added to an MA.%).

Makko Ho

By Kuseru

The Makko Ho exercises are used as a self healing technique by allowing the practitioner both sedate and tonify the meridians through specific stretches that were developed to improve the flow of Qi. There is a stretch for each pair of meridians and, as they are based on the Traditional Chinese Medicine, they should be done in the sequence shown (i.e. Metal, Earth, Primary Fire, Water, Secondary Fire, and Wood).

Begin the exercises by grounding yourself through relaxed, regulated breathing, while you focus on centering the Qi within the Tan Tien. Keep centered throughout the exercise. It is important that you settle into the stretches on exhalation and the nothing is forced. Hold each stretch as you inhale, being aware of tension (whether through excess or deficiency) that you feel along the meridian path. Do not force yourself into positions that you find uncomfortable - pain is not the goal, letting go of tension is. As with Qigong exercises, the emphasis is not so much on the physical stretch but on opening up and moving the Qi. It is therefore vital that you focus on the breathing and that you are aware of the changes going on within you during each stretch - this

includes physical, emotional, and consciousness (Body, Mind, Spirit). Bonuses: +2 to P.P. +5 to Chi

Mei Hua Kung Kung / Mui Fa Gung Gung (Plum Flower Post Training)

By Mantisking

The Plum Flower Posts are a series of long posts, about twenty feet tall, that are buried in the ground until only the very tops show. The amount left sticking out of the ground varies between three and five feet. The posts are also spaced about two to five feet apart. The posts are arranged in a pattern that resembles a flower from a plum tree. The training is conducted by practicing forms (hsing/kuen) on top of the posts. Bonuses: +1 to P.P., +5 to S.D.C., +2 to Maintain Balance, +1 to Dodge.

Nei T'ieh Chuan Kung (Internal Iron Fist Training)

By Mantisking

Instead of toughening the hand by thrusting it into increasingly harder substances, this form of Body Hardening Exercise relies more on Chi to issue damage and protect the hand. Both hands are struck against a bag that contains at first beans, then gravel, then iron bearings. While the hand is striking the bag, Chi is concentrated into the hand and the striking surface used. The net result is similar to the external version, but there is less visible damage to the hands. Bonuses: +1 to P.E., +2 to Damage with all hand attacks, +5 to Chi.

No-Shadow

To strike as fast as humanly possible. Through awareness of muscle tension and the limiting of thought, the character can strike out a speed that even s/he can barely follow.

Note: Because of the advanced nature of No-Shadow (and the bonuses), characters need to be at least level 3 to choose it. No-Shadow Kicking requires the Body Hardening ability of Kick Practice

Bonuses

+2 strike

+2 parry

+2 damage

+2 dodge

+2 attacks

+1D4 to PP

+2D4 Spd

Resist Chi Influence:

By practicing under waterfalls, at the edge of a cliff, deep underground, and in the middle of a freezing underground stream, the character conditions the body to ignore that natural tendency to be filled or drained of both Positive and Negative Chi. This results in a save vs Chi Attacks. 30% at first level +3% at each additional level,

Shiko

By Kuseru

The stamping of feet on the ground to strengthen the legs. +1 to all kick attacks, +2 to P.S., +5 to S.D.C.

Shintai no Chushin wo Tadasu

By Kuseru

Long hours of practice maintaining one's body in a balanced, correct posture.

Bonuses: +1 to P.P., +2 to Maintain Balance.

Speed Training

This exercise is designed to improve action and reaction speed. Practitioners throw kicks, punches, boards, bricks, knives, and, finally, shoot arrows at each other. Bonuses: +2D6 to Speed and +3 to Initiative (or +1 Attack per Melee)

Steel Feet

By danzig138

This is a variation on the Iron Hand ability. The martial artist goes around kicking trees, walls, cars, whatever, with his bare feet in order to toughen them up. He also walks on hot coals, broken glass, desert sands, etc...

Bonuses

+1 P.S.

Feet are immune to heat and fire up to lava temperatures

suffer ½ damage from magical

fire/plasma

+2D6 S.D.C.

Stubborn Ox

By Daimyo Shi

Stubborn Ox allows the Martial Artist to withstand incredible amounts of damage. It cost 10 Chi to activate and it lasts for ten rounds. While active the martial Artist is IMMUNE TO DEATH BLOW instead they do damage as a critical strike. The Martial Artist also gets 50 S.D.C. while the power is active. After being reduced to 0 H.P. while under the affects of this power the martial Artist can save vs. pain (base 10 this martial Art form only) to remain upright and continue to fight. If still below 0 H.P. at the end of this powers effect treat as if the Martial Artist was a 0 H.P. for the purposed of save vs. Coma/death.

Suiren

By Kuseru

This is water training, including swimming in armor, shooting a bow or gun from the water, riding a mount in water, and water and underwater fighting. Bonuses: +3 to swimming Spd., +1D6 to S.D.C., +1 to P.E., +1 to P.S., and not impeded when swimming with armor on. Note: This does not have any effect against the buoyancy of armor,

however the lighter construction of Japanese armor does allow the character to swim in half suits of armor up to splint mail (lamellar) grade (but not full suits of heavy armor...i.e. chain or better).

Tai Sabaki

By Kuseru

This is training in body movements and body evasions which should be free flowing, prudent, and natural. Bonuses: +2 to P.P., +2 to Dodge, +4 to Roll with punch/fall/impact, +1 to Initiative.

Teppo

By Kuseru

The striking of a wooden pole to strengthen the arms and shoulders. +2 to P.S., +2 to damage on all hand strikes, +10 to S.D.C.

Tie Ching Chi Kung (Iron Throat Breath Training)

By Mantisking

This hard, external chi kung involves conditioning the throat/neck area so that it is difficult to damage. Bonuses: Add 3 to S.D.C., Character takes no damage from Choke or Neck/Hold Choke attacks, Throat/Neck area now has AR:16.

Ti Chi Kung (Rooting Breathing Exercise)

By Mantisking

When using this ability the character cannot be pushed, lifted or otherwise moved by another person. The character uses knowledge of body mechanics and chi to hold herself to the ground. To use this ability the character must have at least one action to prepare for the push/lift and one (1) point of positive chi.

T'ieh Chi Kung (Iron Foot Training)

By Mantisking

Like the other types of "Iron Body" training, this one involves striking things repeatedly. The character kicks objects until the feet are conditioned to withstand heavy impact. Bonuses: +1 to P.S., +5 to S.D.C., +2 to Damage with foot strikes.

Tie Gwong Kung (Iron Forearm Training)

By Mantisking

Add 3 to P.S., Add 5 to S.D.C., Add 2 to Forearm Strike Damage.

Tie Tou (Iron Head)

By Ray Bull

This is the development of the "Stone Head", a toughened skull that will not take damage from breaking boards, bone, or brick. To toughen the head it is struck against sand, then wood, then bricks, then stone. An unfortunate side-effect of this training is that the martial artist goes bald.

Bonuses

+1 to Physical Strength

+3 to Damage with head strikes

+2 to Escape Neck Holds

+6 to S.D.C.

Tie Zhou Kung (Iron Broom Training)

By Mantisking

Add 2 to P.S., Add 3 to Maintain Balance, Trip/Leghook and Backward sweep now do 1D6 damage each.

Tobi

By Kuseru

Leaping and Jumping skills which are taught so that a warrior may jump farther and higher and still land safely. Bonuses: Leap five feet high or six feet long plus one foot per level of experience. +2 to Spd.

Weighted Clothing Training

By Jason Che-Han Yip

A combination strength/endurance/speed exercise. The practitioner wears weighted shirts, pants, wristbands, ankle bands, footwear, even headwear, during training and even during actual combat.

Bonuses: +2 PS

+2 PE

+1D4 Spd

Note: Characters can choose to continue training beyond the initial bonus period.

Yu Dai Kung (Jade Belt Training)

By Mantisking

Add 4 to P.S., Add 4 to Damage with Chrush/Squeeze or Body Hold, Add +10x to Carry/Lift value.

Yung Chin or Eternal Clarity:

A fancy name for learning how to think a lot of booze without getting too drunk. Demons and many other vile creatures have less than savory habits, thus it is often easy to tempt them into either drunken binges or drinking contests. Not only can this lure creatures into making foolish wagers, but it also dims their ability to use Chi and slows their natural rate of Chi recovery. This Body Hardening Exercise is meant to teach the character how to 'burn off' the effect of booze and recognize their own limits of drunkenness. After the training, the characters usually become 'professional' drinkers — they won't drink unless there is something specific to be gained by it. Bonuses: Resist the effects of alcohol at +20% with an additional 44% per level of experience. Penalties for drunkenness are halved and skills are only -6%. The character is also +1 to save vs. poisons and drugs.

Yung Kung (Leaping Training)

By Mantisking

This Body Hardening Exercise involves digging a shallow pit and then jumping out of it. This continues until the character can do it with ease, even when heavily weighed down. The pit is then made deeper and the process begun again. This continues until the character can easily leap out of a ten foot deep hole. Bonuses: +10 feet to Standing Leap distance, +15 feet to running Leap distance.

Chi Mastery

Advanced Shi Jin

This is a much stronger version of the normal Shi Jin power on page 120 of Ninjas & Superspies. When used as a defense, Advanced Shi Jin Chi can soak up damage that would otherwise hurt the character. Each point of Chi expended absorbs up to 25 points of damage.

When used offensively, Advanced Shi Jin not only adds 5 points (compared to 2 for normal Shi Jin) to the damage roll of hand to hand strikes, but also to melee weapon attacks (not to thrown weapons or gunfire). Like normal Shi Jin, Advanced Shi Jin is never wasted.

Note:" In order to take Advanced Shi Jin, you must have already taken normal Shi Jin.

Battle Aura (Superior):

$100 + 100 \text{ (SDC/MDC) / level} = 20 / \text{chi}$ invested acts like a force field 10chi to activate positive chi is white colored, negative chi is black colored, while aura is up emitte light equivalent to true sunlight up to 1000ft radius, 12dmg from touch/chi invested duration is $4 + 1 \text{ hrs} / \text{chi}$ invested, absorbs 15chi either positive or negative chi/chi point invested.

Chi/Manna Claws:

$\text{P.S.} + 1 \text{d}10 =$ removes 20 ISP/Chi/PPE from target/blade

typically 3-3ft long blades that are invisible -10 s/p/d/r against attack provides a bonus of +5p/s/int can link to melee weapons to provide bonus to damage and to extend reach.

Elemental Aura:

can link to battle aura, also provides immunity to element used

Fire (Red):+12protection/chi +12 damage/chi 1ft radius/chi

Water/Ice (Blue):+12protection/chi +12damage/chi 1ft radius/chi

Earth/Acid (Brown):+12protection/chi +12damage/chi 1ft radius/chi absorbs 15ppe/chi

Metal/Electricity (Silver):+50protection/chi +12damage/chi 1ft radius/chi

Wood/Poison (Green):+5protection/chi +12damage/chi 1ft radius/chi absorbs 15isp/chi

Wind/Gas (Yellow):+5protection/chi +12damage or KO 2d6melee/chi 20x20x20

Cloud/chi 20+20ft/lv/chi

Manna (Gold):+7protection/chi +12damage/chi 1ft radius/chi absorbs 15chi/ppp/isp/chi

Lightning Speed Positive or Negative
By focusing his Chi, the character is able to move at an increased rate. He gains double his normal Attacks per Melee and Spd., along with a +5 initiative bonus. He cannot use any other Chi abilities while this one is being used, and he must rest for one round per round that the ability is used. This costs 15 Chi per round (P.P.E. if you're using that method).

Divine Body Chi Kung

This ancient and lost chi power once allowed normal humans to compete in hand to hand combat with demons and other supernatural creatures.

Pre-requisite: Body Chi. Level 1 - Extraordinary P.S. & P.E. at a cost of 12 chi per melee round. Level 8 -

Superhuman P.S. & P.E. at a cost of 24 chi per melee round. Level 15 - Supernatural P.S. & P.E. at a cost of 48 chi per melee round.

Alcoholic Flame

By Kuseru

The character with this Chi Mastery Ability can convert the alcohol in his body into a breath of flame which can be used to ignite objects or people. At least two melees (30 seconds) of concentration are required to use this power, and the character must have a minimum of six points of Positive Chi or the power cannot be used. Range: 12 feet plus 2 feet per level of experience. Damage: 6D6 points of damage. Cost: five points of Positive Chi and alcohol equivalent to five drinks for each use.

Alternate Body Chi

This power allows you to use another person's Chi (if they volunteer it) to influence your attributes or vice versa (see Body Chi, page 119). Note: When you are using your Chi to improve someone else's attributes, you don't necessarily need their approval. Further Note: A character must use 1 point of Chi to initiate Alternate Body Chi, in addition to the Chi he/she uses to improve attributes.

Battle Aura (Lesser)

Cost: 10 Chi Duration: 2 minute per level of experience level. Permanent statistic change: N/A. Requirement: Chi Control This creates a small battle aura that surrounds the character. The aura protects them by cushioning blows and damage received(works against all attacks made against the character, weather it is magical, technological, psionic, or whatever; for spells or psionics that don't do damage but create

negative effects for the character, they are also half effective). Characters take half damage while the battle aura is up. In some dire instances certain huge energy attacks cannot be avoided, by concentrating all his energy into the into the battle aura this last ditch technique can reduce the damage by 1/10. The character must successfully roll a dodge while expending 100 chi. As a secondary effect, while the battle aura is active the character is considered an MDC creature in MDC type environments(combine HP & SDC to figure out MDC), or in SDC type environments take SDC & HP then times it by 5 plus they have an AR of 12(after battle aura is deactivated, whatever damage the extra SDC &HP taken is gone & the character retains his normal HP & SDC. If enough damage was taken while the aura was activated to where the characters HP & SDC go below their normal level, then subtract that damage from the characters HP & SDC). If Battle Aura(greater) is taken & this power activated, ignore secondary effect(above) & double the characters MDC for the duration of this power. For an SDC setting take HP & SDC times 10.

Battle Aura (Greater)

Cost: 100 chi.(when reaches level 12

Cost is 50 PPE)

Duration: 2 minute per level of experience level.

Permanent statistic change: +2 MA, +50 PPE. Character becomes an MDC being(combine HP &SDC to figure out MDC; or use the secondary effect of Battle Aura lesser if using an SDC setting)

Requirement: Battle Aura (6th Level)

This creates a huge battle aura that surrounds the character. Those that see the aura are stricken with terror and

unable to effectively act or move (HF 18). The aura also protects the user with 100 MDC/SDC per level.(in SDC settings the aura has an AR of 15) Repeated exposure to this technique will reduce the effect 1 HF per exposure unless the character witnesses the aura user doing something truly awe inspiring while under the effects. NOTE: this power can be learned before level 12, if it wasn't learned before character reached level 12 then he/she automatically gets it at level 12.

Bean Jam Blowout

Cost: 50 PPE.

Range: 10ft per level of experience level.

Area Affect: 5ft per level of experience level. Creates a directed tornado-like funnel that sweeps the opponents, and carries them hundreds(1d6x100) of feet away, taking 1d4 MDC/HP damage per level of Exp, are knocked down and confused for 2 rounds (-5 strike, parry, & dodge) and suffer the effects of Wind Rush. Opponents/objects weighing over 10 tons are merely knocked down for a round (15 sec). Once targeted the only way to escape the effects of the funnel is to roll a natural 18, 19, or 20 dodge. Takes four attack actions.

Belly Disruption

By Kuseru

Since the philosophy of chi also include the theory that chi in the body is developed from a central point (Most systems of Chi development center around a spot in the body located two to four inches below the naval and about an inch inside. This spot is called the Seika Tanden (or Seika No Itten) in Japanese, the Dantian ('cinnabar field') in Chinese, and is referred to as Svadishthana Chakra in Sanskrit (or Indian culture.)

Chi is believed to originate from this spot, also referred to as the One Point (or one's center) in English. And through the practice of breathing and concentration exercises, one is able to gain mastery over the force already naturally present in one's organic makeup at birth.), it then follows that disruption of this spot would prevent the victim from being able to exert mastery over their own chi. While this ability is similar to the dreaded Dim Mak, it differs in that the character's chi (and thus healing) is unaffected. Instead, the character can no longer use abilities dependent on chi (including Chi Mastery abilities, Zenjoriki dependent on having chi, Chi Zoshiki, and some martial art techniques). Unlike the difficult to cure Dim Mak, this attack can be treated by those trained in the various forms of chi healing (although not by the victim himself, he can no longer manipulate his own chi).

Body Chi or Kokyu (positive):

This is the ability to focus" Chi to directly influence the character's body (attributes). Chi is directed into either ME., MA, P.S., P.P., or Speed. Each point of Chi adds five (5) points directly to the attribute for 1 full melee round. Characters can use some or their entire Chi, in one or more of their attributes. For example, a character can decide to raise his/her P.S. by 5, their PP. by 10 and theft Speed, by 20, all in the same melee round (15 seconds). The cost would be 7 points of Chi (1+2+4). Attribute bonuses would then be based on the new, temporary attribute scores.

Breaking Point

Cost: 20 PPE.

Requirements: Must be able to channel Chi, minimum 25 PE.

Permanent statistics change: +10 PS, +6 PE, -2PP, 1d6x10 M.D.C. /H.P./S.D.C. per level of character(this is in addition to what the character normally receives). Minus 3 attacks.

Damage reduction: -1d6 points of damage per level of Exp times 10 MDC/HP. this is a technique originally used for mining. Merely touching objects like a rock, ceramic, steel, etc. caused it to explosively shatter. The theory behind this is that everything has a breaking point or a point where it is weakest. By sensing this point, touching it and channeling Chi in a certain way into this point the object is violently disrupted. The training for this technique is ingenious. The trainee is hung from a rope while tied up like a mummy, with only his arm sticking out. Meanwhile an approximately 10 ton boulder is swung at the victim...er... trainee. The trainee must find the breaking point of the boulder or be smashed by the boulder. This serves two purposes, one since it is very rare to succeed on the first few tries each impact toughens the character's body making more resistant to impact and damage for the next attempt. It is quite common to be knocked unconscious on the first few tries. People who do not have sufficient control over their Chi and who do not meet the minimum requirements are will most likely die if they attempt this training. If some talented freak of nature were to actually succeed in the first few tries the second purpose of this training would be demonstrated. Without the toughening up process the boulder will explosively shatter and the trainee will take full damage at ground zero. Said talented freak of nature would be wise to just sit back and let himself be pounded by the boulder and concentrate his Chi on getting more resistant to damage.

Training takes 1d6 week, unless 1/10 martial arts analysis skill is rolled. The effect of this technique is awesome but has limitations. Most living creatures are soft and do not fracture in this manner, however robots, armor, most walls, floors and so on are rigid enough to explode quite nicely. Sentient rock creatures, magic object and other borderline creatures roll a save versus magic 12 or less, or suffer normal damage. The attack counts as two actions. Any creature within 5 ft of the blast point receives 1/5 damage. The character takes no damage from this technique. Masters of this technique are MDC in MDC type environments. Variants: There are rumors that it might be possible to strike a breaking point in one place and if calculated correctly it may cause a chain reaction or travel along a "fault" to take effect at another place. This is unverified and would take extra-ordinary skill (1/10 martial arts analysis and GM approval).

BURNING PALM:

When used, Burning Palm causes a painful burning sensation whenever a target is struck. In game terms, a successful palm strike with Burning Palm means the opponent must make a save vs. pain, or suffer -4 init, and -3 to parry, dodge, and strike. Requires 2 Chi per use.

Butterfly Kiss

Cost: 30 PPE per base transfer

Requirements: Must be able to channel Chi.

Permanent statistic change: +50 S.D.C. / H.P. /M.D.C. Through this method the martial artist is able to translate chi energy directly into kinetic energy and apply in to an object. The lightest touch can carry the energy of a truck. This is of

limited use when used directly on people or creatures of large mass. The energy is applied to the object as a whole and cannot be applied to part of an object such as a hand or appendage. If this is attempted the energy will be distributed to the entire object. An example of this is applying the technique to a person's hand, the energy will be evenly distributed throughout the subject's body and the entire body will be moved in the direction it was applied. It can be applied directly to objects such as guns, swords, and other parts not an integral part of a larger mass. To a martial artist trained to take falls this is merely a method to put lesser skilled opponents in their place. When used on those without such capabilities or indirectly applied through missiles it can be a deadly technique. The initial transfer does no damage do to the entire mass being given a kinetic charge. When the object impacts with another is where true danger lies. Each level of experience the character may impart up to 3,000 Joules of Kinetic energy to an object. Impact with another rigid body will cause 1d10 per 3000 Joules. Successfully rolling with the impact/fall will reduce the damage to 1/4. When carefully applied by the martial artist it is possible to partially, or completely negate the effects of an external impact.

Chestnut Fist

Cost: 10 PPE per melee round (15 sec).

Requirements: Must be able to channel Chi, minimum 25 PP, minimum of 7 attacks.

Permanent statistic change: triple speed attribute, +4 to PP; +2 to dodge, +3 to parry & strike; two additional melee attacks(plus 1 additional attack every 3rd level of Exp from the level they learned this) & auto parry. This is also a

technique which involved a complete speed training regimen, in some ways it is the antithesis of the "Breaking Point". Once the character gets his speed up to the minimum required the training is simple. Toss several dozen chestnuts into an open fire and grab them out without getting burned. If you succeed you have achieved the basic chestnut fist. This gives you Automatic paired weapons with bare hands and any weapon proficiencies known, and an additional +1d6MDC/HP per level of Exp. With further training it is possible to parry or catch projectiles up to and including bursts. This also includes shrapnel (such as caused by the Breaking Point). The basic technique including the preliminary speed training takes 1d6 weeks unless 1/10 martial arts analysis is rolled. This was meant to be a bare handed technique, however with practice this speed technique could be applied to weapons (roll 1/10 martial arts analysis each week per weapon).

Chi Awareness (positive):

The ability to sense the level and type of chi in others, The range of Chi Awareness is limited to 400ft. The character will be able to instantly recognize any of the following conditions: (1) A person with zero chi. (2) A person with only 1 or 2 points of chi. (3) Anyone with more than 10 points of chi. (4) Anyone with chi skills (Arts of Invisibility, Body Hardening, Katas or Martial Art Techniques). (5) Anyone with Chi Mastery skills. (6) Anyone with more chi than the character's own (7) The presence of negative or positive chi in any person, place or thing. Living things are usually charged with positive chi. This is the force of life and healing that makes it possible for things to grow and survive.

Negative Chi is used by those trained in Snake Style or Tien Hsueh. This negative chi is not necessarily evil, but it is based on the forces of non life, and it prevents healing in living things.

Chi Charge:

A very useful ability, allowing characters to channel their Chi back into their own body, boosting his/her physical attributes! For every five points of Chi the character uses they may boost either P.S., P.P., P.E., Spd up by a point and/or they may spend 20 P.P.E. to upgrade their strength to Supernatural for the duration—one melee. In the alternative, they may also spend P.P.E. to give a temporary S.D.C. charge. They will gain 1 S.D.C. point per 1 P.P.E. spent. However, while this helps the character to gain more S.D.C., it cannot be used to restore S.D.C. or Hit Points.

Chi Healing or Chiatsu (positive):

Curing with Chi involves channeling positive Chi into a wounded body. So long as the character is conscious, it's also possible to heal oneself with Chi-atsu. Each point of Chi-atsu Chi does three things all at Once. First, 1 point of Chi will heal 3 hit point. Second, that same point of Chi will also restore up to 10 points of S.D.C. Finally, each time Chi-atsu is used on a comatose character it gives that character an extra chance to recover. Another Chi-atsu ability is that of dispelling negative Chi When characters have been infected with negative Chi they cannot heal or regenerate theft normal Chi, S.D.C. or hit points. Each point of Chi-atsu Chi will destroy two (3) points of negative Chi. Note that destroying negative Chi does not simultaneously heal any hit points, or S.D.C., but does heal the positive Chi so that natural healing (and

treatment) can resume. CHI-ATSU EXAMPLE": Kajo decides to save a comatose Bruno from death. Bruno is down 28 SdC. and is at 5 hit points He also suffers from 2 points of negative chi. Without medical attention Bruno will die First, Kajo must use 1 point of Chi-atsu to destroy the 2 points of negative Chi. Until the negative Chi is destroyed Bruno can not be healed. Then, once the Chi balance has been restored, Kajo decides to use 2 Points of Chi on Chi-atsu for Bruno. Bruno instantly heals 5 hit points, which brings him to zero (0) hit points. Kajo simultaneously has his 28 S.D.C. healed (he could have gone up to 50 SDC., but that's more than Bruno's natural SDC.). Finally, Bruno gets an extra roll (best 2 out of four rolls), with a + 5 bonus, to recover from his coma.

Chi Overcharge:

This allows the character to "over charge" the body with double the usual amount of Positive or Negative Chi. The Chi Overcharge will usually last 4 full days and will drain away immediately whenever the character falls asleep or is otherwise rendered unconscious. The excess Chi can be gained by either a full hour of meditation in the appropriate environment, where the right kind of Chi is available, or using either Dragon Chi (Tap Positive Chi) or Dark Chi (Tap Negative Chi). Cost: One point of Chi (Positive if the Overcharge is with Positive Chi, Negative if the Overcharge is with Negative Chi).

Chi Relaxation (positive):

The ability to "calm" the mind. This means the character can go to sleep instantly, eat without indigestion, relax in the face of danger, and otherwise 'cool it' whenever necessary. This also

gives the character great resistance to the effects of insanity or drug addiction. Of course, the character can still have an insanity, be a drug addict or an alcoholic, it's just that the character can hide the symptoms and resist the temptations. This resistance will disappear when the character chi is weakened and drops below 10.

For example, let's look at our old friend Kajo, who is a recovered alcoholic. So long as Kajo has a high level of chi, he can easily resist the temptation of drink. However after a battle has depleted his chi, he finds himself shaken and tense, suddenly, he needs that drink. Rather than meditating to recover his chi he succumbs to his desire for a beer, from that point on the character is lost, either too drunk or too shaken to recover his lost chi, Kajo will continue to drink and have the affects of an alcoholic until he is made to recover. Effects of alcohol & drugs on chi in the Insanity Section Any character with Chi Mastery can use Chi Relaxation to regain lost chi. A full hour's meditation will recover all lost chi no matter what the amount. Note: that this does not cure Chi "damaged" Dim Mak nor does it work if the character is infected with Negative Chi.

Chi Spirit:

First let's start with the nature of this ability. It is meant to impose fear or awe into others. It purely a move to use as defense or a move to use to stop a battle. Whatever way this ability manifests, it has the same effects, has the same duration and costs the same amount of P.P.E. This ability will effectively give the character a temporary Horror Factor of 12 +1 per point of M.A. (negative or positive depending on what the character is trying to achieve) above 15. It costs 10 P.P.E. per melee and also acts as a sort

of probe wall to the character. A side effect of this ability, due to its nature (P.P.E. oriented), makes the character resistant to magic—+5 to save vs. magic for the duration. Now, as for the manifestations. This can be anything the player thinks of. The character could glow bright with any color they want, they could seemingly catch on fire with the fire being an unusual color, or a bigger “spirit” of the character could emanate from them. Or it can be as simple as the characters' eyes glowing unnaturally, they can have a god-like voice, their attacks could seem energized, etc. These are just a few examples; feel free to come up with your own.

Chi Telekinesis (Positive or Negative Chi Mastery)

By Kuseru

By imbuing an object with Chi the character can move the object without physically touching it. The character can make an object hop, fall, roll, rise into the air, suspend it there (hover) or make it fly. Since the character must concentrate on what he is doing, each telekinetic feat costs as one of the character's physical attacks. Telekinetic attack can include hurling an object as if thrown, or causing it to buzz around a room, or to swing and hit with it as if a club controlled by an invisible hand. Only one object at a time can be so controlled with this power. Telekinesis can be used to do more than make objects fly around. Chi Telekinesis can be used to open doors, flick switches, press buttons, turn knobs and dials, open windows, make rocking chairs rock, and so on. The range of possibilities is extensive.

In order to move an object with Chi Telekinesis, the character must use one

of the following methods to imbue a clearly visible object with chi:

Using Fill Object with Chi on an object allows the character to move the object up to 100 feet (30.5m) away, plus 25 feet per level of experience. They can lift up to 100 pounds (45kg) of material for each 10 points of chi per melee round. In addition to the weight cost, using Chi Telekinesis in this method costs one point of chi per melee round. Combat Bonuses: +3 to strike with telekinesis (physical/skill bonuses do not apply when telekinesis is used), +4 to parry when using an object to parry (physical/skill bonuses do not apply when telekinesis is used).

Imbuing a held or touched object with Chi. If the item can be touched or held, the character can imbue the item with one point of chi and use it up to 60 feet (18.3m) away, plus 10 feet per level of experience. Imbuing a held object does not cost an attack per melee to perform. This method of using Chi Telekinesis costs 3 points of chi per melee round for small objects weighing up to 2 pounds (0.9 kg), 8 points of chi per melee round for medium-sized objects weighing between 3 and 20 pounds (1.4-9kg), and 8+1 points of chi per melee round for every 10 pounds of weight over 20, up to 100 pounds (45kg). Note, this means that a 100 pound object would cost 16 points of chi per melee round to move. Lifting objects weighing more than 100 pounds (45kg) is not possible with this method of Chi Telekinesis. Bonuses: +2 to strike with telekinesis (physical/skill bonuses do not apply when telekinesis is used), +3 to parry when using an object to parry (physical/skill bonuses do not apply when telekinesis is used).

Imbuing an object not touched or held. If they are not touching the object, they are limited to animating objects up to only

40 feet away. Imbuing an object with this method of Chi Telekinesis costs one attack per melee to imbue the object. Using this method of using Chi Telekinesis costs 6 points of chi per melee round for small objects weighing up to 2 pounds (0.9 kg), 9 points of chi per melee round for medium-sized objects weighing between 3 and 20 pounds (1.4-9kg), and 10+2 points of chi per melee round for every 10 pounds of weight over 20, up to 100 pounds (45kg). Note, this means that a 100 pound object would cost 26 points of chi per melee round to move. Lifting objects weighing more than 100 pounds (45kg) is not possible with this method of Chi Telekinesis. Bonuses: +1 to strike with telekinesis (physical/skill bonuses do not apply when telekinesis is used), +2 to parry when using an object to parry (physical/skill bonuses do not apply when telekinesis is used). Damage from objects is 1D4x10 S.D.C for 100 lbs of weight. Large objects weighing 80-99 pounds do 7D6 S.D.C. damage, objects weighing 60-79 pounds do 6D6 S.D.C damage, objects weighing 41-59 pounds do 5D6 S.D.C. damage, and objects weighing 26-40 pounds do 4D6 damage. Medium-sized objects weighing 10-25 pounds do 3D6 damage, objects weighing 5-10 pounds do 3D4 damage, and objects weighing 3-4 pounds do 3D4 damage. Small objects weighing 1.1-2 pounds do 1D6 damage while objects less than one pound do 1D4 damage.

Imbuing an object held by another. This method of Chi Telekinesis can be used to attempt to disarm or parry an opponent, or to attempt to grab the object away from them. This method costs one attack per attempt and is limited to opponents up to 20 feet away. The disarm, grab, or parry is done with

no bonuses, just a natural roll against the opponent. Telekinesis is not a force field, thus, while it can be used to parry/block a punch, kick, club, knife or even sword, it cannot stop projectiles, arrows, gas/fumes, flying tackles, and other similar attacks.

Chi Weight Control:

Transforming the Chi of the body
Another way of using Fill Objects with Chi's to use it as a into an equivalent amount of gravitational energy, the character can become either much heavier or much lighter. Chi Weight Control can be used anywhere, regardless of whether the environment is empty of Chi or has Positive or Negative Chi. Note that, while Chi Weight Control must be 'turned on' at the beginning of the melee round, the character can "dial" their weight up and down during combat.

Increase Personal Weight: The character's personal weight can be increased from a few pounds all the way up to 20 times the character's normal weight. For example, a 150 pound (68 kg) character could suddenly weigh up to 3000 pounds (1360 kg) Of course, if the character's weight exceeds the character's P.S. carrying capacity, it's no longer possible to walk around or perform kicks and leaps. Hand and arm movements and panics are unaffected. Dodges are at -2. One favorite technique is to turn on a massive increase in weight when falling on top of an enemy, when grappling an opponent or in an attempt to become unmovable. Cost: One point of Positive Chi per melee round.

Decrease Personal Weight: The character's weight is reduced as low as one pound (.45 kg). Note that the character's clothing and possessions are NOT affected. A favorite use of

decreased weight is to lend greater distance to leaps and jumps, to be carried with ease and to lighten the load on vehicles. Cost: One point of Positive CI per melee round.

Chi Weapon:

A very useful ability for those that select mastered weapons. It allows a character to channel P.P.E. into a weapon that the character has practiced with and exclusively uses or has used for at least a month. The character must put at least 5 P.P.E. into the weapon after which the weapon will have some visible effect (i.e. glow, vibrate, etc.). This power will give the character several abilities. First, the character is able to sense anything with P.P.E., Chi or I.S.P. in it at a radius of 1 foot per P.P.E. point in the weapon. This is useful in that the character can sense the location and movements of anybody within the radius even if they cannot see them—allowing them to combat them with no penalties.

However, if they can see the person, they will not receive any bonuses to combat them, they simply cannot be the victim of a sneak attack. The second ability will let the weapon wielder inflict damage to those in pure energy form and creatures normally invulnerable (this is considered a magic weapon). However, the character may only inflict up to one damage per point of P.P.E. in the weapon—they will still have to roll damage, this is just the maximum damage that can be done. The exception is critical strikes (natural only), which will allow the character to do more damage than the maximum allowed. Third, the character is able to perform projectile type attacks of pure Chi with the weapon! However, the projectiles have limitations. They burn the P.P.E. in the weapon and they do relatively little

damage, however, they are nonetheless very effective. Damage is one point per point of P.P.E. being used. The wielder has to make some sort of gesture with the weapon in order launch the projectile. They will have no bonuses to strike with the projectile and range is 2 feet per point of P.P.E. still left in the weapon. The act of channeling is instant, it will burn no attacks or actions, no matter how much P.P.E. is used.

Cleansing Spirit:

The ability to heal oneself by drawing on the surrounding Chi via meditative trance. He is also able to expunge any foreign parasites from the body including drugs, normal diseases, toxins and poisons. In the case of lethal viruses it gives a +1 save (eg. ebola) per Chi used. Heal 1 HP or 2 SDC per 1 Chi focused on it. Can attempt any of these abilities once per day minus 1 hour per ME (minimum of 1 hour).

Cloth Hardening

With this ability, a clothed Chi Master is never truly unarmed--even a naked Chi Master will have weapon handy if his opponent is clothed. By channeling Chi into the pattern of a piece of cloth or clothing, that cloth becomes as hard and sharp as a steel blade, while retaining the weight and flexibility of cloth! Using this technique, belts, bandannas, bamboo umbrellas, and even shoelaces can become weapons of destruction. As an added bonus, because of the resiliency and give that cloth has, a supernaturally strong wielder need never worry about his weapon breaking at a sensitive moment. The final use of this power is one that most Hibikis disdain out of pride: turning their clothing into armor. One point of Chi is enough to “charge” a square foot of cloth (so it would take one

Chi to activate a single bandanna or a belt, while a towel would require four or five), making it a weapon. By spending an additional one Chi per object charged, that weapon may be made rigid like steel, so that it can be used for parrying or blocking. The size of the cloth determines the amount of damage it does: a bandanna (thrown or used for slashing) will inflict 1 D4 SDC; a sword-belt will do 2D4 SDC; a tightly-wrapped towel will do 2D6 SDC as a club or 2D4 SDC as a slashing/piercing whip-style weapon.

A thrown cloth weapon will retain its charge for 100 feet, plus 5 feet per level of experience, before returning to its normal state. A thrown weapon may act as a boomerang, returning to the character after being thrown, for five Chi. the base amount of Chi is enough to keep a melee weapon charged for one melee round per level of experience, plus one additional round for each point of Chi spent. (A melee weapon will only retain its charge for one round if dropped and must be fully recharged when recovered.) As with any melee weapon, the wielder's strength attribute adds to the damage inflicted.

Finally, a user of this power may transform their clothing into armor with the consistency and weight of cloth, but the protection value of plate armor. The activation cost of this power is ten Chi, and costs two Chi per melee round to sustain. While activated, this power gives the user's clothes an armor rating of 15 and 250 SDC; rolling over the armor rating means that a hit has landed on an unprotected area or slipped between seams. Wearing less than a full suit of clothes or fully covering clothes may decrease or increase the minor rating as the GM sees fit. (Rifts Note: In Rifts, this cloth armor provides non-

environmental MDC protection of 100 MDC; the armor rating remains to determine if a blow lands on an unprotected area of the body.)

At the GM's option, repeated use of this power on a single object may make it act like a weapon permanently or even increase its weight to an amount equivalent to that of steel. Such a feat would require near-constant use of a single weapon and a Chi expenditure of something like one hundred Chi (not necessarily all at once).

Defend against Chi Attacks (positive):

Chi Combat is pretty unusual. It's something that's only used by those rare characters with Negative Chi and its only used against opponents with Positive Chi. Defending against Chi Attack is automatic and takes no melee round action Here are the main features of Chi Attacks: Defensive Chi: Each point of Positive Chi used to defend is capable of destroying 1d6+6 of attacking Negative Chi points. Offensive Chi: The amount of Positive Chi destroyed by one point of Negative Chi is 3D6 points. Once the victim has reached zero Chi then each point of Negative Chi will enter the victim's body. Non-Chi Masters in Chi Combat: Those without training in Chi Mastery are totally vulnerable in Chi Combat. Their Chi can be easily destroyed and, once they're at zero, they can be filled with negative chi. Getting Rid of Negative Chi: There are two ways to dispel Negative Chi The easiest is to be treated by someone with the Chi Healing (Chiatsu) ability. The only other way of purging Negative Chi is by meditating in a place of great Positive Chi. By staying in a wild forest, or by a waterfall, or in some other natural place, the character can eliminate 1D6 Negative Chi points per day.

Divert Incoming Chi: By “grounding” a layer of Chi on the outside surface of the body, the character diverts all incoming Positive or Negative Chi harmlessly into the ground. This only works while the character has at least one foot on the ground (not while leaping, jumping, or doing fancy kicks), and it works in any environment (Positive or Negative Chi). It’s also possible for the character to extend the grounding layer over one or two other people (two others is the maximum) or over some other object. In this case all the characters must remain in place, with all their feet firmly planted on the ground. Cost: One point of Chi (Negative or Positive) per melee round, or 2 points if one or 2 additional people are protected.

Divine Body Chi Kung

By Mantisking

This ancient and lost chi power once allowed normal humans to compete in hand to hand combat with demons and other supernatural creatures. Pre-requisite: Body Chi.

Level 1 - Extraordinary P.S. & P.E. at a cost of 12 chi per melee round.

Level 8 - Superhuman P.S. & P.E. at a cost of 24 chi per melee round.

Level 15 - Supernatural P.S. & P.E. at a cost of 48 chi per melee round.

Divine Guidance:

Precognitive flashes which can be used to determine correct procedures for overcoming a problem or survival (e.g. escape trap, defuse bomb, etc).5chi

Dragon Ascension Defeat

Cost: 100 PPE.

Requirement: Chi Control, minimum +10 to dodge, 15 ME.

Permanent statistic change: +4 to ME, +2 to dodge.

Area of Effect: 10ft radius per level experience. This powerful technique relies on using the enemy's own power against him. By leading the enemy/enemies in a spiral and tuning your Chi to be "opposite" your enemy's you lead him/them to the center of the spiral. Once the center is reached your opposing Chi's final attack is triggered. The character punches at the air near the primary enemy (doesn't even need to strike, gesture is enough of a focus) and a huge vortex of conflicting Chi is formed. Once triggered there is no effective defense even those not originally attacking will be swept straight up hundreds of feet (2d4x100), in a maelstrom of opposing Chi energies and bombarded with debris. Those of the enemy will who are within the spiral will take damage equaling half the MDC/HP of the primary foe plus 1/10 the MDC/HP of each enemy in the spiral at the time of triggering. Those who were not attacking are still swept up in the vortex but take a mere 1/5 damage. The person who initiates this attack has only limited control at this point. If for some strange reason he decides he must rescue someone accidentally caught up in the whirlwind he can just jump up the center of the funnel and attempt to reach his target. At this point he can shield his target with his own body and Chi. He will now take the 1/5 damage, and can guide them both to the ground taking a mere 1d6x10 SDC of falling damage. The maelstrom lasts 1 melee round per level of experience, however if the enemy survives the initial damage, once he recovers from being stunned/"knocked down" he can try to leave the vortex if he has some means of self locomotion. If he cannot leave the

whirlwind he will be spun around until it dissipates on its own where upon he will be forcibly thrown to the ground and take 1d6x10SDC falling damage per hundred feet in the air. Although devastating, this attack has several flaws. First if the enemy doesn't attack the character he can't form a spiral. Second the character must constantly and successfully dodge into the spiral form, if he actually gets hit, he must start the spiral anew. Third the setup of the spiral takes a full melee round that's a long time not to get hit. You might say "what kind of moron am I fighting if I can always lead him by the nose into a spiral?". The answer might very likely be he's never heard of the damn technique and never even noticed a spiral pattern while he was chasing that damned irritating character all over the yard. Unless someone actually is watching the battle (or already knows the technique), and rolls 1/10 his martial analysis roll and then informs sir bozo he may never find out how you keep tossing him up several hundred feet all the time. Because of the conflicted Chi energy ravaging the enemy, regeneration and healing will not work for 1d6 hours even with powerful supernatural creatures. There is a similar variation that can be used for stationary foes where the character spirals around the center and the enemy forms the heart of the storm. This is dangerous as the technique wasn't created for this use. The character must make his normal martial arts analysis roll or suffer the same effect as the enemy. The training for this is very simple, forming spiral paths while dodging and keeping iron control over your Chi. To successfully learn this technique you MUST roll 1/10 your martial arts analysis skill. You may try once a week for as long as your

teacher has patience. Variants: It is rumors that a single individual could create and trigger this phenomenon without a spiral or an enemy to fuel to attack. This would be incredibly difficult and very painful as it would involve simultaneously manipulating conflicting Chi energies. If it could be done it would allow not only the traditional vertical attack but allow a horizontal version of this technique. Roll 1/10 martial arts analysis skill each attempt. Character will take half damage done to hostiles unless he can perfect the technique. GMs option.

Dragon Chi or Fu Zhensong

(positive): This ability allows the martial artist to "tap" the dynamic Chi of the world. This works three ways. First, a character can replenish any lost Chi simply by dynamically charging with internal energy, thereby replacing lost Chi every melee round. Secondly, a character can "borrow" Chi from another person, drawing it directly from their body to another. Finally, a character can "channel" the surrounding Chi into Chi attacks or other Chi Mastery skills. Once focused on channeling, the character can then use other Chi skills without losing the effects of the Dragon Chi.

All of the Chi tapped by Fu Zhensong must be used in the same melee round in which it is obtained. In other words, if the martial artist is in a "Six Chi Place," then it's possible to use 6 points of Chi every melee round without depleting the character's own supply. If someone volunteers to help, it's possible to use Fu Zhen song to "tap" that person's Chi and channel it into Chi combat or Chi Mastery skills. The volunteer must be touched by, or must be touching, the character performing the Fu Zhensong. Note that this Chi cannot be forced out,

it must be donated freely. The amount of Chi available depends on conditions. Just about everywhere above ground there are 3 points of Chi ready to be tapped each melee round. Places of nature, like thick forests, jungles, and healthy grasslands, provide as much as an additional 3 or 6 Chi points per melee round. Places with active natural phenomena, like waterfalls, volcanoes, and ocean front areas with active surf, can add up to 3 more points, providing 9 Chi points per melee round. The maximum Chi that can be tapped is equal to the character's current level of positive Chi. Note that if the character ever reaches zero Chi, or is infected with negative Chi, then it becomes impossible to tap natural Chi.

Du Bin Qi (Poison Expelling Chi)

Positive

By Ray Bull

A variation of Chi-atsu. Poison Expelling Chi uses positive chi to neutralize or remove poison from the body. As long as the character is conscious and able to concentrate this ability can be used, but the character can do nothing else at the time. Against non-lethal poison 1 point of chi grants a saving throw. Harmful drugs require 2 points of chi to get a saving throw, and lethal poison requires 3 points of chi. Doubling these amounts will cut the saving throw in half. Tripling the amount of chi invested will expel the poison or drug from the body totally. This ability takes 1 minute (4 melees) to perform.

EXPLOSIVE CHI:

The martial artist uses short, but sudden and powerful, bursts of Chi to attack their target. To use, the martial artist must use a hand strike against their

target. A successful strike means that there will be a sudden, explosive impact of Chi against the target, dealing 1D6 damage to a target, in addition to knocking a target back 2D6ft. Parries result in half damage from the Chi explosion, as well as a 1D6ft. knockback, but no punch damage. Dodges mean no Chi is used. Explosive Chi can be done up to twice a melee successfully (yes, a parried strike still counts as a success). Requires 2 points of chi per use.

Fill Object with Chi:

The idea is to fill up an object, usually a weapon of some kind, with Chi so that it becomes "solid" from the perspective of the flow of Chi. For example, creatures of pure Negative Chi are usually unaffected by daggers and arrows. However, if the dagger or arrow is filled with Positive Chi, then the weapon will do the usual amount of damage, direct to the creatures Negative Chi. How long the object will stay filled with Chi depends on how it is handled. As long as it stays in physical contact with a creature filled with the same kind of Chi, the effect will last indefinitely. So a spear filled with Positive Chi will stay "charged" as long as it's held by the bare hand of a character filled with Positive Chi. The same spear, slung on a strap over the character's back, will only maintain its 'charge' for an 4 hours or so in a place of Positive Chi. In a place of Negative Chi, where the Chi of the environment is disrupting the Positive Chi of the spear, the Chi will only last for 4 melee rounds per level of the characters experience.

Another way of making objects come along when characters Mind Walk (see Zenjorike power) or otherwise move around in Pure Chi Form (transforming

the body, or leaving it behind). The “Chi Aspect” of the object can then be carried or used as an object of Pure Chi. For example, a creature of Pure Negative Chi could carry the Chi Aspect of a sword or gun and use it as a weapon, - inflicting damage based on Negative Chi. When used in this way, the Chi Aspect of the object will last as long as it is held or in contact with the character. Cost: 1 point of Chi per object, plus the amount of Chi used to fill the object. The amount of Chi needed to fill an object depends on its size. Small items, like daggers, bullets, arrows and shurikens, take only one point of Chi. Medium sized objects, like swords and spears, take two points of Chi. Larger objects, anything twenty pounds (9 kg) and over, usually require three points of Chi for every twenty pounds (9kg) of mass.

Find Weakness (neutral):

A character can “focus” Chi on an opponent (or an object) and eventually “feel” any inherent weaknesses. The first melee round the character must devote his/her energies on “focusing” the Chi. this might be thought of as a sort of combat meditation. During this first melee of intense concentration, the martial artist can not attack/strike, but only defend. The next melee round, the character can add a + 1 to Strike and a + 2 to Damage on the person or object of the focus. As long as focus is maintained on that one target only, the bonuses will remain for all subsequent combat melees until the opponent is defeated or a new opponent is engaged. This skill requires no expenditure of Chi points, and can be used so long as the character isn't drained of Chi.

Fukai Koru Ki (Deep Freeze Chi)

Negative By Ray Bull

The character uses negative chi to lower the opponent's body temperature. For every point of negative chi the target's internal temperature is lowered by 5 degrees Fahrenheit. If the opponent is already infected by negative chi then this power can be used at a range of 50 feet (15.24 meters). If the target is not infected by negative chi then this power can be used by touching the opponent. The effects of this power last for ½ the character's M.E.

Great Leap Positive or Negative

By expending one point of Chi, the character can leap 10 feet vertically or 15 feet horizontally per level, up to a maximum of five Chi per leap. Training for this usually involves throwing the character into a pit with starving animals and seeing how long it takes them to get out. Characters with supernatural attributes can double the distances leaped for the same amount of Chi spent, and practitioners of Joketsuzoku (other martial arts can learn these maneuvers as well) spend no Chi to activate this power; they must still spend Chi to get extra distance.

Hadou Ken

Cost: 40 PPE.

Damage: 1d6x10 per level experience.

Range: 100ft per level experience.

Requirement: Chi Control, minimum 100 PPE.

Permanent statistic changes: Sense PPE, tap into ley lines, nexus, and creatures, as a magic user for PPE and ISP purposes (keep in mind that Chi users are masters of their PPE and that like mages they cannot have their Chi/PPE taken without their consent), and increases Chi/PPE/ISP regeneration with

meditation (double the normal amount of PPE/ISP normally regained). Extra 2d6 PPE per level experience. This special technique often spoken of with a mixture of disrespect and awe. With it the character gathers Chi from the earth, plants, animals, etc. around him and throws this as fiery ball toward the enemy. Unfortunately it takes quite a while to gather this energy (4 actions), and if the characters concentration is disrupted he must start again.. Variants: It is rumored that it possible to unleash this energy through a punch, or other technique. If so it would still require the same time to gather the energy. Not many enemies will allow that at close range, however, if they did you would be able to use any hand-to-hand bonuses available.

Happo En Satsu POSITIVE OR NEGATIVE

An legendary technique for draining chi from ones opponent and using it as one pleases (this is one of the few instances a persons Chi can be greater than their usual maximum, however there are still limits, the maximum that can be drained is double the artists maximum chi). There are some conditions to this power. It is not a learned power exactly, first an Atemi Master must spend atleast one hour every day for one month performing a series of metabolism alteration through pressure points. After the treatment is completed, the artist will then be able to drain other peoples chi through any circular object (the reason it's called the En Satsu is because the object used is commonly an En coin). Normally, the user of this technique can only be used on people with intention to fight (GM's call on this). The rate of Chi drain is 10 points every target every melee, and the user can drain a number

of targets equal to double their level of experience. In some cases, the user can drain from targets who have no intent of combat, but the drain is only 2 points every melee, and can only be used on one target. If not used soon (within 10 minutes), the Chi fades at a rate of 5 per melee.

Hardened Chi or Shi Jin (neutral):

This Chi ability lets the character boost physical attacks and resistance. The character “shapes” Chi into hard lines of force that give extra force to punches and kicks, adding to the damage roll. In defense. Hardened Chi is like a wall of force, adding extra S.D.C. to the character’s body. Hard Chi fits in with the more combat oriented martial art forms. When used as a defense, the Chi from Shi Jin works like extra S.D.C., soaking up the damage that would otherwise hurt the character. Each point of Chi expended absorbs five (5) points of physical damage. Any one attack, per melee round action, including gunfire, explosions and energy, can be blocked by the Chi force absorbing the damage. When used offensively, Shi Jin adds an extra damage bonus to any of the character’s normal physical attacks. Every Hardened Chi point spent on any one attack Cr melee and adds two (2) points to the damage roll. If the damage is critical, then make sure to add in the Chi bonus before doubling the damage. Extra damage can only be added to hand to hand strikes, not to attack with weapons or thrown objects. Hardened Chi is never wasted. In an attack, if the attack misses or is dodged, then no Chi is used. Defensively, Chi is used only if the character is actually going to take damage. Characters can shift between defensive and offensive Shi Jin instantly, using it on each attack and each defense

throughout combat. The Shi Jin effect lasts only one melee or until used.

Heal the Mind:

By flooding the mind with a current of positive Cll, it's possible to attempt a curing of many mental illnesses. Note that a character can't do self-healing with this ability.

Saving Throw: The subject must roll a save vs. psionic attack/insanity with no ME, bonus. If the roll is successful, the healing fails. All attempts to Heal the Mind are automatically resisted by the subject, no matter how much he may want to be cured.

Cost: All types of Heal the Mind have the same cost, one point of Positive Chi per attempt.

There are the three ways that Heal the Mind can be used:

Temporarily Healing Insanity: Heal the Mind cannot permanently cure such mental afflictions. However, it will temporarily stop the character from experiencing the usual negative effects of their insanity. For example, a character with a ghost phobia will not be affected by the phobic panic for as long as the healing lasts. Aside from the temporary relief from the symptoms of the insanity, this is useful in that it allows some characters to come to their senses, realize that they have been acting irrationally and seek some kind of long-term help. Note: It's impossible to heal an insanity that a character is either born with, or comes about as a result of the character's own guilt/self-blame or self-hatred, even temporarily. Duration: 1d4 hours per level of the Chi Master.

Healing Hands:

Includes the study of acupuncture which can be used to resuscitate a character by

touch alone. This includes knock out, stun, paralysis or any other shock.

Healing Induced Madness/Insanity:

This permanently heals a character that has been driven Insane by some outside influence, such as results from physical and/or mental torture, drug induced hallucinations, illusions, and magic. By restoring the mind to its proper state, any outside influences are eliminated. This includes changes brought about by hypnosis (for example, this will expose a post-hypnotic suggestion), suggestion, enslavement, or other forms of mind control and psionic manipulation.

Hidden Weapons (Lesser)

Cost: 3 PPE per summons.

Requirements: Chi Control. With this skill the user can hide and summon 11 major item/weapon per level experience and 55 smaller/lesser items per level experience in a pocket dimension or subspace and summon them at will (counts as 1 melee attack/action). They will appear instantly in his hands and does not require an action. The character also has the fast draw skill when dealing with summoning any summoned weapons. These items are fixed and cannot be changed without several weeks of training. Roll half martial arts analysis skill once per week. A success indicated you have learned to store a specific item in a particular "place" in subspace (normally the "place" is located so where around the person's body so it can easily be reached). NOTE: Magical items/weapons & projectile weapons count as a major item. Non-magical items/weapons count as lesser items.

Hidden Weapons (Greater)

Cost: 5 PPE per summons.

Requirements: 15 IQ, Chi Control. Same as above except character may store 55 major item/weapons per level experience and 100 minor items/weapons per level experience. There are no fixed slots. The character may store whatever he wishes in the appropriate "location".

Hiryu-Shoten-Ha (Flying Dragon Ascension Wave)

The character who knows this ability must maintain an ice cold demeanor in battle (they must be calm, rational, their Chi as ice no matter the provocation). They move around their opponent in a spiral pattern, using Chi to manipulate the air around them in specific patterns. This takes an entire melee round, which the character cannot attack, anyone and is -5 to parry. This is useless, however, unless their opponent is in a battle rage (they are excited, angry, their Chi is as fire flowing out of them). The final action of the move is a twisting uppercut thrown by the character using the Hiryu-Shoten-Ha with a release of Chi once the center of the spiral is reached. The clash of temperatures, with the Chi boost, creates a small tornado, "the Heaven-Blast of the Dragon" or "Flying Dragon Ascension Wave," that hurls the character's opponent away in a mighty blow (3D6x10 SDC), landing 3D4x100 feet away. It takes 10 points of Positive Chi to use this ability. This also has an animalistic form, with a serpentine eastern dragon forming the tornado. (Note: It is important to remember that despite the Chi manipulation used in this technique, the Hiryu-Shoten-Ha is not magical in any sense of the word. It is simply a Chi-assisted natural phenomenon: the induction of cold air into a hot medium, thus creating a vacuum that turns the surrounding air into a spiral whirlwind--the exact same

phenomenon that creates tornadoes in nature.)

Inner Strength:

Focus Chi into either PS, PP, PE or SPD at a rate of 2 Chi for every attribute point raised. This lasts for 1 round per ME.

Lack of Weakness (Positive or Negative Chi Mastery)

By Kuseru

The character can "focus" Chi in oneself to hide any potential weaknesses from their opponents. Using this ability makes the character immune to the effects of Find Weakness Chi Mastery, and the One Life, One Shot, One Hit, One Kill Martial Art Technique. This ability also renders Chi Block Atemi useless as the opponent cannot find the exact location of the character using this ability's "Chi Control Center" This ability also allows a character to use their full bonuses when attempting to avoid a Long Distance Dim Mak. Unfortunately, since the character's chi is devoted to this defensive activity, they perform combat attacks at only half their normal bonuses. This ability also has no effect against Chi Belly Disruption.

Levitate/Flight

Cost: 10 PPE.

Duration: 100 minutes per level experience.

Speed: 40-mph +10 mph per level experience. Through the careful use of Chi it is possible to fly. They may never win any speed records but it will get you where you're going.

Lightning Speed

Positive or Negative

By danzig138

By focusing his Chi, the character is able to move at an increased rate. He gains

double his normal Attacks per Melee and Spd., along with a +5 initiative bonus. He cannot use any other Chi abilities while this one is being used, and he must rest for one round per round that the ability is used. This costs 15 Chi per round (P.P.E. if you're using that method).

Mega Glomp

Cost: N/A or 50 PPE

Requirements: If the character is not a pervert (see insanities), he must roll versus ME to learn this technique or apply it. Also requires the ability to channel chi. See aura.

Permanent statistic change: +100 SDC/MDC/HP, +100 PPE/ISP/Chi base, gains PPE shield as per psionic abilities. The training involved in this technique requires the trainee to latch on to a woman's bust and attempt to sense the woman's aura. If the trainee is not beaten unconscious and makes under 1/10 the martial arts analysis he can learn this technique after only a week of training. Alternate training methods are possible but require 1/100 the martial arts analysis skill roll. If the trainee fails and survives the probable beatings he can try again each week. Once learned the user can drain half the PPE of his victims. Once the martial artist has grappled his victim they are -10 strike/parry/dodge versus the user of this technique. If the martial artist expends 50 PPE he does not receive any energy from the victim but may drain the victim of all personal PPE. The victim of the drain is tired and listless and will be -10 strike/parry/dodge and 1/2 PE until all PPE is regained through the normal course of time. Users of magic receive a save vs magic at +5 in their favor due to the control these classes have over their PPE reservoir. If the user does not

already have the insanity 'pervert' he must make a saving throw versus insanity (include ME bonus) per use, or receive it. This technique is half effectiveness if used against males or the female improperly grasped (ie not grasped around the bust), however no roll versus insanity is required. The martial artist can hold twice his usual maximum PPE while employing this technique, but will lose PPE at the standard recovery rate until he is again at his normal PPE maximum or he employs this technique again.

Neko Ken (Cat Fist)

Cost: All current PPE.

Requirements: Chi Control, (Since it is impossible to force yourself to submit to this training, it usually requires a third party to force the character through the training), minimum 15 PP, 15 ME (failure means death or being reduced to a gibbering idiot).

Permanent statistic change: Severe phobia of cats, +2 PP, +50 PPE/ISP/CHI.

Any manual concerning this subject may go on and on regarding the power granted by this technique. If you keep reading you will also read about how it was banned for causing severe physiological trauma to the trainees. Most also state that only an idiot would try to teach or learn the technique. The training is deceptively simple. "Tie the trainee up in fish sausages and throw him into a pit of starving cats. Repeat as needed." Roll martial arts analysis to survive the initial training. Each time the character is thrown in the pit roll for survival, making under 1/10 the martial arts analysis means the neko-ken has been learned. Congratulations. The training induces a severe phobia of cats. At the slightest sight of a cat the

characters strength is doubled. Unfortunately this enhanced strength is only useful for escaping the horror before him. Woe unto any person, vehicle, wall, or mountain between the character and the shortest path away. Coherent thought is impossible, technique or skill is irrelevant all that the character thinks about is leaving. Even if for some horrible reason the feline attaches itself to the character he will be unable to bring himself to further touch it. He will simply run until it jumps off on its own or the neko ken takes hold. When the terror becomes too much for the character's psyche his personality retreats. He gets down on all fours and meows. This is the fabled neko-ken. While in this state the character's PS, and PP are increased by x2, Speed, and HP/MDC are twice what they are normally. They also receive 4 extra doubled attacks, heightened smell, and the incredible "Cat Fist" attack. Of course they now think they are a cat. This means that the character has no memory of any enemies, he has an effective animal IQ of 4, and he will only fight for territory, family, mates, and domination. The horrible foe that was slaughtering towns and laying waste to the countryside while now be ignored. Heaven help the poor SOB if he's unfortunate enough to catch the attention and earn the displeasure of the character while in this state. He won't fight to the death, cats' only fights until the rival cat submits, of course most people don't know this and if the enemy continues to fight he will most likely die. The Neko-ken attack is actually cat claws made of pure Chi. The character does not even need to touch his enemy the claws of Chi will do that. Although he cannot actively use other Chi techniques he naturally has the effects of the "Chestnut Fist" in

reference to parrying and paired hand-to-hand/claw attacks. With his "claws" he can even parry energy weapons and bursts with no penalties. The only way to exit the neko-ken is sudden shock or relaxing so completely he comes out of the neko-ken. Some examples of this would be being pummeled unconscious, being involuntarily shape-changed into another species or sex, or falling asleep curled up in the lap of a loved one. There is no cure for the phobia. If by some miracle the phobia is removed the technique can no longer be accessed. Desensitization is an especially futile method for curing this phobia. Note: There is a variant that can be created where the character can be cured and control the neko ken roll on 1/10 martial analysis skill. Variants: It is rumored that other similar techniques exist, the shark-ken, bird-ken, etc. They are all equally devastating and all equally debilitating for the character.

Positive Chi Polarity :

By manipulating the positive Chi of an area (Note: This functions only in areas filled with at least 2 points of positive Chi), the character can change the Chi so that it becomes magnetic. After this is accomplished, any character, animal or thing of Negative Chi is pulled toward the source of Positive Chi, just like a piece of iron is pulled toward a magnet. Cost: 2 points of Positive Chi per melee round.

The amount of pulling force exerted during Positive Chi Polarity depends on the Positive Chi of the area affected. Every point of Positive Chi in the area acts as a multiplier on the normal weights of all the victims. For example, a character who normally weighs 150 pounds (68 kg), drawn down in an area of five Positive Chi will suddenly seem

to weigh five times as much or 750 pounds (340 kg). If the character had a P.S. of 30 or so (able to carry 600 extra pounds/272 kg) he could still stagger around, but most characters would barely be able to drag them selves a few feet.

Positive Chi Polarity doesn't affect anything with zero Chi or those with Positive Chi. So, a character being dragged down by Positive Chi Polarity might still be able to fire off a gun and normal bullets would operate without being affected by the Positive Chi Polarity.

Pressure Points

Cost: 40 PPE.

Requirements: Chi Control, biology minimum 50%, minimum 20 PP, +10 Strikes, See Aura.

Permanent statistic change: +2 Strikes, Psychic Diagnosis.

All living things have Chi. this energy flows in channels throughout the body, if they are blocked odd, usually bad, things happen to the body. Likewise if this energy is made to flow more smoothly or redirected along more efficient routes usually creatures have very good things happen to their state of health. These paths are well known in the human body along with the pressure points and the correct amount of Chi to use for various effects. On a successful roll of the martial arts analysis skill the pressure point is applied correctly with the desired results, if the roll is failed there was either no effect or a drastically different one than what was expected.

Even if the roll succeeds and unwilling participant gets a save vs. magic15 (only count PE bonuses toward save) or less to resist what was done. The effects of these pressure points vary to a huge degree from blindness, deafness,

dizziness, paralysis, muteness, pain, paralysis, confusion, amnesia, full body cat tongue, etc. The effects of these last 1 minute to 48 hours per level experience or until countered. The more beneficial results such as healing negate poison, regeneration, or faster PPE/ISP recuperation are far more fleeting last a mere 1d6 minutes per level experience. It seems it really is easier to destroy than to create. Very few people know all these pressure and those who do guard this knowledge jealously. After all who would you trust with the power to cripple or heal with a touch. Although meant for the human body, with enough study of a particular race's anatomy and Chi flow it is possible to use these points on non-humans. Without such study there is no chance of successfully applying pressure points to a non-human race. After several weeks of study (roll 1/10 martial arts analysis skill once per week) the character may apply this skill to the race he has been studying and expect 1/5 martial arts analysis skill roll chance of success. This study may be repeated until the character has his normal chance success. Regenerate Cost: 20 PPE. Duration: 10 minutes per level of experience. Requirements: Chi Control, Biology minimum 25%, & Summon Inner Strength. Through control of his own Chi the character can regenerate even devastating damage very quickly. Can instantly heal 1d6x10 HP/MDC for 50 PPE. Healing rate: 2d6 HP/MDC per minute. (also works on battle auras if activated)

Radiate Positive Chi:

The character emits light simply by releasing the primal nature of Positive Chi, that of the sun's energy. The Chi can be coming from the character or, if the character also has Dragon Chi, it's

possible to fuel Radiate Positive Chi from another source. Note that creatures who are vulnerable/damaged by sunlight will have to do their own version of save vs honor factor (13; but only affects creatures of darkness). here are the 3 possible ways of Radiating Positive Chi:

Radiant Eyes:

The Positive Chi pours out of the eyeballs, turning them into miniature globes of sunlight. The beams act like the beam of a flashlight, pointing in whatever direction the character is looking. The light will NOT interfere with the character's vision and will even aid eyesight by providing illumination. The light will be bright enough to clearly illuminate objects up to 500 feet away (a little better than an automobile's headlights). Creatures vulnerable to sunlight will be affected by the direct glare of the eyes just as if they were outdoors on a sunny day. Cost: 2 points of Positive Chi per melee round.

Radiant Flesh:

The entire character glows with a yellowish, sunny light, illuminating the area as if the character were a window thrown open to the sun. All creatures of darkness within 300 feet will be affected and everything within that range will be clearly lit, as if by full daylight. Cost: 4 points of Positive Chi per melee round.

Roaring Tiger Bullet

Cost: 10 PPE.

Permanent statistic change: +1 MA.

Requirements: minimum 15 ME.

Damage 1d6 MDC/HP per level experience. A simple blast of pure chi generated using emotions to focus and help project the energy. The chi blast can also transmit the emotions that help

focus the blast having the effect of Empathic Transmission. The drawback is that the character suffers the same penalties (appropriate for the emotion) as his target. Characters who often summon specific emotions find these emotions easier to reach the more often its used. Each time this Chi Blast is used more than 10 times in one day, roll a save versus insanity. A failure gives the character the appropriate insanity (Confidence will give Overconfident, Depression will lead to chronic depression etc). Variant: It is rumored that if a master (roll 1/10 martial art analysis skill) were to combine this Chi attack with the Chestnut Fist a burst (1 per level) of smaller attacks (1d4 per level) would be sent at the enemy. GM's option if practice will improve the reliability of this variant.

Roaring Tiger Bullet (Perfect)

Cost: All PPE but must have at least 50.

Damage: 2d6x10 per level experience.

Range: Visual (If the character knows where it is, he can hit it).

Area Affect: 5ft/level.

Permanent statistic change: +1 MA.

Requirement: The appropriate insanity gained by the overuse of the "Roaring Tiger Bullet". One must almost be insane to be able to use this version of the previous Chi Blast.

The character is so overwhelmed with the particular emotion he is able to channel an incredible amount of Chi. It wells up inside him until he shoots it straight up into the sky in a huge blast. It almost immediately comes roaring down like the hand of god to smite its target.

+10 strike (very fast, very unpredictable). It's very unhealthy. Side Effects: User takes 1/4 damage and character falls unconscious immediately after attack. Fortunately, after

channeling all that emotion his particular insanity is gone.

Note: Roaring Tiger Bullet is actually the name of the variant that uses confidence, Depression Blast is the name of the variant using depression as fuel and focus).

Solid Chi Surge:

A very impressive ability that is one of the most powerful of the Chi Powers. The character will receive an A.R. of 1 per point of P.P.E. used for one melee. If the character wants to extend the duration, they may do so, at the cost of more P.P.E. The maximum A.R. possible is equal to the characters' M.E. However, the maximum one can ever achieve is an A.R. of 18.

Splitting Cat Hairs

Cost: 50 PPE.

Requirements: Chi Control, minimum 15 ME.

Permanent statistic change: +2 ME, detect illusion 5% per level experience.

This ancient technique makes up to 1 image per level experience of the character. The images split and rotate around the target. They are indistinguishable from the real form in all but the sense of touch. The character may attack at will and the subject will still be unable to tell truth from fiction. Each time an image is attacked roll 100%/image to see if the real character is aimed for. Even if the character is hit once the enemy must still roll the same percentage to choose the correct image next time. The only weakness in this technique is that it requires intense concentration. No other special attacks are usable and if something truly unexpected happens the character must roll versus ME, or the images will fade due to his distraction. The images also all rotate about a single point and are

therefore not as effective on multiple attackers. Area affect attacks also work well since for the character to actually hit hand-to-hand all images must be within 10ft. If attacking is not an issue or the character has a long distance weapon the maximum radius is 5 ft per level.

Stinging Fist

Cost: N/A

Requirement: Chi Mastery, Chestnut Fist.

Permanent statistic change: Auto-dodge, +4 to PP, +2 to dodge, +3 to parry & strike, two additional melee attacks.

The training for this technique is painful. A hive of bees or hornets is smashed to the ground at the trainee's feet. The trainee must stun the insects while avoiding being stung. Each week the martial artist rolls 1/10 martial arts analysis success means the technique has been mastered. This technique was designed to further increase a person's speed & reaction time in combat.

Su Du Si Qi (Speed Drain Chi)

Negative

By Ray Bull

With this ability the character uses negative chi to slow an opponent down. The opponent is at 1/2 attacks and SPD. The opponent also has a -5 modifier to initiative. This ability costs 7 points of negative chi per melee round. The range of this power is 25 feet (7.62 meters) if the opponent is already be infected with negative chi. If the target is not infected with negative chi, then the target must be touched for this power to have any effect.

Tai Shihai Ki (Body Control Chi)

Positive

By Ray Bull

Using this ability the character can raise or lower her internal body temperature. 1 point of chi changes the body's temperature by +/- 10 degrees Fahrenheit. This lasts for as many melee rounds as the character has current points of chi. For example: If Kano, who has 15 points of chi, was to use Tai Shihai to lower his body temperature by 10 degrees, then the lowered temperature would last for 14 melees (3 ? minutes).

Tide of Radiance:

As with Radiant Flesh, the character will glow brightly and will illuminate an area up to 3000 feet in diameter. Even more significantly, all the natural Negative Chi of the area will be neutralized! Since the area around the character becomes effectively one of Positive Chi (although with only a fraction of a point of Positive Chi in the environment — too small an amount to be tapped by Dragon Chi opponents who depend on a Negative Chi background can be at a severe disadvantage. Cost: The current level of Negative Chi plus four points in Positive Chi per melee round. For example, if the area has a malignancy of 5 points of Negative Chi, the character will have to spend 9 points of Positive Chi per melee round to neutralize it.

Two Finger Gesture (Negative Chi Mastery)

By Kuseru

This works like a long-distance Choke attack. A blast of negative Chi is directed at the enemy in a single gesture of the fist. The character must have the either the "Choke," "Neck Hold/Choke," "One-Hand Choke," or "Two-Hand Choke" combat attack, and must make his normal, unmodified roll to strike on a Twenty-Sided die in order to succeed with the attack. The target cannot parry,

but can try to dodge the attack, if seen. When Two Finger Gesture is used as a telekinetic force to attack and damage, the amount of force available varies according to the number of Chi points expended. Two points per melee round attack gives the character a force equal to 1D6 points of damage directly to hit points. Can be attempted but once per melee round, and takes the place of all physical attacks for that melee. Once Two Finger Gesture is successful, the attacker can continue applying it as long as he likes, doing 1D6 damage per two points of chi direct to hit points, for each of his remaining attacks per melee. In addition, the victim of the choke must Save vs. Pain (14+) at every attack; failure results in unconsciousness. The victim of a choke attack cannot reduce damage by using Roll with Punch/Fall/Impact or Breakfall. The victim can try to break free of the hold. There is one way to get out of the Two Finger Gesture. Someone must knock-out/stun or kill the person doing the Two Finger Gesture. Range is 35 feet (10.7m) maximum. When using this attack, the attacker can do no defensive moves, including Parries, Dodges, or Rolls. In other words, the attacker just stands there and ignores all other attacks. Critical or Knockout/Stun attacks from the rear can also be done to someone using this ability.

Vacuum Blades

Cost: 10 PPE.

Requirements: Chi Control, minimum 7 attacks.

Damage: 1d4x5 per level experience.

Permanent statistic change: A side effect of the training is that the character can survive 10 minutes per level of vacuum or airlessness.

By the use of Chi the character swipes his hands in an X shape in the air in front of him. The air is disrupted leaving two traveling "blades" of vacuum and negative Chi. this is actually a physical cutting attack that is very difficult to parry, requiring a magical weapon, a countering Chi technique, or dodging to avoid the attack.

Martial Art Techniques

Ankokutoshijutsu

By Kuseru

This is the technique for seeing in the dark. Training includes on techniques such as not looking at lights, paying attention to movement in peripheral vision, and how to study objects at night by not looking directly at them. A character with this skill can detect movement at night up to 30 feet plus one foot per level of experience. Discerning what an object is at night is also possible with a 25%+4% per level of experience chance.

Battojutsu

By Kuseru

Similar to Iai-Jutsu, this art concentrates on quickly drawing a sword and attacking, while simultaneously dodging an attack. The effect this ability has means the character only requires on melee action to both draw a weapon and dodge an incoming attack. Bonuses: At first level the character gets a +1 to Initiative, Dodge, and Strike. At levels 5, 10, and 15 an additional +1 to Initiative is gained. At levels 3, 9, and 12 a bonus of +1 to Dodge is gained. At levels, 4, 8, and 13 a +1 to Strike is acquired. Cannot be combined with Iaijutsu bonuses, though other bonuses to Initiative, Dodge, and Strike can be added.

Cancel Zanshin

Having this ability will keep you from being sensed by anyone with Zanshin. The range for Cancel Zanshin is the same as for Zanshin. Note: Cancel Zanshin does not protect you from being sensed by any kind of Chi Awareness, but it will trick anyone who has it into thinking that you only possess 50% of the Chi points that you have, which can be very useful in some cases. Further Note: You cannot have both Zanshin and Cancel Zanshin. If you choose them both, you'll just end up canceling your own Zanshin.

Combat Sync:

The character is so comfortable with feats of agility that they can perform any acrobatic, gymnastic and/ or feats of balance in combat with no penalties! So, they can forward flip and front kick someone or back flip and fire a gun at someone, with no penalties, full bonuses apply.

Coordinated Attacks

By Flash Fighter

This allows two or more martial artists to perform a coordinated attack on one or more foes. Much like the Drunken Master Technique, this is often seen in the movies that are about Master Wong Fei Hung, but are also seen in many movies about ninjas.

The attack is usually done in some sort of formation (Usually this is one person standing on another's shoulders, or some sort of cheerleader type formation.) As stated above, the minimum number of attackers is 2, the maximum is 6. Each of the attackers must study the same style of martial arts, and each must have this power. The attackers must have initiative. The attack counts as many actions as there are people involved in

the attack (If two people are involved, it counts as 2 attacks that each person has used, if 3 people are involved it counts as 3 attacks.) Each person rolls to strike as normal. The defender may try to parry all attacks, though he must give up his automatic parry if he does not have circular parry. The defender can only dodge the first attacker. Each person's attack is considered a critical strike, which would do double damage, if an attacker rolls a Natural 20, then the attack does triple damage.

Dwur Doragi Technique

Activation of this power makes the master a null point of Chi. They become invisible to the Chi world, as they will effectively remain at zero, Chi for the duration of the combat. This makes them immune to ALL chi based attacks and moves, including Body Chi, Hard/Soft Chi and the Dim Mak. Because of this technique, no one with Dwur can ever learn Chi Mastery or Chi based powers. GM Digression as to whether or not this negates already in effect Dim Mak. YES, this does halt normal healing for the fighter during combat; however, one full melee of meditation will allow the Dwur master to recover his full chi and return to normal functions.

Eight Horse Stomp:

When performed outside on packed sand, dirt, or any hard surface, or inside on hard concrete or metal, the Eight Horse Stomp causes the equivalent of an earth tremor. The Eight Horse Stomp is not a kick and can NOT be used as a direct attack, even if a victim is underfoot. Everyone, friend and foe alike, standing within one hundred feet (30.5 m) of an Eight Horse Stomp will have to save vs. falling (roll with fall or impact) to avoid being thrown off their

feet. Anyone with any kind of martial art or combat training will be unharmed, but ordinary folk have a 50% chance of incurring 1D4 damage from the fall. All who fall lose initiative and one melee attack/action. Only the character using the Eight Horse Stomp is certain to be unaffected by the tremor. When performed in an urban area, an Eight Horse Stomp will likely set off more than a little disturbance. Burglar alarms, car alarms, and other kinds of motion sensitive devices will be instantly triggered. If done within twenty feet (6.1 m) of a tall building, every device within the building will be affected, no matter how many stories tall.

Einzug Rustungen

By RMHWA01

The Einzug Rustungen is the most secret technique of the Panzer Kunst martial art. The technique is the matching of the opponent's rhythm and striking when they are off guard by studying the opponent's fighting technique during battle and retaliating. The cyborg gets a cumulative +1 to strike/parry/dodge one opponent per level the character has in Einzug Rustungen per melee round fighting that opponent. If the character stops fighting that opponent, they lose the bonus at a -2 strike/parry/dodge per round until the bonus is gone.

Fa-jin

By Kuseru

Fa-jin or, commonly, jin is the Japanese pronunciation of the Chinese concept of Fa-jing (or jing). Fa-jing is the concept of explosive internal energy as applied to martial art strikes. It can be likened to the energy of a coiled spring. Force expands outward from the Seika Tanden (or Seika No Itten) in Japanese, the Dantian ('cinnabar field') in Chinese, and

is referred to as Svadishthana Chakra in Sanskrit (or Indian culture), also referred to as the One Point (or one's center) in English, a central point located two to four inches below the navel and about an inch inside where Chi is believed to originate. This force strikes the point of impact of the attack and the ground simultaneously and since the ground is effectively an immovable force, the force rebounds back through the body into the attack. This force is applied best in punching strikes, because in kicks you are standing on one leg and it's much harder to maintain the balance, root, and structural alignment necessary for successful implementation of this technique. This technique cannot be used for jumping, flying, or leaping attacks at all, because they rely on mass and momentum for their power. At the first level this ability is taken, the character can add one die of damage to hand strikes, elbow strikes, forearm strikes, and headbutts for the cost of two attacks. At the third level of ability in this power, the powerful strikes cost only one attack. For the sixth level of skill in this power, the character can apply an extra die of damage to basic kick attacks and knee strikes, also kicks which normally do no damage do 1D6 damage, but kick and knee attacks done with this power cost two attacks and the character has no bonuses to Maintain Balance while performing such a kick. With the ninth level of skill in this power, the character's kicks powered by this technique cost only one attack. At the twelfth level of skill in this power, the character has full Maintain Balance bonuses when performing powered kicks. Due to the solid posture performed with this technique, there is a one time bonus of +2 to Maintain Balance.

Falling Technique:

The character learns the fine art of falling. Not just from a few feet, but from dozens of feet, and then from hundreds of feet. The character also learns to always land properly, automatically bouncing back to a two foot, one foot, or cross-legged stance. At "safe" distances of 1200 feet or less, the character takes no damage. At "minimal damage" distances (1800 to about 2160ft) the character takes one (1) point of damage for every 50 feet of the fall. Even at very great distances, of 3000ft to about 4000ft (the character takes only 1 point for every 20ft of distance fallen.

Fukuwajutsu

By Kuseru

A kind of ventriloquism, often combined with hypnotism, whereby a ninja would project his voice into another creature. The ninja was usually hiding somewhere nearby. This ability allows the character to make other people (or animals) seem like they are talking (or saying something different from what is actually said). Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. Base Skill: 20% +5% per level of experience.

Ground Fighting

By danzig138

The character has been trained to fight from the ground. He loses no actions when he is the victim of a knock-down attack, unless he chooses to get up, and he can attack from the ground with no penalty.

Instant Stand

By danzig138

The character is able to deftly return to his feet after being knocked down. He loses no actions when he is the victim of a knock-down attack.

Jia Zhu Chi Kung (Standing Post Breathing Exercise)

By Ray Bull

This is a form of meditation designed to increase the flow of Chi in the body.

Bonuses: +5 to Chi at Level 1, +10 to Chi at Level 5, +15 to Chi at Level 10, Double Existing Chi at Level 15.

Jeet Kun Do Concepts

By Lee Casebolt

A training mindset that focuses on constantly expanding the character's range of skills, adapting what is useful from other arts while paring away what is less useful from his own.

At 1st, 4th, 7th, 10th, and 13th levels, the character may EXCHANGE any of his combat moves for any other from another style.

At 2nd, 5th, 8th, 11th, and 14th level, the character may EXCHANGE his level advancement bonus for that of another style.

Both exchanges are at the character's option, and subject to GM approval (ie, if the character has never even MET an Eagle Claw Kung Fu practitioner, it's unlikely s/he would learn the Eagle Claw technique, or learn any of Eagle Claw's LAB's)

Jeet Kune Do Concepts

By danzig138

There are those who believe that JKD is meant to be a constantly evolving, changing form. Techniques that no longer work are discarded in favor of newer, more functional techniques. To simulate this in game terms, the practitioner of JKD is able to select a

new technique from any martial art form (only those techniques listed under COMBAT SKILLS)at levels 3,6,9,12,and 15.

Koppojutsu

By Kuseru

This is the art of bone breaking.

Characters with this skill are trained in the techniques, required force and knowledge of where to strike in order to shatter bones. A Koppojutsu attack can only be used once per melee round and requires a 15 or better to strike. A successful attack results in the target bone being broken, doing damage directly to Hit Points. If the roll is less than 15 the strike fails but still does normal damage to the target. Can be done with any hand strike except Finger Tip Attack/One Finger Attack, Spear Hand, any Claw Strike (including Black Tiger Claw Strike, Claw Hand, Bear Slap, Crane Fist, Duo-Claw Strike, and Eagle Claw Hand), Push Open Hand, Two Palm Push, and Sticky Hands.

Kosshijutsu

By Kuseru

This is the art of finger weak-point attacks to organs and muscles. Similar to Atemi, except that the primary purpose of Kosshijutsu is to inflict damage. Kosshijutsu strikes are done using Fore-Knuckle Fist, Finger Tip Attack, Chuk, Crane Fist, Gou Strike, Negative Gou, and Spear Hand to target sensitive organs and muscles. If a style does not have one of these hand strikes, this martial art power cannot be taken. A Kosshijutsu attack can only be used once per melee round and requires a 16 or better to strike. A successful attack results in doing damage directly to Hit Points and the target must save vs. pain at -2 or lose consciousness. If the roll is

less than 16 the strike fails but still does normal damage to the target.

Kuji Kiri (Finger Weaving)

By Ray Bull

This is a method of hypnotizing an opponent by intertwining the fingers in a rhythmic manner. The target must save vs. psionics or be hypnotized (use the modifiers for K.O./Stun). The opponent receives a -1 to save at levels 5, 9, & 13. At 7th level this skill can be done using the entire body, with a -2 on the target's save.

Kyuba-Jutsu (Art of the Bow and Horse)

By Mantisking

This training allows the character to ride and shoot a bow at full gallop without penalty. Likewise, the character's balance and bow handling is such that he can shoot a bow without penalty from a moving vehicle, in mid-air, or from an awkward position (a swaying rope bridge, hanging upside down, leaping and shooting, etc.)

Kyukoka Shugeki Jutsu (Art of Pounce)

By Unknown

The fighter must successfully prowl (Use Pi Mi Hsing Tung) and get all crouched down ready to pounce. The fighter waits for the perfect time and pounces. The fighter automatically gets initiative and must roll to strike with a bonus of +5 and normal strike bonuses (Body Tackle bonuses may also be applied) The only thing the opponent can do is dodge the flying body. Opponent is totally surprised unless the fighter has given them reason to suspect there is someone specifically there. Dodge is - 5 and their dodge bonus doesn't apply if totally surprised and -2 with half dodge

bonuses if opponent is in somewhat anticipation. Once a pounce is successful the fighter may start attacking immediately. Only being able to use punching attacks, usually directed at the head/face. The opponent can try and bully the fighter off of them in the same manner you try and bully out of a choke. When on opponent any unmodified roll of 17, 18, 19, or 20 is Critical. Once KO/Stun is attained you can call a KO/Stun on a roll 1 number better than you're normal KO/Stun ability. Fighter will usually try to Knock out or beat into submission, and will only kill on extremely rare occasions.

Layout Tracking:

This is special technique that allows a character to memorize the terrain of an area just by glancing at it (takes one melee attack). At that point, they can do any feats in that area without seeing where they are going! They have a base chance of 75%+5% per level to successfully perform layout tracking and it has a 60 foot radius maximum.

Light Body Climbing:

Characters learn to time their breathing and movement to synchronize with the natural flow of Chi through Fire, Earth, Metal, Water and Wood (the five elements). As a result characters can climb, up or down, with the ease and speed of walking (roughly half their maximum Speed.). No skill rolls or saving throws are required for climbing while doing Light Body Climbing. Light Body Climbing requires full concentration, so characters can not fight even to defend them self. Nor can they use Chi, engage in magic or do anything else that diverts the mind, except talk. This doesn't mean that the character will fall when doing other things; it just

means they'll have to resort to conventional climbing skills. For example, they must roll vs. the skill for every 200 feet (6.1 m) traveled when using the conventional climbing skill. Rappelling is not possible while doing Light Body Climbing. Note: Characters must first have the climbing skill in order to use this special ability.

Lizard Technique

By Sinestus

A modification of 'Light Climbing' and Karumi-jutsu. This can be used in combat, and almost always is. If barefoot, the Lizard master can climb any non-metallic surface using only his feet. The chance of success for this style is 59+5%/level (if the roll is failed, the master has the option of performing a backflip off the wall instead, this can be used to land on behind an opponent if they are within range) and rolls are made for each SURFACE climbed. Thus, once the master climbs a surface successfully, they can return to it without problems for the rest of the combat. When fighting someone while on a wall, the Lizard master gains: +2 to strike and dodge, +1 on initiative and +2 (+20%) to maintain balance, and Automatic Vertical Parry. Unlike the normal Lizard Technique, the Modified Technique can only be maintained for one melee (+1 every 3 levels)

Ma-ai (Determine Combat Range)

By Kuseru

This technique allows a practitioner to successfully gauge the correct combat range to effectively fight an opponent. It is only useful against one opponent for the melee round. Base Skill: 50/30% +5% per level of experience. The first number represents the character's chance to successfully determine the proper

combat range to engage an unarmed opponent. The second number is the character's chance to determine the proper combat range against an armed opponent. At the first level of skill in this ability, the character has a +1 bonus to all attack and defense rolls against unarmed opponents if the technique is employed successfully. At fifth level of experience in this technique, the character has a +1 bonus to all attack and defense rolls against an armed opponent. Tenth level of experience in this power gives the character a +2 bonus to all attack and defense rolls against an unarmed opponent. Fifteenth level of skill provides the character with a +2 bonus to all attack and defense rolls against an armed opponent. These bonuses are not cumulative additions, with the exception of the distinction between armed and unarmed opponents (i.e. at tenth level of ability in this power, the character would have a +2 bonus against unarmed opponents and a +1 bonus against armed opponents, however only one bonus can be used in a melee round, so the character could either fight an unarmed opponent with a +2 bonus or an armed opponent with a +1 bonus, for that melee round.) At the beginning of each new melee round, if the character wishes to switch which opponent they're applying the bonus to, they must roll against their skill percentage again to successfully determine the new opponent's correct combat range. This does not cost a melee attack/action to perform. If both combatants have and successfully employ this technique, the bonuses for both combatants are nullified.

Maksuna ("warrior's stance" translated from Elven)

BY Travis S. Guerrero (Prysus)

Two warriors meet on a battle field to settle a dispute. The two both get into their fighting stances. Neither opponent draws. Instead, they stare intensely at each other. After a period of studying each other, the two stand at ease. The loser abides to the terms of the winner. No blood is spilled, yet their dispute has been solved. Although neither opponent ever drew their weapons, a battle had just taken place. They studied each others fighting stance. Both know who would have won if they fought. In game terms, both players add their W.P. bonuses (strike, parry, and any other bonuses) for that weapon and their level. Then each rolls 1D20 and adds the previous number to it. The one with the higher total number wins (best 2 out of 3 if desired).

An example of this is a Mutant Rabbit at 3rd level with W.P. Sword (from After the Bomb) gives the character +2 to Strike and +1 to Parry. The total so far is 6 (+3 for level and +3 from W.P. bonuses). He rolls an 8 for a total of 14. He is facing a Human at 1st level who has no W.P. for the weapon he is using. His total so far is only +1 (level bonus only). He rolls a 15 for a total of 16. The Human wins because his total was higher. In case the two totals tie, both continue to roll until one wins. Each roll takes up one melee round (15 seconds). The rules for this contest are simply a suggestion. A G.M. could easily change them to suit his game. Some suggestions are including Chi into the bonuses or making a tie a draw on the battle field (both leave acknowledging that had they fought, they would both be dead. Both honors satisfied).

A One Person Maksuna is also possible. This is what it is called when a martial artist uses the Maksuna on an opponent who does not know the technique. The

warrior using the technique stands still for the same amount of time and studies his opponent. When finished the warrior knows the outcome same as usual. However, the opponent is unable to determine the outcome. The fighter using the technique will normally mention the outcome, or if losing simply stand aside or abide by the wishes of the winner. A true martial artist (as believed by Students of Tunasi and most users of this technique) will never lie about the outcome because it would lack honor. Some users of this technique often use it to practice their form. They take their stance in a mirror and study their own form and posture. This helps the martial artist to recognize the mistakes that he/she is making. Though this provides no actual bonuses, it can be good role playing. Also, depending on the GM, experience points may be awarded.

Mandinga

Strictly speaking, this is unique to Capoeira. However, it may be taken by any spiritual martial artist who has a deep connection to his martial art's background. Kung Fu mystics are a good example of people who may take this power. Muay Tai fighters might invoke a similar result with the cleansing rituals they perform before entering a bout. Essentially, it revolves around the belief that the spirit of a great master in the martial art's history possesses and guides the practitioner. There are tales of old ladies hobbling into a Capoeira Roda, and then bursting into astronomical acrobatic movements before hobbling away again. Realistic speculation is that it's more a psychological phenomenon, in which belief above all else gives the body more energy and power. Whatever the case, the game effects are the same. First, the

practitioner must have 3D6 minutes to meditate before combat. Then, at any time within the next hour, he may spend ten (10) Chi to invoke the ancestral spirit. This “possession” lasts indefinitely — to keep it active the practitioner must spend an additional one (1) point of Chi per melee round. The effect is to boost all Dodge and Strike rolls by +2, add one additional attack per me lee round, and add + to all saving throws. These benefits fade away again once the power fades.

Mang Dou (Blind Fighting)

By Ray Bull

The character is trained to fight while completely blind.

Bonuses: All negative modifiers for blindness are reduced to zero, +1 to Mental Endurance, +1 to Rearward Attacks, Sense of Direction: 75%.

Mimi de Chigasukoto (Seeking with Ears)

By Kuseru

Training in this technique allows the character to attack a foe or target that is only heard, but not seen. This technique enhances the character's hearing to allow this aural detection of an opponent. Base Skill: 40%+5% per level of experience. A loud noise is automatically detected. The base skill is used to detect a slight noise, to hear a particular noise in a noisy environment gives the character a penalty of -30%, and to hear an almost inaudible noise, for instance, a snake sliding over a carpet, the penalty is -45%. This technique provides two advantages to characters who train in it. The character can attempt to defend, with no bonuses, against ambushes or sneak attacks from behind, if they successfully hear an opponent make a noise. When fighting in darkness or

against invisible opponents, they only suffer half the normal penalties, as long as the opponent is successfully heard.

Mizu no Kokoro

By Kuseru

Mizu no kokoro (Mind like Water) indicates a type of mind that is uniformly calm as the unruffled surface of a lake which reflects clearly everything existing or moving in the vicinity, without undue emphasis upon anything in particular.

This is a chi defense skill which allows the character to disguise the projecting chi of their attacks and intentions. Effectively this power blocks the Martial Art Technique of Zanshin, rendering those bonuses null against someone using this power. This power also reduces the effectiveness of Chi Awareness, and will only show if the character has positive or negative chi, and, obviously Chi Skills (since this is a Chi Skill). Use of this skill does not prevent the character from using Zanshin.

Ochiotoshi

By Kuseru

This technique involves striking an opponent's weapon with enough force to cut through it. This technique only works against a successful parry. If the defender successfully parries, the attacker using this technique rolls a D20 to determine whether or not the defending weapon was cut through (and likely broken). A Natural 12 or higher, with no bonuses, must be rolled to successfully cut through an opponent's weapon.

Okugi Yaiba (Hidden Blade)

By Kuseru

This is an iaijutsu variant where character can draw and strike in one action with hidden or concealed weapon. At first level, this skill provides a +3 to initiative, and an additional +1 is added at third, fifth, eighth, eleventh, and fourteenth levels.

Poison Hand Technique

By Jason Che-Han Yip

NOTE: The character must already have the death blow ability to take this ability. However, to even have a successful strike requires a roll of 14+ with bonuses, and the attacking character can neither dodge nor roll, only parry.

Unsuccessful death blows that are not parried or dodged, inflict 1D4 damage plus bonuses to SDC. Successful death blows inflict the following (roll percentile): [All blows also have a 30% chance of instant coma and possible death within 1D6 minutes, except for snake hand to the eyes]

01-20 Dragon claw to the throat. Crush and tear out throat. (1D6+damage bonuses)*4 to hit points. Additional 4 hit points lost per minute. Equivalent to double superior damage and shock.

21-40 Crane forearm to the temple. Potentially lethal if the attacker breaks the temporal bone. (1D6+damage bonuses)*2 to head SDC and another half of that to hit points. Speed, attacks, and skills reduced by 25%. Equivalent to medium injury and shock.

41-60 Tiger palm to the nose. Drive the cartilage into the brain. (1D6+damage bonuses)*3 to hit points. Additional 2D6 hit points lost per minute. Equivalent to triple heavy injury and shock.

61-80 Snake hand to the eyes (or crane hand or mantis hand etc.). Poke out the eyes. (1D4+damage bonuses)*2 to hit points. Additional 2 hit points lost per minute. Blindness with all its penalties!

50% chance of irreparable damage to the eyes. Equivalent to triple medium injury and shock.

81-100 Panther paw to throat. Crush the throat. (1D6+damage bonuses)*3 to hit points. Double medium injury and shock.

[On the other hand, you can just use the table for normal death blows...]

QuickDraw Initiative

By Sinestus

Draw/shoot. +1 for every 3 points of P.P. above 15. +1 every 3 levels.

Reflect Sound

This skill allows you to Reflect Kiaijutsu and Open Hand Atemi attacks, and any other sound-based attacks. This can be used in the place of any defensive move. All you have to do is announce that you are going to try to Reflect the attack and make a successful Saving Throw vs Pain (see page 132). The Reflected attack does double of everything (double damage, double stun time, deafens double the time, throws back opponent double the distance, etc.). Note: It is possible to Reflect a Reflected sound attack, and then Reflect the Rereflected attack, and so on and so forth, etcetera, etcetera, ad nauseum. After enough Reflections, even an attack that started out as a simple Shock Yell can kill someone.

Reflex Training

Bruce Lee made this popular by using wooden fighting dummies and (later, as his strength increased) metal practice targets. Reflex training is very simple and ancient, and any martial artist with the inclination might take the time to add this to his list of abilities. After years, or even just months

of relaxed training, one's hand-eye speed can be doubled, boosting it to the subconscious level. This is a considerable edge to have. The benefits are +4 to Initiative, +1 to I.Q., +1 to Parry & Dodge, and the addition of the ability Combination Parry/Attack. As an option, if the character has redirected his reflex training to defensive capabilities only, he may ignore these benefits completely and in stead add the ability Auto-Dodge to his list of combat moves.

Rooting Chi Kung

By Ray Bull

When using this ability the character cannot be pushed, lifted or otherwise moved by another person. The character uses knowledge of body mechanics and chi to hold herself to the ground. To use this ability the character must have at least one action to prepare for the push/lift and one point of positive chi.

Running Technique

The character learns the fine art of running. Not just for minutes, but for hours. The character will know how to pace himself properly. He will be able to run at maximum speed for 30 minutes for each point of P.E. or at 1/2 maximum speed for one hour for each point of P.E. Note: the character must have the Physical skill of Running to take this skill.

Sha Nang Kung (Sa Nong Gung) (SandBag Training)

By Mantisking

By training with a number of sandbags on a frame, this technique teaches you how to fight multiple opponents.

Bonuses: character can fight 2 opponents @ level 1, +1 opponent @ levels 4, 6, 8, 10, 12, and 14. The character also learns

the combat skills Circular Parry and Multiple Dodge.

Sharpshooting Pistol

By Sinestus

Can use P.P. Bonus when shooting under 15 feet+1 feet/level. Can roll/shoot without penalty.

Shift Internal Organs:

By exercising the internal muscles of the body, the character learns how to move things around in side the body cavity, enabling him to move vital organs out of harm's way! For example, a character can shift the heart out of the way of a blade or arrow point. If successful, the character can avoid all but one point of S.D.C. or hit point damage from a piercing wound. This can also be used as a kind of sideshow carnival trick. The idea is to pierce oneself or have an assistant stab the character with thin knives or needles in places that ought to be fatal. In stead of dying, the character takes just a point or two of damage (usually to S.D.C.). Note: While Shift Internal Organs is pretty fast, fast enough for most hand to hand combat, it is NOT fast enough to dodge an unexpected gunshot or stab in the back. To shift the organ out of the way in time to avoid damage, the character basically rolls a mental dodge. This dodge does not use up a physical melee action. The character is +5 to dodge/Shift Internal Organs under most combat circumstances; +9 when performing a "trick." Other dodge bonuses are NOT applicable. A failed roll means the internal organ was hit with a critical strike (double damage).

Speed striking

By Brett Hegr

A special attack where the Triad master can repeatedly strike a target up to five times with one melee attack! The first four attacks must be non-power attacks and must only take up one melee action to perform normally. The master must roll a strike that hits to begin, and then must roll successful strikes to continue the assault. A failed strike means no more speed strikes can be done. The fifth attack can be a power attack, but still takes up two melee attacks. The only problems with this is that the attacker cannot defend himself in any way during the attack, he cannot combine this with a death blow, no weapons can be held in the hands, and his bonuses to strike and damage are halved! Plus, the defender gets to roll to parry or dodge until he succeeds - if and when he does, the flurry of attacks ends. Still, this is a devastating ability (especially when used from behind) and this is why masters are so feared.

Sung Chi (resistance to fear):

Comes from the term, Sung, which means looseness or relaxation. When used, the character is resistant to fear, horror factor, panic, and similar re acts. Bonuses: +5 to save vs. horror factor, horrific illusions, hallucinations, nightmares, and magic or psionic induced fear. Applicable so long as the character retains at least one point of Positive Chi.

Suwari Waza (Seated Techniques)

By Mantisking

The character has learned to fight from seated or kneeling positions. Bonuses: +1 to Strike, Parry, and Dodge when in a seated or kneeling position.

Suwariwaza

By Kuseru

This martial art power allows the character to use full bonuses against a standing or prone opponent while kneeling or sitting. In addition they can perform backward sweep, forward sweep, and tripping/leg hooks against the standing opponent, and can engage in unarmed combat at Combat Range. Seated/Kneeling fighting: Penalties are half bonuses for both opponents. No kicks can be performed and both combatants must be at grappling range for unarmed attacks and combat range if weapons are used. Fighting where one person is prone and the other is kneeling/seated: Prone opponent suffers from half bonuses and kneeling person has no penalties. No kicks can be performed by seated/kneeling person and both participants must be at grappling range for unarmed combat. Seated/kneeling person may use weapons at combat range against prone opponent, without fear of retribution.

Fighting where one person is kneeling/seated and the other is standing: Seated/kneeling person suffers from half bonuses to all combat rolls. If unarmed, the seated/kneeling person can only engage in combat at grappling range, with weapons they can engage at combat range. Standing person suffers no penalties and has a +1 to all combat rolls.

Sword Chi Technique:

An ancient technique, where a martial artist focuses Chi through the hands and into the blade of a sword. This fills the sword with a portion of the wielders Positive Chi. Half the character's Chi, rounding downward, is put into the weapon. Thus, a character with seven points of Positive Chi would channel three points into the sword. Attempting to do anything else with Chi, such as

performing Chi Mastery, with draws the Chi from the sword and ends the Sword Chi Tech Technique. The character can't lose the Chi that's being concentrated in the sword, nor is there any loss of Chi in using the Sword Chi Technique. If the character stops using the technique, or drops the sword, then the borrowed Chi is instantly returned to the character. Note: that it's impossible to do any of the Sword Chi Techniques without a sword that is known and named by the character. In other words, the character can't just pick up any old sword and start doing Sword Chi. It doesn't work that way! Characters with Sword Chi should have a favorite weapon that can be drawn and used with Sword Chi instantly, without any other preparation. It is possible to have other, stand-by weapons attuned for Sword Chi, but the character must spend at least a week practicing with any new sword, and must give that sword a unique name. Then, anytime the character wants to switch from the usual blade (even in mid-combat), it will take one full melee round of concentration before the character can invoke Sword Chi with the secondary sword. Using Sword Chi Technique, the sword wielder can perform any of the following three actions:

Sword Chi Awareness:

Concentrating through the sword, the user can sense creatures of Chi including anyone with over four points of Chi (Positive or Negative) within immediate sword range; less than 10 feet (3.0 m). This works even in total darkness, through opaque objects (curtains, bamboo screens, etc.), or against invisible opponents. The character can strike at them with no penalty. Also, if facing a sword or other weapon that's filled with

Chi from another wielder using Sword Chi Awareness, or an object that's been filled with C by Chi Mastery or Chi Magic, or an artifact filled with a Chi-using spirit, the character can also parry and dodge without penalty.

Sword Chi Damage:

Opponents, such as creatures of Pure Negative Chi, demons, and other supernatural or magical beings, can be hurt by the sword's Positive Chi. The amount of damage inflicted on the opponent's Negative Chi is equal to the usual damage inflicted by the sword with the current Positive Chi level being the maximum. Note: In Rifts, BTS and Heroes Unlimited, the weapons do double damage to supernatural beings and creatures of magic.

Sword Chi Defense:

Acting as a ground," the sword automatically intercepts incoming Negative Chi attacks. Sword Chi Defense neutralizes incoming Negative Chi equal to the current charge of the sword. An Example of Sword Chi Combat: Shen Xian is currently at 19 Positive Chi, so his damaged sword is charged with 9 points of Chi. His opponent is O Wai, a demon currently in bodily form, but magically invisible and charged with 30 points of Negative Chi. Shen Xian senses, through his sword, an entity of massive Negative Chi just a few feet away. Shen Xian chooses to attack! Using his usual combat bonuses to strike the invisible intruder. A successful strike! The sword does 2D8 damage and Shen Xian has a +4 bonus to damage. The roll comes up 12 (+4), for a total of 16 points of damage to O Wai's SDC. The sword's Chi also does damage, but only enough to subtract 9 points from O Wai's Negative Chi, leaving 21. Remember, the sword was

only charged with 9 points of Positive Chi. The demon responds with a Negative Chi attack! By this point, O Wai knows that the sword contains at least 9 points of Sword Chi (although, from O Wai's point of view, it could be more). The demon uses 11 from his remaining Negative Chi for a Chi attack. Shen Xian's sword automatically intercepts 9 of the incoming Chi, leaving 2 points that get through. For each point of Negative Chi that hit Shen Xian, he loses 3D6 of Positive C so Shen Xian will lose 6d6 of Chi There's a good chance that Shen Xian will lose his entire base of Positive Chi at which point his Sword Chi will no longer function.

Tachiai

By Kuseru

This is a specialized charge attack that can be combined with one armed hand strikes (with the exception of power punches), Body Flip/Throws, Body Block/Tackles, and Pin/Incapacitates, and provides a +3 to strike and does double damage to the opponent (or 1D6 damage plus P.S. bonus if the attack normally does no damage).

Titan Sword Technique

By Mephisto

Restriction: This Martial Art Technique is limited to Titan Swordsmanship, no others.

1. Generate Sword: The Titan can generate the sword in an instant (less than a second). The sword does 1D6 damage per 4 P.P.E. invested in the blade. The size and style of the sword depend on what the character wants at the moment. The blade cannot be changed after its been created, but if its dispelled and recreated, it can appear differently. Generating the sword to

parry an attack is done at +2; -6 against a projectile/missile weapon. The sword lasts for an impressive half hour per level of experience.

2. Teleport Sword: The Titan can teleport the sword back to him if it was knocked out of his hands at the cost of 3 P.P.E. It is so fast he can even teleport the sword to parry an attack; same penalties as above

3. Intercept Attack: The Titan can attempt to intercept any magical energy or projectile attack by focusing on the sword and letting it mystically guide itself against the attack. The P.P.E. cost is 2, and adds a +6 bonus to parry the attack. It has no effect on spells that affect the Titan but don't create a physical manifestation, such as agony or life drain.

4. Automatic Attack: One of the more spectacular powers of the mystic sword, it can be released by the Titan and will fly towards the victim! After the attack t he sword just drops to the ground. The strike has a special bonus of +4 to strike (no other strike bonuses are applicable) and costs the Titan 1 P.P.E. To draw the sword back costs 1 P.P.E. or he or she can teleport the sword back. Of course, if the sword is grabbed it can't be drawn back by any method other than teleportation. The range of the attack is 60 feet (20m).

5. Other notes: The sword can affect any creature vulnerable to magic, those who are invisible, ethereal, or even astral beings! The sword is effectively invulnerable to damage, but can be picked up by anyone and used although the special abilities are limited to the Titan who created it.

6. Bonuses: The Titan is +4 on Initiative when using this magical blade, and gets a special strike and parry bonus of +3

due to the fact that the blade is perfectly balanced.

Totoku Hiyoshi

By Kuseru

A somewhat abbreviated form of Yadomejutsu, this power allows the character to automatically deflect incoming, relatively slow moving projectiles. This ability is useful against arrows, thrown spears, darts, rocks, shuriken, and the like thrown at, or near the character. The deflected objects can, if desired, also be grabbed after they are deflected, however doing so costs one attack. This ability is ineffective against guns, explosives, and energy weapons as well as melee weapons and attacks.

Trapping

By Sinestus

Takes two or three melees to employ. For the first melee, only defensive actions may be used, so that the fighter can "get" his opponent's rhythm. After that, the fighter has two options: Cluster Strike, or Countering. Cluster Striking may occur in the second melee (thus ending the technique), and requires the fighter to defend until the opponent has used all but his last two attacks, at which point the fighter can power block/parry the next attack, and immediately follow up with a half his melee attacks in a single action (defending the attacks after the power block/parry is done at half); however, if the power block/parry is successfully defended against the other attacks cannot occur.

Countering requires the fighter to sacrifice another melee to pure defense, then, during the third melee, the fighter may auto-power block/parry all his opponent's attacks (effectively doubling his own). All power block parries deal 1D4 + claw damage to main body.

Strikes following the power block/parry receive no the P.S. damage bonus if the power block/parry is defended successfully. (Thus each action gets power block/parry [parry with 1D6 strike] followed by strike)

Two-Hand Technique

By Sinestus

This is a mimicry of the techniques of Centipede Boxing. It allows the fighter to act as though they were wielding paired weapons (Thus allowing them to parry/strike with both hands in the same action... etc.) It also provides Katas: Knife - paired.

Vital Harmony:

Taking control over the body's digestive system, the character creates a closed system. In other words, the character becomes much more efficient and requires far less food and water. At first level, the character can go up to one week without food and water or, with a small supply of water (a small sip every day) up to three weeks without food. Each additional level allows the character to extend the time an extra day without water and an extra three days without food. Vital Harmony also allows the character to more rapidly rid the body of poisons. Given sufficient water (a 100 pound/45 kg characters will need about 4 glasses of water), the character can rid the body of virtually any toxin within one hour.

Yuk Gum Techniques (Inverted Sword Techniques)

By Mantisking

These are a set of techniques that stress using, and drawing, a sword in an icepick grip, rather than the standard method. These techniques also stress circular and spinning motions while

fighting. This allows you to draw and fight more quickly, and in a smaller area. Bonuses: +1 to Initiative when drawing a sword, +2 to Circular Parry with W.P. Sword, +2 to Rear Attacks with W.P. Sword. Learn to perform Back Strike (A backwards thrust with the sword), Spinning Slash (Combination Strike/Dodge), and Circular Parry with W.P. Sword. Pre-Requisites: W.P. Sword

Special Katas

New Special Kata Rule:

Since Special Katas are a series of pre-planned movements, anyone who knows a kata being performed can defend or attack against that kata better than someone who does not. Bonuses: A character who knows the kata being performed, but in a different style is +1 to defend (Dodge, Parry) or attack (Strike) against the performer. A character who knows the kata in the same style as the person performing it is +2 to defend (Dodge, Parry) or attack (Strike) against the performer.

Akane Strike Kata

By Daimyo Shi

This attack Kata is very strong but leaves the martial artist vulnerable to counter-attack. It adds + 3 strike, and + 4 damage and the strike bonus counts for Critical strikes, but all defenses are just straight rolls on the dice on the dice, with no bonuses of any kind.

The "Angry Dragon" Kata

This kata is designed to deal with multiple pponents quickly and efficiently. While using the kata, the character receives one more attack that melee, plus bonuses of +2 to Strike and +3 to Damage on all attacks. All defensive moves are performed with a -3

penalty and the character gives up all Automatic moves for that melee. Note: During the Angry Dragon, you cannot Pull Punch and any Critical Strikes do triple damage.

Animal Katas

By Ray Bull

Bear (offensive): +1 to Parry, +1 to Strike, +1 to Damage, learn Bear Slap, no Dodge allowed

Crane (defensive): +1 to Strike, +1 to Damage, +1 to Parry, +1 to Maintain Balance, learn Crane Fist

Leopard (offensive): +1 to Parry/Dodge, +1 to Damage, +1 to Strike, +1 to Leap(+2')

Mantis (offensive): +1 to Damage, +1 Attack per Melee, +1 to Pull Punch, learn Gou Strike and Lau

Monkey (defensive): +1 to Dodge/Parry, +2 to Leap/Backflip/Somersault/ Cartwheel, +2 to Roll with Punch/ Fall/Impact

Snake (defensive): +1 to Parry/Dodge, +1 to Damage, learn Fingertip Attack

Tiger (offensive): +2 to Damage, +1 to Leap(+6'), +1 Attack per Melee, learn Claw Hand

Blind Man's Kata:

To use this Kata, the character must be blind folded, in darkness/fog, or otherwise deprived of sight. The character engages in a series of sweeping circles and body movements by letting the subtle currents of Chi in the environment guide him/her. Without actually knowing the position of any opponents or "seeing" the combat, the character will sense the location and action of any attacker and automatically be in a position to party, block or dodge any assault. It is also possible to use Chi Mastery and other skills simultaneously. The only limitation is that the blind

character cannot be the aggressor, only the defender. Thus, it is impossible to attack in any way while using the Blind Man's Kata. The blind character is able to parry, block, avoid, and counteract all opponents. All avoidance rolls are done with the character's usual bonuses, plus an extra +1 bonus from the use of this Kata. The only exception to the all-seeing operation of the Blind Man's Kata is an opponent with no Chi at all. Those characters with zero Chi are effectively unseen by the performer of the Blind Man's Kata and the character will be helpless against their attacks (-10 to strike, parry and dodge). Please remember, that's a pretty rare situation, since all living things have at least a bit of Positive or Negative Chi!

Chang Ch'uan Chuan (Long Fist Form): (Offensive)

By Mantisking

This form contains many of the basic techniques found in Northern Chinese styles of Kung Fu. Bonuses: +1 to Roll with Punch/Fall/Impact, +1 to Strike, +1 to Leap (Add 4 feet to Leap distance), +1 to Backflip.

Chang Ch'uan Kuen (offensive)

By Ray Bull

Bonuses: +1 to Roll with Punch/Fall/Impact, +1 to Strike, +1 to Leap(+4'), +1 to Backflip

Cha-No-Yu Kata (Tea Ceremony Form): (Non-Combat)

By Mantisking

To perform this kata one must prepare and serve tea in an exacting and precise manner. Skillful and proper execution of this form will bring respect and renown to the martial artist performing it, even more than a good flower arrangement or game of Go. While the character is

performing this kata it acts as a use of the meditation skill. It takes 10 minutes + 1 minute per level of experience with this kata to perform the Tea Ceremony. Base Skill: Mental Endurance (M.E.) + level of experience with this kata.

Chi Ball Kata:

Stepping slowly forward, walking in synch with Chi flowing in the immediate area, the character works at gathering Chi, eventually pulling it together into a ball suspended between the character's hands. To an observer, it seems that the martial artist is slowly gathering an invisible substance like a mime artist, while simultaneously performing a circular dance step. On the other hand, anyone with the ability to perceive Chi will clearly see the ball of Chi energy being assembled by the character. The Chi will be either Negative or Positive, depending on the environment and it doesn't matter whether the character has Positive Chi, Negative Chi, or no Chi at all. Getting the ball started is the hard part. At first level, it takes four full melee rounds to get the ball formed. At third level, it only takes three melee rounds and at sixth level, just two melee rounds. From ninth level onwards, a character can start a Chi Ball in just one full melee round. Once the ball has been started, it will contain an amount of Chi equal to the background Chi of the area. As soon as the Chi Ball is released from the hands of the character performing the Kata (or, for that matter, if the character stops the Kata) the Chi Ball will start to unravel and will cease to exist within 1d10 seconds. Once brought into existence, a Chi Ball can be used in the following ways: Chi Ball Lens: Once a Chi Ball has been started, the character can look through it and see all the Chi in the surrounding area up to about 600 feet

(180.3 in) away. Any creatures of Chi, the Chi in side any living beings, Chi flows or deposits, and the general amount of Negative or Positive Chi will be clearly seen through the Chi Ball This sight continues no matter what else is done, so long as the character keeps performing the Chi Ball Kata and holds onto an intact Chi Ball. Chi Ball: For each gathering melee round, the character adds an amount of Chi equivalent to the ambient Chi in the area. So, for example, if the background Chi is 5 points of Positive Chi, the Chi Ball will have 5 points of Positive Chi. After a second melee found of gathering, the Chi Ball will have 10 points, then 15 points, and so forth. The maximum that any character can gather is 100 times the local Chi level, so the Largest Chi Bail available in our example would have 500 points of Positive Chi Once the maximum is reached, the character can continue the Chi Ball Kata indefinitely, maintaining the amount of Chi that has already been gathered.

Chi Ball Defense:

As a shield against Chi attacks, the Chi Ball can be used against either the same kind of Chi or against opposing Chi. A Positive Chi Ball used as a shield against an attack of Positive Chi or a Negative Chi Ball used to block Negative Chi, will just get bigger, absorbing the excess. If the amount of Chi exceeds the maximum size for a Chi Ball the extra Chi will be harmlessly expelled. On the other hand, if a Positive Chi Ball blocks Negative Chi, or if a Negative Chi Ball is attacked by Positive Chi, then the incoming Chi will destroy an equal amount of Chi in the Ball destroying the Ball if the Chi is exceeded. If the Chi Ball is destroyed, the character will have

to start the process of gathering all over again.

'Note:' As effective as a Chi Ball might be against Chi, it is to tally useless as a shield from material attacks from fists or weapons.

Throwing or inserting: the Chi Ball. It's also possible to use the Chi Ball as a weapon, either tossing it at a target, or pushing it right into an opponent.

However, due to the fragile nature of the Chi Ball it immediately loses half of its Chi when released. Then, if thrown, it loses half of the remaining Chi within 180 feet (40.6 m), and all of the rest of the Chi after traveling 300 feet (90.1 in). So, if a Chi Ball containing 80 points of Positive Chi were inserted into a creature of Pure Negative Chi (it would require a successful Roll to Strike, with no bonuses), the creature would be infected with just 40 points of Positive Chi. If the Chi Ball where thrown at the creature, standing between 50 and 180 feet (1.5 to 4.6 m) away, the amount of incoming Chi would be just 20 points, or 10 points up to 300 feet (9.1 m) distant. Throwing a Chi Ball more than 300 feet (9.1 m) is useless, since it will dissolve beyond that point. Because the Chi Ball is more impressive before it's thrown or inserted, many users of the Chi Ball Kata find it better to use the Chi Ball as a threat, rather than as an actual weapon. Note:' If a ball has been formed discarded then the character can continue the Chi Ball Kata, and another ball can be started immediately, without having to wait the usual 'start' melee rounds.

Chi Chuan (Rooster Form)

By Mantisking

(Offensive) +1 to Damage, +1 to Strike, +1 to Dodge

Chi Gung Hsing (Breath Exercise Form): (Non-combat)

By Mantisking

This form is derived from the chi generating techniques of most of the Internal styles -- Tai Chi Ch'uan, Ba Gua, etc. When practicing this form the character becomes an "Internal Furnace", enhancing their store of Chi. The character cannot attack or defend when performing this form. Bonuses: The effects of this form last for a number of Melee Rounds equal to the character's level divided by two (rounded down). From 1st to 5th level the character temporarily gains 5 Chi. From 6th to 10th level the character temporarily gains 10 Chi. From 11th to 15th level the character temporarily gains 15 Chi. Note: You must have at least one (1) point of Chi to use this Special Kata.

Chi Lin Chuan (Unicorn Form)

By Mantisking

(Defensive) +2 to Leap (add 8 feet to leap distance), +2 to Spinning Evasion, learn Spinning Evasion, Leap

Chik Sao Kuen (Stinging Hands Form): (Offensive)

By Mantisking

The movements of this form are based on the attack of a swarm of bees. The character gets extremely close to the opponent and attacks with his hands in rapid, darting motions. Bonuses: Using this kata the character's number of attacks are doubled, but he can only use Fingertip Attacks. Combination Parry/Fingertip Attack is the only defense allowed and Dodging is not possible.

Ch'in Na Hsing/Kahm Na Kuen:

(Offensive)

By Mantisking

Many styles have grappling techniques concealed within the movements of their forms. Eventually they are discovered and understood at higher levels of experience. Bonuses: +1 to Roll with Punch/Fall/Impact, +1 to Holds/Locks, +3 to Damage. Note: This Special Kata can only be learned at Level 8 or higher.

Ch'in Na Kuen (defensive)

By Ray Bull

Bonuses: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, +3 to Damage, can be learned at Level 8+ only

Chinte Kata or Incredible Hands Kata

By Kuseru

Also called Unusual Hands, Amazing Hands, and Weird Hands. This kata originated from an Okinawan folk dance, and was copied and has been modified to support fighting techniques by karate masters. This kata can only be learned by women, as its origins in dance seem to describe how a woman lives her life and survives. The only strikes used in this kata are Elbow Strikes, Two-Finger Strikes, and the Double Fist Punch. Another reason this is considered a woman's kata is the employment of the strikes in this style. Elbow Strikes are employed against the painful areas of a man's body (in game terms, all elbow strikes which successfully connect while using this kata also require the target to make a saving throw vs pain). Two-Finger Strikes (Nihon Nukite; a variant of the Fingertip Attack which uses two fingers instead of one finger, and does 2 points of damage) are used to apply Atemi strikes (any Atemi ability which requires a Fingertip Attack or Fore-Knuckle Fist to use can be performed with this strike) as well as Eye Poke Strikes (A modifier to attack which can

be performed with Fingertip Attack, Claw Hand, Two-Finger Strike, and Spear Hand, this attack causes partial blindness if successful (-3 to all combat rolls)). Double Fist Punches (also called Hasami Zuki/Scissor Punch) are also used. All of the strikes used in this kata can be used by the character even if their style does not normally have these attacks. This kata is also characterized by being ended with the practitioner retreating to Long (Combat) Range at the end of the kata, this move does not cost the character an attack and forces the opponent to spend an attack to close the distance. Author's Note: In real life, some men learn and practice this kata as well. However they can NOT do so with this martial art power.

Chumbawamba Kata

By Kuseru

This kata is used by Drunken Style practitioners to avoid the effects of knockdown attacks. During the melee round this kata is used the character can automatically recover from any knockdown attacks without losing initiative or attacks. However, since the character is focused on getting knocked down and getting back up again, they receive no bonuses to strike or damage on any attacks performed.

Corridor Defense Kata: (Defensive)

By Mantisking

This kata is derived from the short range defenses of several martial arts (Wing Chun, Uechi Ryu, Krav Maga, multiple Silat styles, etc.) and it is designed to work best in confined spaces. As it stands, this kata can be practised in a 3 foot by 3 foot area. The Corridor Defense Kata is also called the "Phone Booth Fighting Kata" by those who have learned it. Bonuses: +1 to Parry/Attack

(This attack can be an Elbow, Knee, or Snap Kick.), + 1 to Damage, +1 to Automatic Bodyflip/Throw.

Dai Yamashiro Kata (Great Mountain Castle Form): (Defensive)

By Mantisking

One of the core precepts of Shinto is that everything has a kami (spirit). A practitioner of this kata calls upon the kami of the "Great Mountain Castle" to aid him in combat. The first attack of the Melee Round, when using this Kata, must be used to call the spirit.

Percentage chance to call the kami for aid is %. Bonuses: +4 to Powerblock/Parry, +2 to Maintain Balance, A.R.: 7, +10 S.D.C. Cost: 2 Chi per Melee Round). Pre-requisites: Character must have Philosophical Training: Shinto.

Ding Mao Kuen (Stinging Hands Form)

By Ray Bull

Using this kata the character's number of attacks are doubled, but he can only use Fingertip Attacks. Combination Parry/Fingertip Attack is the only defense allowed and dodging is not possible.

Diao Hsing (Eagle Form): (Offensive)

By Mantisking

Bonuses: +1 to Strike, +1 to Holds/Locks, +1 to Parry, +1 Attack per Melee.

Diao Chuan (Eagle Form)

By Mantisking

(Offensive) +1 to Strike, +1 to Holds/Locks, +1 to Parry, +1 Attack per Melee

Discipline Kata

By Sinestus

Generally used by teachers who wish to insult their students, this is a very fast series of attacks similar to the lightning kata from kick boxing. It uses all attacks per melee in the duration of one normal attack, only the slash may be used and each successful strike only deals half damage. Defenders are -3 to parry each strike after the first. Often this kata is accompanied with yelled phrases like "NO! NO! NO! NO, STUPID!"

Dragon Kata

By Ash

The artist spends the entire melee using only defensive actions, using the wisdom of the Dragon to assess his opponents fighting pattern. No offensive actions can be made for the entire melee, but next melee and for the rest of the fight, the user has a +1 to strike, parry, and dodge against his opponent. This can only be used against one attacker, not multiple, and it cannot be used more than once for multiple bonuses.

Drunken Kuen (defensive)

By Ray Bull

Bonuses: +2 to Stagger/Somersault, +1 to Parry/Dodge, +2 to Roll with Punch/Fall/Impact

Drunken Stance

By Sinestus

This is a mimic of the Drunken style Kung fu. When using this technique the martial artist gains a +2 to all back moves (back flip, sweep, and back hand.) as well as an Auto-dodge (+1 bonus only). NOTE: Until third level assuming a specific stance DOES take a melee action. At third level and beyond it does not.

Enpi Kata or Leaping Kata

By Kuseru

Also called Wansu Kata. This special kata can only be used by characters with Jump Kicks, Flying Jump Kicks, or Leap Attacks. When performing this kata, the character can perform TWO Jump Kicks or Flying Jump Kicks in a single melee round. No other attacks can be made during the melee round, and the character's remaining actions can only be used for movement or defense. Since this kata is devoted to attacking with jumping or leaping maneuvers, no automatic defenses can be used while performing this kata. Leap Attacks made with this kata have one added advantage. If the first Leap Attack is made against a single opponent in the melee round that this kata is used, the character can use that opponent as a spring board to follow up with a second Leap Attack at another opponent. This springboard-type attack also acts as a Knockdown attack against the first person it is used against. A successful dodge against this attack means no damage and no knockdown. Failure means that the first opponent has taken critical damage and is knocked down, losing initiative and one melee attack. A successful Maintain Balance against the springboard attack means that the victim is not knocked down, but still suffers critical damage. Due to the special nature of the springboard Leap Attack, the attacker can only defend by dodging.

Feng Hsing (Phoenix Form):

(Offensive)

By Mantisking

The phoenix is constant motion. Always spinning and turning to present a new side to the opponent. Bonuses: +1 to Strike with Reverse Turning Snap Kick, +1 to Strike with Spinning Fist (This attack can be a Back Hand or Elbow.).

Final Blow

By RMHOWA01

PPE: 4 Base +1 per 1 PS

The Final Blow technique allows the character to do supernatural damage, but at a potential of killing the character! By spending the base 4 PPE, the character can do damage as though their PS is supernatural. For each additional PPE spent, the character's effective PS increases by 1. The downside of this attack is severe. For the base 4 PPE, the character takes 2d6 +4 damage directly to HP. For each additional point of PPE, the character takes an additional 1 HP damage. The Final Blow is active 1 melee round.

Flight of Lightning Kata

By the Ineffible GM

This is very similar to the Sun Sih K'an Chien Chih Art of Invisibility, however instead of trying to disappear, the character will break into a dead run to escape. Takes one melee action, and has a 85 +1% per level percent chance of vanishing, and is able to run the full distance normally achieved in an action of pure running. Any who are fooled by the vanishing act will not notice the escape of the character for one melee action after the kata is used.

Form Adaptation

By Cutter Kinseeker

The beings that practice Kailindo are all capable of altering their shapes, either at will or after a few moments of concentration. Either way, this kata is designed to help such beings use their natural abilities to the best effect. Those with this kata learn to effect partial transformations, faster transformations, and even the use of shapeshifting as a dodge! In game terms, this permits the character to move combat bonuses from

one place to another and reduces time required for changing shape. If the character's transformative ability is usually measured in melee rounds, reduce that number to melee actions! (ex: A Nightbane can usually transform from Facade to Morphus in one melee round. Using the Form Adaptation Kata, that time is reduced to one melee action.) If the time required is already measured in melee actions, reduce that time by half to a minimum of one melee action. In addition, a being that can normally only transform its entire body may now transform just a piece of its body for the desired effect. However, this requires the full transformative duration unless a ME check is made.

(ex: The Nightbane from the previous example has the Morphus characteristics of Animal Magnetism and Were-Creature: Canine. She wishes to grow claws [which her Morphus has] without fully Becoming and rolls an ME check. She fails; she can still grow those claws, but it will take her a full melee round [in which she cannot do anything except defend herself] to accomplish the feat.) Finally, the character, by subtly altering their body's form and musculature, may "move around" combat bonuses. This transformation requires one melee of intense concentration, during which time the only actions possible are the dodge (automatic if the character possesses it) and the automatic parry. The maximum number of points that may be moved are equal to the being's Mental Endurance. If the character so wishes, they may also move so many points that they have a negative (penalty) in one or more bonuses, so long as the points moved are equal to or less than their ME. This alteration lasts for a maximum length of (ME divided by 3) melee rounds, rounded down. Finally, because of the

unnatural twisting of ligatures and bones, the character takes a number of points of damage equal to the number of points moved, direct to hit points, both at the time of the transformation and when returning to normal! If the being has a regenerative ability, this ability takes twice as long to heal the damage; however, if the being's natural state is fluid, colloidal, or ectoplasmic, the damage is reduced by half.

(ex: The Nightbane from the previous two examples has the following combat bonuses: +6 to strike, +7 to parry, +5 to dodge, +10 to damage and +4 to initiative, as well as possessing an ME of 14. She gets into a fight most heinous with a lone Hound. In this case, it is better to act first and hit more often, so she decides to move her bonuses around--but she cannot move any more than 14 points. After one melee round of concentration and heavy defense, her bonuses now look like this: +10 to strike, +2 to parry, +1 to dodge, +10 to damage and +9 to initiative! Because she moved 5 points from her parry bonus and 4 from her dodge bonus, she has moved only 9 points--well below her maximum of 14. As an unfortunate side-effect, she also takes 9 points of damage direct to her HP immediately, and will take another 9 HP of damage at the end of three rounds, as her body returns to normal--well, as normal as Nightbane get, anyway.)

Four Governors

By Flash Fire

While all good (read: not dead) swordsmen keep these four virtues in mind, the Four Governors Kata allows the swordsman to combine all four effectively at once. The first Governor is Judgement, allowing the swordsman to judge his opponent's style and likely

moves. The second is Distance, giving the swordsman an idea of what the proper distance is for him to strike without being hit. Time is the next, granting a better sense of the timing and flow of the battle. The fourth is Place, loosely defined as granting the swordsman the knowledge of how best to align his body against the opponent and the opponent's style. The kata requires one full melee of no strikes. The swordsman can parry and dodge, but no attack moves are allowed. At the end of the melee, the bonuses take effect for the rest of the combat or until the opponent changes martial art forms. BONUSES: +3 to Strike, Parry, and Dodge, +1 attack per melee, Can move more effectively through the Combat Ranges (does not take an attack, regardless of movement).

Fu Kam Hau Kuen (Tiger Seizes Monkey Form): (Offensive)

By Mantisking

One of the more jealously guarded sets of Tiger Style Kung Fu, this form trains the student to use his claw hands to hold and lock his opponent. Bonuses: +1 to Holds/Locks, +2 to Damage. Learn Arm Hold, Leg Hold, and Wrist Lock.

Gakido Tsunami Kata or Raging Tsunami Kata

By Kuseru

This kata specializes in a furious, spinning, two-bladed attack against one opponent. The character must have Weapon Kata for Paired Weapons-Swords to perform this technique. Each two-bladed attack counts as one attack, allowing the character to strike, with full bonuses to strike and damage, against one target for the cost of one attack per melee. The only defense that can be performed with this kata is a Circular Parry with no bonuses. As with a dual,

simultaneous paired weapons attack the defender can only parry the one of the attacks. However the defender can still attempt to dodge. Even if the dodge succeeds in avoiding one attack, the defender can still fall victim to the second stroke. This kata cannot be used to attack two separate targets with the same attack.

Gankakau Kata or Crane on a Rock Kata

By Kuseru

This kata develops one-leg standing balance while delivering a variety of hand attacks and snap kicks. +4 to Maintain Balance only while using this kata. The only attacks which can be performed while using this kata are hand strikes, chokes, and snap kicks.

Geometric Attack

By Flash Fire

This "kata" represents the scientific and mental processes of the attack in the Spanish School. Similar to Kime, Geometric Attack is the single minded focus towards a given goal. The Duelist spends one melee round circling around their opponent, striking and defending as normal. The difference is that the duelist is not really trying to hit their opponent. What they are trying to do is work their opponent into a position where they can strike with maximum effect. What that advantage is exactly depends on the specifics of the battlefield. It could mean that the defender ends up standing on slippery ground, an obstacle sits behind the defender (preventing retreat), a bright light sits behind the attacker, or any other advantage that may come to hand.

Use of this kata requires a roll against Advanced Mathematics (at +20%, due to the relative ease of geometry as

opposed to advanced calculus). If successful, the kata begins. The melee round continues, with both sides maneuvering for position. While defenses remain the same, all attacks made by the duelist are made at -5 to Strike (total, no other bonuses apply). If any succeed, the kata is disturbed and the duelist can not attack for the rest of the round and is at -3 to Parry and Dodge. At the end of the melee round, the opportunity comes and the duelist makes his real strike roll. The defender is at -5 to Parry or Dodge (total) the blow.

Geometric Defense

By Flash Fire

The Geometric Defense is a combination of defensive Kime and Warrior Spirit. The duelist circles around their opponent in a defensive stance, blocking each attack made by the opponent with ease. This is done in a precise manner and with as little emotion as possible. The opposing duelist will perceive the flowing, almost dance-like defenses as nearly impenetrable, as every move is countered by a specific and defined motion.

Rather than roll a 20-sider to parry as usual, the defender rolls against Advanced Mathematics (at +20%). The attacker's strike roll is subtracted from the character's Mathematics score. Every successful roll results in a blocked attack, in what is effectively a Circular Parry or Multiple Dodge. If all attacks are blocked, the end effect, besides not getting hit, will be a perceived indomitable defense. This boosts the character's MA to 17 or +4, whichever is higher. Attackers must roll over the character's Trust/Intimidate score or will be at -4 to Strike for the rest of the combat.

Gojushiho Kata or 54 Steps Kata

By Kuseru

Also called Useshi Kata. This kata is composed of 54 steps said to resemble those of a drunken man. Includes Automatic Dodge, Stagger (N&S page 89), +2 on all parries, and +2 on all Hand Strikes.

Great Barrier Kata

By Sinestus

For entire melee can parry all attacks (including arrows) at +3.

Hashirigakari no Kata

By Kuseru

The main use of this kata is to allow the practitioner to defeat their opponent by attacking at the same moment their opponent starts to attack. The only combat moves which can be performed in this kata are Simultaneous Attacks. No thought is given to defense or attack unless the opponent is attacking. However, since this kata is devoted specifically to Simultaneous Attack, it allows the person performing this kata several advantages. Combination Strike/ Parry, Paired Weapon attacks where each action is a Simultaneous Strike with one weapon and Parry with the other, Automatic Defenses which attack the opponent such as Automatic Body Flip/ Throw, Automatic Lock, and Automatic Hold are all used by the person performing this kata. The character can even use the Automatic Moves listed above if they possess the move but not the automatic version of that combat move (i.e. if the character has Body Flip/ Throw, but doesn't normally have Automatic Body/Flip Throw, they could use Automatic Body Flip/Throw while using this kata). Naturally if the character using this kata has less attacks than their opponent, they can not

Simultaneous Attack after they run out of attacks and are left disadvantaged because they cannot defend against these attacks even with the Automatic defenses listed above.

Hertza Haeon

By RMHOWA01

PPE: 3

The Hertza Haeon is a technique in which the cyborg focuses their internal power to a frequency that will disrupt electrical impulses within living beings, causing additional damage. The Hertza Haeon allows the cyborg to do double damage with the attack, but the cyborg themselves take 1 HP damage each time the attack is used. The Hertza Haeon will not work through armor, however, it does work through forcefields, doing 1/2 damage to the field, and 1/2 damage to the target. The Hertza Haeon is fully effective against partial conversion borgs, but only 50% as effective on full conversion borgs.

Hi no kata- The Fire Kata

The weapon wielder focuses his Chi into the weapon, making it feel as if it were on fire to all others who touch it. Adds +2 to damage on all strikes with the weapon. If a strike is successful, the target must roll to save vs. pain. If he fails, he loses initiative for the next three rounds and is -2 to all rolls.

Hidden Weapons Kata (Hammerspace Mastery)

Through the use of this technique, a male Amazon (females don't consider it worth learning) may instantly summon to himself virtually any weapon he chooses! Through the knowledge that all space and time are truly one, an inner calm rivaling the Buddha, and some damn big robes, the master of the

Hidden Weapons Kata can access the long-thought- mythical dimension called Hammerspace. (Physics majors vehemently deny the possibility of Hammerspace, though Einsteinian math suggests that such a place is possible: an entire universe composed solely of inanimate objects, animals, and weaponry floating through a void.) By spending one point of Chi, a user of Hammerspace may summon to themselves an item deemed by the GM as “mostly harmless” (ie: chicken, duck-shaped training potty, yo- yo, etc.) or a mallet that can do 2D6 SDC (after all, it is “hammer-space). For two Chi, the character may summon any dangerous item that is not quite a melee weapon (chains, smoke bombs, flame pellets, etc.). For five Chi per use, the character may instantly sununon any weapon in which he has proficiency, truly a devastating use for experienced martial artists (or those who have taken Moo Gi Gong as their secondary martial art). Finally, for the hideously astounding cost of thirty Chi, the practitioner of Hidden Weapons may summon a single modern weapon, be it gun, bomb, or even laser! (Fortunately, honor usually precludes the possibility of using such distasteful--and non- proficient-- weapons.)

Hok Kuen (Crane Form): (Defensive)

By Mantisking

The crane uses its long wings to defend and attack. Deflecting and striking in flowing motion, the crane stands regally. Bonuses: +1 to Strike, +1 to Damage, +1 to Parry, +1 to Maintain Balance. Learn Crane’s Beak Fist (Page 85, N&S).

Horse Stance

By Lee Casebolt

One of the most basic of martial arts stances, the Horse Stance can provide a devastating fighting foundation when mastered. A master of the Horse Stance cannot be moved if he does not wish to be moved, and this same strong root adds power to his strikes. Bonuses: +8 to Maintain Balance, +2 to Damage. On the downside, the character cannot move, kick, dodge, or perform any other action which would cause his feet to leave the ground.

Hou Hsing (Monkey Form): (Defensive)

By Mantisking

The monkey is playful, tumbling and cavorting to avoid an opponent's attacks. Bonuses: +1 to Dodge/Parry, +2 to Leap/Backflip/Somersault/Cartwheel, +2 to Roll with Punch/Fall/Impact.

Hsiang Chuan (Elephant Form)

By Mantisking

+3 to Damage, +1 to Strike with Roundhouse Strikes, learn Roundhouse Strike

Hsieh Che Shih Hsing (Scorpion Sting Form): (Offensive)

By Mantisking

Concealed within the movements and postures of this form are secret Atemi strikes. Bonuses: The character is considered to be using Atemi Ability: Kyosho for the Melee Round. Penalties: Due to the amount of concentration required, the character's Attacks per Melee are reduced to 1/3 of normal (round down).

Hsiang Hsing (Elephant Form):

By Mantisking

The second largest animal, only the dragon is bigger, the elephant uses its size to great advantage, swinging its trunk and stamping its feet. Bonuses: +3

to Damage, +1 to Strike with Roundhouse Strikes (Page 88, N&S).

Hsiung Hsing (Bear Form): (Offensive)

By Mantisking

Lumbering and powerful, the bear uses its size and strength to great advantage. Bonuses: +1 to Parry, +1 to Strike, +1 to Damage, learn Bear Slap, no Dodge allowed.

Hu Chuan (Tiger Form): (Offensive)

By Mantisking

Bonuses: +2 to Damage, +1 to Leap (Add 6 feet to Leap distance), +1 Attack per Melee, learn Claw Hand.

Huang Tong Fut Shou Chuan (Hands of the Brass Buddha Form)

By Mantisking

(Offensive) When performed, this Special Kata acts as Body Hardening Exercise: Kanshu. Due to the amount of concentration required the character's Attacks per Melee are reduced by 1/2 (round down).

Huo Tao Hsing (Flashing Saber Form): (Offensive)

By Mantisking

This form -- often called "Flashy Saber Form" by it's critics -- is a strenuous, acrobatic, sword form that covers a lot of ground when performed. Bonuses: +1 to Leap (add 4 feet to Leap Distance), +1 to Leap Attack, +1 to Cartwheel/Backflip/Somersault. Pre-Requisites: W.P. Tao (Broadsword).

Jiin Kata or Temple Ground Kata

By Kuseru

This kata stresses the user of Power Block/Parries for defense. +4 to Power Block/Parry while using this technique and it is the only defensive maneuver which can be performed. Characters with

this technique can use Power Block/Parries even if their style doesn't normally possess them.

Jitte Kata or Ten Hands Kata

By Kuseru

Also called Jutte Kata. This kata specializes in combating multiple opponents. By concentrating on using only Multiple Dodges and Circular Parries the character can increase the ability to do these two defenses. Using this kata doubles the roll to perform either Multiple Dodges or Circular Parries during the melee round this kata is used. However, no other defenses, including automatic defenses can be used and the character is devoting so much attention to defense that only half their attacks/actions per melee can be devoted to offensive actions and all offensive actions are performed with no bonuses to Strike or Damage.

Kaze no kata- The Wind Kata

The weapon wielder focuses his Chi into his weapon to use it to defend against Chi attacks. The weapon acts as a lightning rod, and can be used as a successful blocking tool in Chi combat. The character rolls to block the incoming Chi attack with a bonus of +2 to block Chi attacks. If successful, the bo neutralizes any incoming Negative Chi attacks. This requires the wielder to invest half of his Chi into the weapon at the beginning of the melee round. Note, this kata provides no protection against physical attacks, and blocking the Chi attacks does not use up any melee actions.

Kuo Hsing (Dog Form):

By Mantisking

The dog is playful and sneaky. It uses seemingly silly moves to lure an

opponent into combat range, counting on them to underestimate this form.

Bonuses: +1 to Parry/Dodge, +1 to Strike, +1 to

Cartwheel/Somersault/Backflip/Handstand, +1 Roll with Punch/Fall/Impact.

Kusanku Kata or Blindman's Kata

By Kuseru

By standardizing the character's attack and defense pattern, the character can attack and defend while blinded or fighting in absolute darkness or other low visibility conditions. The character fights with no bonuses or penalties to combat rolls but can only engage opponents within Combat Range or Grappling Range. The character has no ability to defend against attacks done from Long (Combat) Range or farther away and these attacks are treated as sneak attacks against the character.

Obviously this kata should only be used when the character is blinded or otherwise can not see their opponents. When combined with Zanshin, this kata allows the character to defend against even invisible opponents with full bonuses, though it will still not allow Zanshin to work against characters using Chi Zoshiki.

Lin Ch'ien Cheh Chi Hsing (A Forest of Sharp Branches Form):

By Mantisking

This focus of this form isn't really offense or defense. The main purpose is to keep an opponent pinned in place by attacking the space around the opponent. This form is known in Cantonese as Lim Jim Ji Kuen. Bonuses: +1 to Parry, +1 to Strike. The opponent must make a Saving Throw vs. Horror Factor: # (# = (The level of the character performing this kata.) + 5) or be stuck in one spot, unable to move. Pre-Requisite: A

Weapon Proficiency in a long sharp edged weapon, for example: W.P. Large Sword, W.P. Polearm, or W.P. Spear.

Lucky Frog of Good Fortune

By GigaDragon

Allows for an Automatic Dodge, +2 to Parry and Dodge, and can Parry and Dodge any and all attacks that melee (even attacks from behind)! However, no attacks are possible.

Lung Fei Feng Wu Hsing (Dragon Flies, Phoenix Dances Form): (Defensive)

By Mantisking

This flamboyant kata emulates the movements of both the dragon and the phoenix. Bonuses: +3 to Multiple Dodge, +3 to Leap (Add 9 feet to leap distance).

Lung Hsing (Dragon Form): (Offensive) By Mantisking

Powerful like the tiger, graceful like the crane, sinuous like the snake, and fierce like the leopard, the dragon embodies the best elements of all the animals. Regal and wise, it is the Chinese Imperial symbol. Bonuses: +1 to Strike, +4 to Damage, +2 to Parry, +1 to Dodge, +1 to Maintain Balance, +1 to Leap, +1 Attack per Melee.

Ma Chuan (Horse Form)

By Mantisking

(Offensive) +2 to Damage, +1 to Strike with Power Punch, learn Power Punch

Ma Hsing (Horse Form): (Offensive)

By Mantisking

Bonuses: +2 to Damage, +1 to Strike with Power Punch, learn Power Punch.

Mending Chi Kata:

By tuning into the Positive Chi of the area and moving in response to it, the character channels Positive Chi into the body, wiping out any Negative Chi and replenishing lost Positive Chi. However, the unique thing about the Mending Chi Kata is that it can be used to pull Positive Chi out of a Negative Chi area! Although this seems unlikely, it's based on the fact that all Chi is really universal. Since all Chi flows in a complex manner, there is really no such thing as a place that contains one kind of Chi and not another. How much Chi can be collected and how long it takes, depends entirely on the local Chi environment. If the environment contains Positive Chi, then collection is very quick; collecting a number equal to the area for every melee round that the Mending Chi Kata continues. For example, where Positive Chi is at 4, the character can collect 4 points of Positive Chi per melee round. Collecting Positive Chi from a Negative Chi environment is inversely proportional to the degree of Negative Chi. Or, to put it more simply, it takes as many melee rounds to collect one point of Positive Chi as there is Negative Chi in the area. For example, if the area has a background of three points of Negative Chi, it will take 3 melee rounds to collect 1 point of Positive Chi. When the negative Chi is 6, it will take 6 melee rounds to collect each point of Positive Chi. This is a non-combative Kata, so the characters can neither attack nor defend while performing it. Likewise, the Kata requires total concentration, so no other skills or abilities, including Chi abilities, can be used simultaneously.

Min Cheng Gan Tao Keun (Stone Vault Form)

By Ray Bull

Using this kata the character's number of actions are doubled, but she can only defend. These defenses are limited to Circular Parry, Powerblock/Parry, and Parry/Attack. No attacks other than Parry/Attack are allowed while performing this kata.

Min Cheng Gan Tao Keun (Stone Vault Form)

By Ray Bull

Using this kata the character's number of actions are doubled, but she can only defend. These defenses are limited to Circular Parry, Powerblock/Parry, and Parry/Attack. No attacks other than Parry/Attack are allowed while performing this kata.

Mizu no kata- The Water Kata

The bo wielder focuses his Chi into his bo to give him the ability to block multiple incoming attacks from any and all directions. It is purely defensive and cannot be used to strike. Any attack made on the character in the Kaze no kata will result in an automatically circular or multiple parry with a +2 bonus to parry, and an automatic multiple dodge with a +2 bonus as well. All normal bonuses which the characters may already possess are also added. In addition, the character can intercept, knock away or deflect any airborne object from any direction with his bo.

Nijushiho Kata or 24 Steps Kata

By Kuseru

Also called Neiseishi Kata. This kata has a fairly rigid and unalterable attack method. If the character using this style has initiative, they can attack their opponent with a punch or kick. If they lose initiative, or when it's their opponent's time to attack, they must use

either a Combination Parry/Grab or a Combination Dodge/Grab. If the Grab is successful, they can perform a Grappling Range attack (i.e. any Hand Strike which counts as one attack, Elbow strike, Forearm strike, Knee attack, Snap Kick, Tripping/Leg Hook, but not a Drop Kick or Reverse Turning Kick) without spending an attack. The opponent can defend against this grappling range attack, with full bonuses and can use automatic moves to defend against this attack. If the opponent is still grabbed when the opponent counter attacks, the attack is done without bonuses, and the character using this kata must defend with an Automatic Body Flip/Throw. This sequence of events then repeats until the character using this kata is out of attacks. Combination Parry/Grab, Combination Dodge/Grab, Knee, and Automatic Body Flip/Throw can all be used even if the style doesn't normally possess any of these attacks.

Panther Stance

By Sinestus

When using this technique, the martial artist can also use Drop Kicks, Turning Kicks, Power Parries, and dual palm strikes. Also gains a +2 strike and parry. NOTE: Until third level assuming a specific stance DOES take a melee action. At third level and beyond it does not.

Paau Kuen (Leopard Form):
(Offensive)

By Mantisking

Fast and savage, the leopard overwhelms it's opponents with a flurry of attacks.

Bonuses: +1 to Parry/Dodge, +1 to Damage, +1 to Strike, +1 to Leap (Add 2 feet to Leap distance).

Penetrating Strike

By RMHOWA01

PPE: 4

Penetrating strike enables the character to penetrate armor, including power armor and the bodies of cyborgs! The character does normal damage to the armor and 1 point of SDC to the target in the armor or the organic portion of the cyborg for each 1d6 the attacker does in SDC damage (if the attack does 5d6 SDC, the target within the armor takes 5 points SDC, 1 MD point means 15 SDC to the target within the armor). Add 1/2 the normal SDC P.S. bonus to the damage done through the armor as well. If the damage gets through the SDC and starts affecting HP (in the case of cyborgs, it immediately affects HP), the target must save vs psionics or be knocked unconscious by the blow.

Progressive Angles Form: (Offensive)

By Mantisking

This is a modern kata designed using the martial theories of Indonesian and Filipino martial arts. The character is continually shifting the angle and height of the attack in an attempt to break through his opponent's defenses.

Bonuses: +2 to Strike.

Quick Foot Stance

By Bungtweed

Character stands almost at attention, legs are slightly apart and one is slightly behind the other, the hands and clasped together behind the fighters back. When in this stance ONLY the following kick attacks may be used; Kick Attack, Snap Kick, Crescent Kick, Axe Kick. Fighter gets Automatic Dodge once using this, but loses automatic parry, as they can only parry with their feet. +2 Parry, +3 Dodge, +3 Strike with Kick Attack, & +3 Damage on Kick Attacks, also, they

receive no bonus to Roll w/ Punch. Once in Quick Foot stance, a fighter will not usually advance unless they have to, stillness is a key part of the stance.

Raiden Kata (Thunder and Lightning Form)

By Mantisking

(Offensive) The function of this kata is simple, to either move as fast as lightning or to hit hard as thunder. This kata has two different ways it can be used. In the first version of this kata the martial artist commits to doing a high volume of damage. Sacrificing half of his or her attacks per melee, each punch now does double damage. The second version of this kata allows the martial artist to launch more attacks with reduced damage. He or she now has double the attacks per melee, but they do half damage. In both versions of this kata, the martial artist forfeits Automatic Dodge and Automatic Parry for the duration of the kata.

Rohai Kata or White Heron Kata

By Kuseru

Also called Meikyo Kata or Vision of Crane Kata. This kata develops one-leg standing balance while delivering Combination Dodge/Kicks. +2 to Maintain Balance only while using this kata. The only attack which can be performed while using this kata is the Combination Dodge/Kick (This is not a Drop Kick, in this combination move, a normal Kick Attack is combined with a normal Dodge. First roll to Dodge, then, if that's successful, roll to Kick. The opponent can defend normally. No bonuses to Dodge, Strike, Kick, or Damage can be used. Uses up one melee attack/action.). Even if the style does not normally possess Combination Dodge/Kick it can be used if this kata is

selected, with full bonuses to Dodge, Strike, Kick and Damage.

Sanchin Kata (Three Battles Form)

By Mantisking

Sanchin is a defensive kata that changes it's application as the Goju stylist gains experience with it. From levels 1 to 5 the character gains a +1 to Powerblock/Parry and +1 to Parry/Strike (Punch). From levels 6 to 10 it acts a Body Hardening Exercise: Chi Gung (Starting at level 1 of Chi Gung and progressing to level 5.). From levels 11 to 15 it acts as Martial Arts Technique: Ti Chi Kung.

Sanchin Kata or Three Battles Kata

By Kuseru

This kata allows the character to strike a single opponent three times in the first attack of the melee round. It must be done as the first attack of the melee round and the character must have initiative. The problem is that the character cannot attack, loses all automatic defenses for the rest of the melee round, and cannot defend at all against any attacks immediately following the character's attack.

Sanpo Giri Kata or Three Directional Cutting Kata

By Kuseru

One of the primary kata used in many Iaido schools, this Kata also makes an appearance in many kenjutsu, sojutsu, and naginata jutsu schools. This Kata allows the character to attack multiple opponents (up to four) simultaneously in the same melee action, with all normal strike bonuses. A Strike roll is required for each target. The character must have initiative to do this, use the same attack (i.e. a single weapon, hand, or foot), and cannot engage in advanced defensive

moves (like Multiple Dodge or Circular Parry), but can perform basic defenses like Dodge and Automatic Parry, with no bonuses. Also, the character can perform special attacks like Combination Parry/Attack and Combination Strike/Parry, but with no bonuses to strike or parry, and at the loss of one opponent (the character can only attack up to three opponents when using a special attack, if there are less than four opponents, then the character is only able to strike up to one less than the number of attackers). This Kata cannot be used against attackers at Long Range or further (but can be used against attackers in Grappling or Combat Range). Also remember that Kata must be used for the entire melee round. This kata cannot be used to attack or defend against opponents behind the character.

Se Waat Guk Kuen (Snake Slips Manacles Form): (Defensive)

By Mantisking

As with other snake forms, She Hau Kao Hsing, as it is known in Mandarin, is based on the sliding, slithering movement of snakes. These movements are used to dodge and deflect attacks. But the secret of this form is that it works best against grapplers. The practitioner slips free from holds and locks with the ease of a snake. Bonuses: +1 to Parry/Dodge, +4 to Escape from Holds/Locks.

Seisan Kata or 13 Kata

By Kuseru

Training in this kata teaches the character to combine dodges with counter knee, elbow and Thumb Drive Fist strikes. The character cannot perform any offensive attacks and must always defend with one of the following combination moves; Combination

Dodge/Knee, Combination Dodge/Elbow, or Combination Dodge/Thumb Drive Fist. All three of these combination moves are available to the character even if the martial art style does not possess them.

Seiryoto Kata

By Kuseru

This kata contains mixed sequences of Circular Parries combined with hard linear counter strikes. Fundamentally this kata allows a character to perform all attacks as a Combination Circular Parry/Strike. The character has full bonuses to strike and parry, but can only perform linear punches, kicks, and strikes. Throws, holds, locks, and circular attacks like Axe Kick, Back Hand, Backward Sweep, Crescent Kick, Forward Sweep, Overhead Fore-Knuckle Fist, Power Punch, Rotary Palm Strike, Roundhouse Kick, Roundhouse Strike, Tripping/Leg Hook, Uppercut, and Wheel Kick can not be used while performing this kata. Each Circular Parry/Strike counts as one melee attack.

Seiryu Kata or 16 Kata

By Kuseru

Training in this kata teaches the character to combine dodges with counter Hammer Fist, Spear Hand, and Thumb Drive Fist strikes. The character cannot perform any offensive attacks and must always defend with one of the following combination moves; Combination Dodge/Hammer Fist, Combination Dodge/Spear Hand, or Combination Dodge/Thumb Drive Fist. All three of these combination moves are available to the character even if the martial art style does not possess them.

Shan Feng

By Knightfall

The Mountain Wind kata is considered to be the ultimate expression of this martial art. It takes the flowing, acrobatic movements of this style to an extreme. The character combines all of the advantages of the Automatic Dodge, the Multiple Dodge, the Backflip, and the Leaping Evasion along with a final powerful attack. While performing this kata the character may roll to dodge any attack, even if he is not aware of it, without using an action. He uses his normal dodge bonus for these rolls. He may not parry or attack during his melee actions/attacks, but he can use Backflip or Leaping Evasion to position himself. Alternately he may spend an action focusing on a Chi Power. However the character must save his last melee attack until the end of the melee round after everyone else is done. At the very end of the melee round, after everyone else has used all of their melee attacks he may unleash one of the following attacks with +3 to his usual bonus to attack: A Leaping Eagle Claw, a Flying Reverse Turning Kick, or a Leap Attack using a weapon. His target may not use an automatic parry and will have no defense against this devastating attack unless said opponent has activated an Automatic Dodge at the beginning of the round. Targets with Automatic Roll, may Roll with Punch/Fall/Impact if appropriate to reduce the damage from this kata. Ancient masters are said to have shattered boulders while practicing this form.

Shaolin Wu Shou Chien Hsing (Young Forest Five Animal Sword Form): (Offensive)
By Mantisking
This form takes the attack methods of the five main animals of the Shaolin school -- Dragon, Tiger, Snake, Crane,

and Leopard -- and melds it with superb sword techniques. Known in Cantonese as Sil Lum Ng Sau Gim Kuen. Bonuses: +1 to Parry/Dodge, +1 to Strike, +1 to Backflip, Pre-Requisites: W.P. Chien/Gim.

She Hsing (Snake Form): (Defensive)
By Mantisking
The snake flows, smooth and slithery, avoiding all attacks. Then, with a flicker of motion, the snake strikes back, ending the confrontation. Bonuses: +1 to Parry/Dodge, +1 to Damage, learn Fingertip Attack.

Shichi Otaru Bo Kata (Seven Strike Staff Form): (Offensive)
By Mantisking
This kata is a combination of Okinawan (Yamane Ryu) and Japanese (Kukushin Ryu) bo techniques. This distillation of methods allows you to attack the same target multiple times in one melee. Bonuses: The character must concentrate for one (1) Melee Round, just as in the Martial Art Technique One...Kill, spending three (3) points of Positive Chi. The next Melee Round the character has +5 to Initiative and can make seven (7) attacks. During the third Melee Round he must rest. The character can do nothing but Dodge and all combat bonuses are at 1/2.

Shiho-Giri Kata or Four Directional Cutting Kata
By Kuseru
One of the primary kata used in many Iaido schools, this Kata also makes an appearance in many kenjutsu, sojutsu, and naginata jutsu schools. This Kata allows the character to attack multiple opponents (up to four) simultaneously in the same melee action, with all normal strike bonuses. A Strike roll is required

for each target. The character must have initiative to do this, use the same attack (i.e. a single weapon, hand, or foot), and cannot engage in advanced defensive moves (like Multiple Dodge or Circular Parry), but can perform basic defenses like Dodge and Automatic Parry, with no bonuses. Also, the character can perform special attacks like Combination Parry/Attack and Combination Strike/Parry, but with no bonuses to strike or parry, and at the loss of one opponent (the character can only attack up to three opponents when using a special attack, if there are less than four opponents, then the character is only able to strike up to one less than the number of attackers). This Kata cannot be used against attackers at Long Range or further (but can be used against attackers in Grappling or Combat Range). Also remember that Kata must be used for the entire melee round. This special kata also allows the character to attack and defend against opponents to the rear with no bonuses or penalties. However, the character can only strike in the first attack of the melee round. For the rest of the melee round they can only defend (though they can still defend against opponents behind them with no penalty or bonuses) and cannot use Multiple Dodge or Circular Parry for the rest of the Melee round. Author's Note: I can already see the questions about this...if they can't use Multiple Dodge or Circular Parry, but can still parry or dodge opponent's to the rear, what's the point of having restrictions on not being able to use Multiple Dodge or Circular Parry? The answer is quite simple, they can defend against attacks from behind them, but they do so with no penalties or bonuses, using Multiple Dodge and Circular Parry allows you to defend

against these attacks, with your FULL parry or dodge bonus!

Shih Hsing (Lion Form): (Offensive)

By Mantisking

Unlike the tiger, which uses pure strength, the lion uses holds and locks to defeat an opponent. Unafraid of going to the ground, a lion hsing practitioner will trip or throw an opponent to the ground to gain an advantage. Bonuses: +1 to Holds/Locks, +1 to Strike when Groundfighting, +1 to Strike with Claw Hand.

Shihonage Kata (Four Corners Throw Form): (Defensive)

By Mantisking

A character who has mastered this Japanese form has learned to defend themselves from attacks from the "four corners" (North, South, East, West). Bonuses: +4 to Automatic Bodyflip/Throw, the character can defend against any number of multiple attackers.

Shiro no Ishi Kata (Castle of Stone Form) (defensive)

By Ray Bull

Bonuses: +4 Powerblock/Parry, +2 Maintain Balance, +10 S.D.C. (costs 2 Chi)

Shi Tsi Chuan (Lion Form)

By Mantisking

(Offensive) +1 to Holds/Locks, +1 to Strike when Ground fighting, +1 to Strike with Claw Hand, learn Claw Hand

Sleeping Bird Stance (Modified Crane Stance)

By Sinestus

Restricts user from moving, or using hand strikes. However, all kicks are +2 to strike and damage, or can use all

attacks to perform a flying reverse turning kick at triple damage instead of the usual double. NOTE: Until third level assuming a specific stance DOES take a melee action. At third level and beyond it does not.

Snake Strike Stance

By Sinestus

A wavering stance, which restrains the user from using any kicks. However, in this stance they can perform the 'Greased Lightning Kata without any strike or damage penalties. NOTE: Until third level assuming a specific stance DOES take a melee action. At third level and beyond it does not.

Sting of the Scorpion Form

By Mantisking

(Offensive) When Performed, this Special Kata acts as Atemi Ability: Kyosho. Due to the amount of concentration required, the character's Attacks per Melee are reduced to 1/3 of normal (round down).

Suo Shou Hsing (Shackle Hands Form): (Offensive)

By Mantisking

This modern form, inspired by the Wu Song Tuo Kao style, teaches the practitioner how to fight while bound in handcuffs. Known in Cantonese as So Sau Kuen. Bonuses: All negative modifiers for being handcuffed are reduced to zero (0), +1 to Strike with Elbow, +1 to Strike with Grab/Headbutt, +1 to Strike with Shoulder Ram.

Tai Chi Ch'uan Hsing (Grand Ultimate Fist Form): (Defensive)

By Mantisking

This kata is commonly referred to as a "Tai Chi short form". Bonuses: +1 to

Parry/Dodge, +1 to Maintain Balance, +1 to Roll with Punch/Fall/Impact.

Tai Chi Kuen (defensive)

By Ray Bull

Bonuses: +1 to Parry/Dodge, +1 to Maintain Balance, +1 to Roll with Punch/Fall/Impact

Tai Chuan (Emu Form)

By Mantisking

(Offensive) +1 to Strike with Kicks, +1 to Damage with Kicks, +2 to Strike with Emu Charge (Special. This attack must be the first and only one of the melee round. The character runs, with elbows locked to the body and arms extended, at the opponent. If successful the attack does 3d4 damage and the opponent is knocked down. The character also loses Automatic Parry for the melee round.)

Tai Hsing (Emu Form): (Offensive)

By Mantisking

When emulating this large and powerful bird the character moves around with his elbows next to the body, to represent the Emu's flightless wings. The legs are used instead of the arms as the primary methods of attack. Bonuses: +1 to Strike with Kicks, +1 to Damage with Kicks, +2 to Strike with Emu Charge (This attack must be the first and only one of the Melee Round. The character also loses Automatic Parry for the Melee Round. The character runs, with elbows locked together to the front of the body and arms extended, at the opponent. If successful the attack does 3d4 damage and the opponent is knocked down.)

Taikyoku Kata or First Cause Kata

By Kuseru

This kata is a specialization of the Kime Kata, where the character focuses on performing only one type of hand strike and only defends with automatic parries.

The character can double the roll for one attack and one parry for every four levels of experience, however, the character can only perform ONE type of hand strike and only defend with automatic parries while this kata is being used. Using Taikyokyu does not cost Chi points, but characters whose Chi has reached zero, or who have negative Chi, are unable to use Taikyokyu.

Tao Shou Hsing/Tou Sau Kuen
(Begging Hands Form): (Offensive)
By Mantisking

The character falls to their knees and pretends to give up, holding up their hands in a begging motion. The character then bides their time until the opponent is close enough to strike. The character cannot move, Parry, Dodge, or commit any other actions before the attack, which is made at the very end of the Melee Round. Only one attack, which can be either a Double Claw Strike or a Double Palm Strike, can be made. Bonuses: +3 to Strike, +2 to Damage.

Tekki Kata or Iron Horse Kata
By Kuseru

Also called Naihanchi Kata. A gathering of all the body's physical and psychic forces in one spot, to be channeled into one use. Tekki can be used to add to Maintain Balance rolls. Using a Iron Horse Kata limits the character to only offensive (attacks) or defensive actions per melee round.

Tekki can be used to enhance every Maintain Balance roll in that melee. The ability doubles the Maintain Balance rolls for that melee. All remaining attacks or defenses are normal without benefit of any bonuses of any kind. If Tekki is used for attacking, then the character can do absolutely no defensive moves for the

remainder of the round (only a roll with punch/fall or impact is possible). Defending by using the Tekki works much the same way, if used for defense, the character can do no attacks/strikes and can only make defensive moves like parries, dodges and rolls (all have the character's normal bonuses). Using Tekki does not cost Chi points, but characters whose Chi has reached zero, or who have negative Chi, are unable to use Tekki.

Tenshin Kata or Body Turning Kata
By Kuseru

Developed from Chito Ryu Karate, this kata makes use of Combination Dodge/Attacks to avoid an opponent's attacks while simultaneously attacking them. By pivoting or rotating the body, the practitioner avoids the incoming attack and delivers their own attack. Unlike a normal Combination Dodge/Attack, the character has full bonuses to dodge and attack while performing this kata. However, the character can not perform ANY other combat moves, including Drop Kick (another Combination Dodge/Attack) while performing this kata. This means the character can not perform any automatic defenses, and cannot initiate an attack, they can only respond to the attack of an opponent.

Tetsu Jomoku Kata (Iron Tree Form)
(defensive)

By Ray Bull
Bonuses: +4 Maintain Balance, +2 Circular Parry, +1 Trip/Leghook, +1 Backward Sweep

The Flurry

By Danzig138
This is very similar to the Muay Thai kata, Lightning Form. The Kydian is able to deliver all of his attacks for the

melee round on his first attack. This must be his first attack, and he must have initiative. After he uses his attacks, he cannot dodge, and suffers a -3 penalty to Parry for the remainder of the melee round.

The Laughing Man Kata

By Danzig 138

This is a variation on the Bassai (Fortress Penetration) kata. The master laughs continuously, all while attacking a single opponent. His laughter steadily increases in volume as he strikes. The opponent must roll a saving throw of 14 or better (modified by M.E.) or lose initiative and one action/attack. The master gains a +4 bonus to strike, and inflicts an additional +4 damage, but he suffers a -5 penalty to all defensive rolls for the melee round.

The Non-Spill Drink

(Offensive/Defensive)

By Mantisking

The character can fight with a drink (bottle or glass) held in one hand and not spill a drop of the contents.

Tiger Kata

By Ash

The artist spends the entire melee in a flurry of power attacks, using the strength of the Tiger to end the fight with as much speed as possible. No defensive actions can be made this melee, however the user gains a +4 to damage with all of his attacks, as well as a +1 to strike (this strike bonus is cumulative with bonuses from the Dragon kata).

Ton Long Chuan (Mantis Form):

(Offensive)

By Mantisking

Bonuses: +1 to Damage, +1 Attack per Melee, +1 to Pull Punch, learn Gou Strike and Lau.

Tsui Hsing (Drunken Form):

(Defensive)

By Mantisking

Stumbling along, the drunk trips, flails, and drinks from his bottle. Bonuses: +2 to Stagger/Somersault, +1 to Parry/Dodge, +2 to Roll with Punch/Fall/Impact.

Tuo Chuan (Terrapin Form)

By Mantisking

(Defensive) +1 to Circular Parry, +1 to Power block/Parry, +1 to Parry/Attack (This attack can be a Knife Hand, Elbow, or Shoulder Ram), learn Circular Parry, Power block/Parry, Elbow, Knife Hand, Shoulder Ram

Tuo Hsing (Terrapin Form): (Defensive)

By Mantisking

The terrapin uses it's strong swimming front legs to block and strike. Bonuses: +1 to Circular Parry, +1 to Powerblock/Parry, +1 to Parry/Attack (This attack can be a Knife Hand, Elbow, or Shoulder Ram.).

Tu Tao Chang Hsing (Journey to the Center Form): (Defensive)

This kata resembles Tai Chi Ch'uan with it's slow and solemn movements. It also resembles Bagua with it's circular and spiralling movements. Journey to the Center Form is a defensive in it's nature, but it is useless as a physical defense. Though as protection for the mind it excels. Bonuses: +2 to Saving Throw vs. Psionics, +4 to Saving Throw vs. Possession, +3 to Saving Throw vs. Horror Factor.

Turtle Stance

By Sinestus

This is a completely defensive technique. In this stance the master cannot attack, however, they gain Automatic Flip/Throw with their normal Throw Bonus, and can attempt to Auto-throw twice per melee.

NOTE: Until third level assuming a specific stance DOES take a melee action. At third level and beyond it does not.

Unsu Kata or Cloud Defense Kata

By Kuseru

Also called Unshou Kata. The philosophy of this kata is simple, even if your enemies surround you like a cloud, you will defeat them. The only defenses possible in this kata are Circular Parries and the only attacks possible are Body/Flip Throws. Bonuses: +3 to Circular Parry and +3 to Body Flip/Throw. Characters with this technique can perform Circular Parries and Body/Flip Throws even if their style doesn't have these combat moves.

Wansu Kata or Dumping Form Kata

By Kuseru

Also called Empi Kata. Author's Note: This is the same kata in real life as the Enpi Kata, however it's broken down into two different Kata here because it's more interesting that way. This kata specializes in throwing the practitioner's opponents. All attacks in this kata are done as Body Flip/Throws. No other forms of attack are allowed. The only defenses possible while using this kata are Automatic Body Flip/Throws, and the character can perform them even if they don't normally possess Automatic Body Flip/Throw. At first level the character can only perform Body Flip/Throw as attacks and can only defend with Automatic Body

Flip/Throw. At fifth level, the character can double their roll to strike for one offensive Body Flip/Throw. At tenth level all of the character's Body Flip/Throws are Critical Body Flip/Throws. Characters without a style that possesses Body Flip/Throw can not take this kata.

Weeping Willow Kata

By Danzig 138

This is a defensive kata in which, the master cries out his anguish, while avoiding and deflecting all incoming attacks. This provides him with a +3 bonus to automatic parry and automatic dodge, and it acts as a Windmill Kata (Ninjas and Superspies, page 88).

Wind of Devastation

By Joseph64

Doubles the characters attacks for one melee providing that they are all psionic and the only maneuvers in the preceding round are ALL defensive in nature.

Wolf Pack

By Brett Hegr

This can be used when several Wolf masters surround one opponent. When attacked, the Wolf masters are +2 to parry and dodge; when the opponent turns to deal with someone else, the Wolf masters are +2 to strike and damage and can make a Critical Strike on a natural roll of 15-20.

Yan Chuan (Swallow Form)

By Mantisking

(Defensive) +2 to Dodge, +2 to Leap (add 4 feet to leap distance), learn Leap

Yao Chuan (Sparrow Hawk Form)

By Mantisking

(Offensive) +1 to Initiative, +1 to Dodge, +1 to Strike with Uppercut, learn Uppercut

Yao Hsing (Sparrow Hawk Form):
(Offensive)

By Mantisking

Known for speed and agility, the sparrow hawk uses quick strikes and swift turning movements to defeat its opponents. Bonuses: +1 to Initiative, +1 to Dodge, +1 to Strike with Uppercut.

Yen Hsing (Swallow Form):
(Defensive)

By Mantisking

Bonuses: +2 to Dodge, +2 to Leap (Add 4 feet to Leap distance).

Ying Chuan (Falcon Form)

By Mantisking

(Offensive) +1 to Strike with Knife Hand, +1 to Strike with Elbow, +1 to Strike with Snap Kick, +1 to Parry, learn Knife Hand, Elbow, Snap Kick

Ying Hsing (Falcon Form): (Offensive)

By Mantisking

Bonuses: +1 to Strike with Knife Hand, +1 to Strike with Elbow, +1 to Strike with Snap Kick, +1 to Parry.

Yin-Yang Kata:

Expert practitioners call this the ‘Give Over to the Tao Kata,’ because it feels like you’re loaning your body to some other, greater, supernatural being. What makes it even stranger is the way it looks. While all the Chi Katas look like dances, the Yin-Yang Kata appears even more dramatic, with fast, moden-dance-like movements and the kind of leaps and kicks you’d expect to see at a ballet. Yet, while the body is engaged in this frenetic activity, the character’s mind feels calm and subdued, submerged into

the oneness of the Yin-Yang, seemingly like a distant observer. All actions, including strikes, parries, dodges, and rolls are done as normal, with neither penal ties nor bonuses. The really weird thing about the Yin-Yang Kata is that attacks on supernatural beings, demons, creatures of Pure Negative Chi, and other things that would normally be immune to physical attacks, take normal damage, as if the attacks were based on magic or Chi (In Rifts all Yin-Yang Kata attacks inflict M.D. to supernatural beings and creatures of magic, but SDC. damage to all others

Zenjorike

Alter Chi Polarity

Having this power allows you to change your Chi from positive to negative and back again at will without having to flush and fill (see Negative Chi Control, page 120). This takes only two melee actions. Note: You must have at least one Chi skill of any kind to choose this Power.

Ignore Environment

This Zenjoriki Power allows you to Ignore heat, fire, cold, wind, water, etc. When Ignoring a certain aspect of your environment, any attacks based on it do no damage. Duration: Ignore Environment can last up to 48 hours when you are Ignoring one element, 24 hours for two, 12 hours for three, etc. Note: You can Ignore outer space, but it only lasts up to one hour. Further Note: Remember that Ignoring an element will negate all of its effects. So if you Ignore water, for example, you will not get wet or float and it will not hamper your movements.

Katsu

By Kuseru

This is a form of deep resuscitation which simulates death. The metabolic rate drops resulting in low body temperature, an undetectable pulse and the appearance of not breathing. A doctor without a full medical facility will be unable to tell the difference between this and death. Katsu can be maintained for ten minutes per level of experience without ill effects and requires six melees of preparation. This ability cannot be used if the character is infected with Negative Chi.

Negative Chi Strike

By Sinestus

(Available to any martial art offering the one-finger-tip attack and Zenjorike powers, must be selected as Zenjorike power). Upkeep of one action/melee, to a maximum of melees equal to level (thus three melees for a third level master...). When activated, this can be the only Chi based power, or martial arts power used during the melee, this will even negate Dragon Chi and similar powers. Activating the power costs 2 actions, and must be the master's first two actions of the melee (being struck or dodging will disrupt activation). Once active, the martial artist will be able to put up to his level in Negative Chi into each One-Finger-Tip Attack used that melee (amount must be designated before the strike, martial artist must be charged with negative Chi before activating the power to be useful). The Chi is expended even if the strike is unsuccessful. If successful, the physical strike does no damage; however, the sudden blast of negative Chi is fairly powerful and draining. Every three points of Chi invested in the attack deals 1D4 points of damage directly to Hit Points. Only Multiples of three can be invested in the attack. Any attack

dealing maximum damage (4, 8, 12, 16... respective to # of dice) will require the victim to Save vs. Pain or lose 1 melee action, this only applies to Non-Chi Masters. The attack cannot be done from a distance, as a death blow, nor with the Dim Mak; however it can target specific limbs (arm, head, etc... damage appropriately). If a limb is reduced to 0 H.P., treat as through broken. If the victim rolls with impact or break falls they suffer no damage. Chi masters will recognize this power on a successful perception roll.

Pin Ten Shogai

By Sinestus

This is a special zenjorike power that creates a pseudo force field around areas being struck this barrier provides the following abilities:

-parry +2

-successful parry means the wuss takes no damage

-redirects the damage bonus of the attacker back into the attacker

-if critical is rolled and parried the attacker's attacking limb is broken in several places roll for saving throw v.s. pain at -3

Note: pin ten shogai takes little concentration but the wuss is so afraid that he can perform no other actions while using pin ten shogai. also before pin ten shogai can be used the wuss must survive one melee of combat.

Resist Dim Mak

On page 163 of N&SS Eric Wujcik speaks of "ancient, evil characters who have held the Dim Mak effects in check for decades, even centuries". This Zenjoriki Power will allow you to hold Dim Mak in check as well. It simply keeps your Chi from being worn away by Dim Mak. However, the only Chi

Mastery skills you can still use after successfully resisting Dim Mak are Chi Awareness, Chi Relaxation, Chi Defense, Fu Zhensong, and Chakuri-Chi (though why you'd want to use this one is beyond me). Note: Both Fu Zhensong and Chakuri-Chi only produce one (1) point of Chi per day. Further Note: If you use the Alter Chi Polarity Power after successfully resisting a Dim Mak attack (if, for example, you had negative Chi when you were hit), you will end up with only one point of Chi of whichever polarity you switch to.

Saiminjutsu

By Kuseru

Utilizing simple mudra techniques, the character can attempt to hypnotize one person. This involves the rapid weaving of the mudra of the Kuji- Kiri in bizarre, dazzling patterns. None of the mudra of the Kuji-Kiri need be known to use this enchantment and it confers none of the powers of the mudra of the Kuji-Kiri. In combat, this power causes a victim who fails his saving throw to be slowed (loses initiative, is -2 to Strike, Dodge, and Parry). When used out of combat, this power can be used to implant one suggestion into a victim who fails his saving throw. Similar to the psionic power of Hypnotic Suggestion except that instead of working the suggestion subtly into a comment, the suggestion is implanted through the use of repetitive chants. The suggestion must be kept simple and clear in the same manner as Hypnotic Suggestion. Additionally, the spell can make the victim hear sounds or see things just like the psionic power.

Smelling the Blood

By Kuseru

Through an innate sixth sense, many well trained martial artists, warriors, and

assassins can detect others of their trade. This is usually referred to as 'smelling the blood' in reference to the often bloody work that these people are involved in. Base Chance is 30%+5% per level of experience.

Tamadomejutsu

By Kuseru

A very advanced, supernatural version of yadomejutsu which allows the character parry bullets. The character cannot parry bullets or energy blasts with their bare hands! They must have something like a shield, piece of metal, or a weapon that can be used to parry the attack. At first level the character can attempt to parry one bullet (with no bonuses and a -8 penalty to parry) or a short burst (with no bonuses and a -12 penalty to parry) but it uses up all the character's melee attacks for that melee round (automatic defenses can still be used, but no actions requiring an attack/action per melee can be used). At second level the character can parry with a -7 penalty for one bullet and a -11 penalty against a short burst. The character's penalties are reduced to -6 (single bullet) and -10 (short burst) at third level. This technique costs only four of the character's attacks at fourth level and the penalty is reduced to -5 (single bullet) and -9 (short burst). At fifth level the character's penalties are reduced to -4 (single bullet) and -8 (short burst) or the character can attempt to parry a long burst with a -12 penalty and by using all the character's melee attacks. The penalties are reduced to -3 (single bullet), -7 (short burst), and -11 (long burst) at level six. At seventh level the penalties are reduced to -2 (single bullet), -6 (short burst), and -10 (long burst). Deflecting single rounds and short bursts only costs three attacks at eight level, with the penalties reduced to

-1 (single bullet), -5 (short burst), and -10 (long burst). The character's penalties are reduced to no penalty (single bullet), -4 (short burst), and -9 (long burst) at ninth level and the long bursts can be parried for the cost of four attacks. At tenth level, the character receives one-fourth their bonuses in parrying single bullets, a penalty of -3 (short burst) and -9 (long burst). Also at tenth level, the character can attempt to parry a full melee/entire magazine burst at a penalty of -12 and by using all the character's attacks for that melee round. At eleventh level the character has half their bonuses for parrying single bullets, and penalties of -2 (short burst), -8 (long burst), and -11 (full melee/entire magazine burst). Twelfth level allows the character to parry single bullets and short bursts with full bonuses and a cost of only two attacks per melee round, penalties are -1 (short burst), -7 (long burst), and -10 (full melee/entire magazine burst). At thirteenth level the character can parry long bursts for the cost of three attacks and has no penalties for parrying short bursts, additional penalties are -6 (long bursts) and -9 (full melee/entire magazine bursts). Fourteenth level allows the character to parry full melee/entire magazine bursts for the cost of four attacks per melee and the character can parry short bursts with half their usual bonuses with penalties of -5 for long bursts and -8 for full melee/entire magazine bursts. At fifteenth level the character can parry single bullets and short bursts for the cost of one melee attack and full bonuses, the penalties are -4 for long bursts and -7 for full melee/entire magazine bursts. If the character selects this martial art power at a level other than first, they start at first level and advance each level there after in this

ability.

Teleportation

By Mantisking

Unlike Spirit Walk: Teleportation, the character can physically travel to another location. The distance they can travel is equal to their M.E. in feet. The character has to concentrate for the entire melee round, and this must be the only action they take. Cost: The character ages two (2) years.

Yamikeigo

By Kuseru

This is the Ninja ability to fight in the dark, combining elements of nightfighting, zanshin, and stealth. With this ability the character can move and attack silently completely aware of where his opponents, allies, any neutrals, inanimate objects are all located. This ability can be maintained for one minute per level of experience. Bonuses: +4 to Initiative, Dodge, Strike in darkened conditions.

Advanced Atemi

Chian Hsi Tien Hsuh (Seal the Breath Vital Point)

By Mantisking

When this atemi point is struck, it interferes with the target's ability to breathe. There are three different points, with three different levels of effect. The first requires a Natural 12 or better to hit, and reduces the targets effective P.E. to 3/4 of what it originally was. The second requires a Natural 15 or better to hit, and reduces the targets effective P.E. to 1/2 of what it originally was. The third requires a Natural 18 or better to hit, and reduces the targets effective P.E. to 1/4 of what it originally was. This lasts for 1D4 hours. If the target manages to successfully Roll with

Punch/Fall/Impact this is reduced to 3D4 minutes.

Yang Qi Bi Tien Hsueh (Positive Chi Block Vital Point)

By Mantisking

This is a more selective version of the Chi Block Tien Hsueh. It only prevents the target from using positive chi. For this to be successful a Natural roll of 12 or better must be made. If the target manages to successfully Roll with Punch/Fall/Impact the chi block is not successful, but the target loses 4D6 positive chi. (For more information see Mystic China page 150.)

Yin Qi Bi Tien Hsueh (Negative Chi Block Vital Point)

By Mantisking

This is a more selective version of the Chi Block Tien Hsueh. It only prevents the target from using negative chi. For this to be successful a Natural roll of 12 or better must be made. If the target manages to successfully Roll with Punch/Fall/Impact the chi block is not successful, but the target loses 4D6 negative chi. (For more information see Mystic China page 150.)

Demon Hunter Body Hardening

Exercises

Demon Drinking

By Kuseru

The ability to drink large amounts of alcohol without getting as drunk. This Body Hardening Exercise differs from Eternal Clarity in that it only concentrates on drinking large amounts of alcohol and doesn't deal with staying relatively sober. The training of this technique concentrates on quickly drinking large amounts of alcohol, before drunkenness, losing consciousness, and/or vomiting

incapacitate the character. Bonuses: Resist the effects of alcohol at +10% with an additional +2% per level of experience. There are no adjustments to the drunkenness penalties, but the character can drink two to three times as much as before. The character is also +1 to save vs Poison and Drugs.

Drunken Rage

By Kuseru

With this Body Hardening Exercise the character can enter into a berserk rampage (similar to the Rampaging Superbeing from HU GMs Guide) The character lashes out at everything in his path and cannot think coherently. The rage lasts for a number of melees equal to the P.E. attribute plus the number of drinks that have consumed. Bonuses: +2 to P.S., +4 to Damage, and +2 to all saving throws, but suffers from -2 to Dodge/Parry and skills are performed at -50%.

Chi Katas

Hangetsu Kata or Half Moon Kata

By Kuseru

Also called Seisan Kata. This kata stresses correct breathing and focus in the performance of combat moves, allowing the practitioner to harden the body against blows as well as strengthen any techniques used. This is a specialized type of kata wherein the character focuses their chi on toughening their body and strengthening their attacks. While this kata is performed the character's A.R. (Armor Rating) goes up against most attacks, however, energy blasts, psionics, magic, chi attacks, explosives and firearms still work normally against the character. The character has the equivalent of a natural A.R. of 12 against all hand to hand,

melee weapon, and hand launched missiles for the melee round this kata is used. In addition the character's punches and kicks are more damaging. All hand to hand attacks, but not weapon attacks) are increased by one die of damage for the duration of this kata. Since the character is focusing on making their body and attacks tougher, defense is totally ignored while performing this kata. The character can not perform ANY defensive actions while performing this kata.

Hi no kata The Fire Kata

By Ronin

The bo wielder focuses his Chi into the bo, making it feel as if it were on fire to all others who touch it. Adds +2 to damage on all strikes with the bo. If a strike is successful, the target must roll to save vs. pain. If he fails, he loses initiative for the next three rounds and is -2 to all rolls.

Kaze no kata The Wind Kata

By Ronin

The bo wielder focuses his Chi into his bo to use it to defend against Chi attacks. The bo acts as a lightning rod, and can be used as a successful blocking tool in Chi combat. The character rolls to block the incoming Chi attack with a bonus of +2 to block Chi attacks. If successful, the bo neutralizes any incoming Negative Chi attacks. This requires the wielder to invest half of his Chi into the bo at the beginning of the melee round. Note, this kata provides no protection against physical attacks, and blocking the Chi attacks does not use up any melee actions.

Mizu no kata The Water Kata

By Ronin

The bo wielder focuses his Chi into his bo to give him the ability to block multiple incoming attacks from any and all directions. It is purely defensive and cannot be used to strike. Any attack made on the character in the Kaze no kata will result in an automatically circular or multiple parry with a +2 bonus to parry, and an automatic multiple dodge with a +2 bonus as well. All normal bonuses which the characters may already possess are also added. In addition, the character can intercept, knock away or deflect any airborne object from any direction with his bo.

Firearm Martial Art Powers

by Kuseru

Dancing Gun Atemi

This is a specialized atemi attack which must be used with a firearm. When the character uses this atemi strike, he can make the target of the attack dance by aiming at his feet. The character must roll to strike for each time the atemi attack is attempted, failure means that the victim has been struck by a bullet, and cannot be made to dance.

Dodge Bullets!

The character is so familiar with weapons, trajectory, the use of guns and the psychology of gun-men, that he can anticipate and react to people shooting at him. Thus, he can attempt to dodge or parry any attack he can see aimed at him. His usual dodge and parry bonuses are reduced by half, but no other penalties (including the notorious -10 to dodge rule) apply.

Enlightened Ammunition

This is a zenjoriki power which allows the character to cut and paste those individual segments of time, allowing the character to shoot a firearm without

running out of ammunition. The effects of this zenjoriki power typically last 1D6 times longer than the weapon would normally be able to fire before having to reload (i.e. if the weapon normally holds 10 rounds and a three is rolled, the character could shoot 30 rounds before having to reload the weapon).

Extended Range

The character can accurately aim and shoot farther than is normally expected for any given weapon. Increase range 10% per level of experience.

Magic Wand

This is a unique martial art technique which involves pointing a firearm at a target and ordering them to perform a task. The victim must roll to save against Magic. Failure means the victim has no choice but to perform the task. Success means the victim does not have to perform the task, however failure to do the task usually results in the death of the victim.

Sense if Gun is in Working Condition and Loaded

Knows instantly if a weapon is in working (though it may be imperfect) condition and loaded. Can also take apart, clean, unjam, reload and repair any gun in one tenth the time it takes most other people; i.e., a few seconds (two melee actions) to reload, unjam or take apart handguns (double that time for rifles), to 1D6+1 minutes to make basic repairs or do a thorough cleaning.

Sense Exact Ammunition Count

Being one with his weapons, the character always knows exactly how much ammunition they contain, second by second, like a digital counter is in his head. Can never be caught by surprise by

ammo running out unexpectedly. He also knows when the weapon has been fired by someone else, approximately how long ago that was, and whether it has been tampered with, booby-trapped or damaged in any way.

Teleport Guns

Can make two guns appear in his hands at will, loaded and ready for action (or just two full ammo clips); counts as two melee attacks/actions. The guns must belong to the character and be stored or concealed within a 10 mile (16 km) radius of the character to be summoned. Can also teleport his guns to one secret location (home or supply depot) in the same fashion. Can not teleport other objects or anything tied to his weapons, guns only, and the guns must always belong to the character.

Use Flawed Guns

As long as the weapon can fire, the character can adjust to any flaws, imbalances, and defects or imperfection the weapon may have (i.e., does not suffer from any penalties from an old, flawed, or damaged weapon).

Woo Fu

This is a special leaping technique in which the character can perform a leap dodge while simultaneously firing a pistol or revolver. The character has no penalties to dodge or strike, but no bonuses either (this technique can be used to dodge bullets/energy blasts without a dodge penalty).

Guardan Special Mystic Martial Arts Powers

Guarda Shield

By Chris Gileppa

Range: Self

Duration: 10 mins per level of experience.

Chi: 30

No of Attacks/Actions: takes 1 attack/action to activate.

Special: +6 when used as a defensive action, no other bonuses apply (purely mental)

The shield is an invisible force field bubble (air tight) that surrounds the character. It has 50 SDC (25 MDC in Rifts) per level of experience and can be focused in one direction to withstand double the usual amount of damage. It takes 1 attack/action to focus/unfocus the shield in a given direction and it takes an additional attack/action each time the direction of the shields focus is changed.

Guard Escape

By Chris Gileppa

Range: 1 mile per level.

Duration: Instant

Chi: 30

Concentration: Takes 1 melee round and is the only action that can be performed during that round. The character can teleport in a straight line for only a second or two. Chance of Success: 50% plus 4% per level of experience. A failed roll means the teleport failed to occur. Passengers, vehicles and large amounts of equipment are not teleported with the character.

Guard Jump

By Chris Gileppa

Range: short distance: Up to 120ft.

Duration: Instant

Chi: 10

Number of Attacks/Actions: 1

Special: +6 bonus to dodge.

The character teleports to a predetermined location visible to the character. Passengers, vehicles and large

amounts of equipment are not teleported with the character.

Gaurdan

By Chris Gileppa

Range: Self

Duration: 1 minute per level

Chi: 15 per limb (usually 60, 2 arms and legs)

Damage: Adds +2d to elbow/knee strikes and +1d to backhand/forearm.

Special: Adds +1 to block/parry per arm/leg guard. Each arm/leg guard has 160 SDC (80 MDC in Rifts) and can only be used to defend against HTH attacks. The overall design of the guards are a reflection of the characters subconscious.

Internal Martial Art Powers

By Mephisto

The following Internal abilities are exclusively part of the Elven martial art known as Hayerquel.

Attack Absorption

P.P.E.: 6

Range: within 5 feet (1.6 m)

Duration: Instant

Saving Throw: None

The Hayerquel practitioner can set up a shield of energy that will absorb ALL the damage from any one single attack directed at him or her. This happens instantly against hand to hand attacks, but must roll a mystic parry to counter arrows, siege weapons, thrown spears, or anything fast moving. Energy weapons, guns, and other super-fast attacks cannot be absorbed. The mystic parry is done at +4 and must beat the strike roll of the attacker.

Fire Fist

P.P.E.: 8

Range: Must be physically touching the victim.

Duration: Instant to use; can be maintained one melee per level of experience.

Saving Throw: Parry or Dodge

The Hayerquel master can envelope one or both fists in a fiery ball which deal in more damage and are able to parry magic attacks. The fist does 3D6 damage plus has a 28% chance of setting combustibles on fire with each successful strike. Unarmed opponents cannot parry without taking damage unless they are impervious to fire. The attack does double damage to water elementals, zombies, mummies, and those who are vulnerable to magic or fire.

Fire Kick

P.P.E.: 10

Range: Must be physically touching the victim.

Duration: Instant to use; can be maintained one melee per level of experience.

Saving Throw: Parry or Dodge

Similar to the fire fist, the martial artist envelopes his foot in a flaming ball. The flame adds 2D6 to kick damage and has a 32% chance of setting combustibles on fire with each successful strike.

Unarmed opponents cannot parry without taking damage, unless they are impervious to fire. The attack does double damage to water and ice elementals, zombies, mummies, and those who are vulnerable to magic or fire.

Force Blow

P.P.E.: 5

Range: Up to 20 feet (6.7 m)

Duration: Instant

Saving Throw: None

This attack enables the martial artist to deliver a punch and have the force strike an opponent up to 20 feet (6.7m) away! The P.P.E. is used up even if the strike fails. The strike does the standard damage of the attack used, including P.S. damage bonus. The unexpected nature of the attack means the victim is -4 to parry or dodge, and the attack is mostly invisible; it looks like a hollow tube is propelled towards the defender of the attack and it's hard to see.

Force Leap

P.P.E.: 6

Range: Self

Duration: Instant

Saving Throw: None

This ability allows the character to leap great distances; 30 feet (10m) plus 3 feet (1m) per level high; double length ways. Trying to use this in combination with a jump kick will result in doing triple damage to the victim and taking 2D6 damage to oneself. Plus the attack has a strike penalty of -6.

Shock Attack

P.P.E.: 5

Range: Must be physically touching the victim.

Duration: Instant

Saving Throw: None

This attack sends a bolt of electricity through the person that's touching the magic user, or several people if many are touching him at once. The victim suffers 1D6 S.D.C. damage and suffers the following penalties: -3 to strike, parry, dodge and attacks per melee are reduced by two. Penalties last for 1D6 melee rounds. No additional penalties per multiple shocks but the damage and duration of penalties increase.

Spell Redirect

P.P.E.: 9

Range: Self; the person to be redirected against must be within line of sight.

Duration: Instant

Saving Throw: Special

A handy defensive ability, this allows the person attacked by a spell to redirect it to another person! First the person attempting the spell redirect must make a successful save against the spell, then the person he or she is trying to afflict gets to save against both the redirect and the spell. Unlike most spells the spellcaster can NOT instantly cancel the spell as its the spell redirect ability that's controlling the spell, not the caster of the initial spell. This ability only works on spells that target a specific individual, such as life drain, agony, or fire ball. Has no effect on summoning spells, wards, talismans, amulets, area affect spells such as fogs, storms, or any ritual magic.

Mudra Powers

First Mudra of Concentration- Jo-in

By Kuseru

Doubles the effectiveness of Meditation. I.S.P. is recovered at a rate of 12 per hour. P.P.E. is recovered at a rate of 20 per hour. Chi can be totally restored in a half hour.

Meditation Time Required: Four melee rounds (one minute) to enter the advanced state of mediation.

Duration: Full meditation level

Description of Hand Positions: The hands lie in the lap, palms upward with the right hand laying on top of the left.

Chi Required: Two

Range: Self

Second Mudra of Concentration- Jusammaji-in

By Kuseru

The Mudra of Perseverance in Meditation allows the character to double his normal meditation time. In this advanced state of meditation the character's metabolism is slowed allowing the character to not require food or drink during the meditation time. Air also becomes less of a problem since the character's breathing slows to one fourth of its normal rate and air requirements. Similar to the First Mudra of Unmoving, this Mudra has the added benefit of allowing the character to heal and restore lost I.S.P., P.P.E. or Chi at the normal rates.

Meditation Time Required: Four minutes

Duration: Two times Meditation level

Description of Hand Positions: The hands are placed in the lap, held together with a pronounced space between them.

Chi Required: six

Range: Self

Third Mudra of Concentration- Shiyui-in

By Kuseru

This Mudra, also known as the Mudra of the Mind at Work, allows the character to use any Chi Mastery ability, without the expenditure of Chi coming from the Character. This means that, with the exception of the Chi used to invoke this Mudra, any Chi Mastery abilities used take Chi from the environment and not the character. To use Positive or Negative abilities does require the character to be in an area of Positive or Negative Chi as appropriate. To determine the available amount of Chi in an area: Underground where Chi is brought down from the surface or in a city crowded with buildings, the flow is usually 2D6 points of Positive Chi. Outdoors, in a wild area, the flow is 5D6 points of Positive Chi. In areas of Negative Chi (Dark and foreboding

caverns, wrecked and abandoned houses, stagnant swamps, etc.) have a flow of 4D6 Negative Chi.

Meditation Time Required: Ten minutes

Duration: Half meditation level

Description of Hand Positions: With the hands in the lap, the fingers touch with the index, middle and ring fingers separated to leave a small space.

Chi Required: Ten

Range: Self

Hundredth Mudra of Concentration- Rengebu no jo-in

By Kuseru

Also known as the Mudra of Mirror Knowledge, this Mudra allows the character to register the presence of supernatural creatures, beings of Pure Chi, and magic. This Mudra cannot pinpoint the exact location but will give a rough estimate of distance such as near (within 50 feet) or far (more than 90 feet). Number of beings or magic effects cannot be determined precisely either, at most the character will receive an impression of few (less than three), several (four to ten), or many (more than ten). The character will be able to determine roughly what type of creature or magic is present however, such as being able to distinguish between a spell and magic item (but not the type of magic used), or between a supernatural monster and a being of Pure Chi.

Meditation Time Required: Twenty minutes

Duration: Half Meditation level

Description of Hand Positions: The hands are held in the lap, fingers pointed outward and slightly spread and the palms up. The hands are held together along the little fingers.

Chi Required: Twenty

Range: 120 feet radius (36m).

Thousandth Mudra of Concentration- Saishosammai-in

By Kuseru

Known as the Mudra of Supreme Meditation, a character with this Mudra can displace his spirit from his body and move in the realms of Pure Chi in a fashion similar to that of the Mind Walk Zenjorike power.

Meditation Time Required: One Hour

Duration: One hour for each point of chi the character chooses to expend.

Description of Hand Positions: The hands are held in the lap, fingers pointed outward and slightly spread with the palms turned down. The hands are held together along the thumbs.

Chi Required: Forty plus however many chi points the character is willing to invest.

Range: Self

Mudra of the Turning of the Wheel of Law- Tenborin-in

By Kuseru

A character using this Mudra can adjust his chances in one encounter in the near future (next 24 hours) in a combat situation or situation which requires skill or attribute rolls. This bonus occurs as a +4 to strike, +10% chance on a skill roll or a +4 to an attribute roll. This Mudra can only be used once in a 24 hour period.

Meditation Time Required: Four melee rounds (one minute)

Duration: 24 hours or one die roll

Description of Hand Positions: The right hand is held at chest level, palm facing out, while the index and thumb form a circle. The tips of the thumb and index finger touch the index and thumb of the left hand which is held similar to the right with the palm turned in.

Chi Required: four

Range: Self

Mudra of Ubiquity- Mushofushi-in

By Kuseru

This Mudra magically transmits matter from one place to another. This mudra is limited to non-living substances. Up to 50 pounds (22.4 kg) can instantly be transported from the location of the character to any location miles away. The only requirements are that the character touches the object to be transported and that the location of where it is being sent is known to him. Success Ratio: 80%+2% per level of experience. An unsuccessful roll means that the object never arrived where it was supposed to, and could be anywhere within the character's range (he has no idea where).

Meditation Time Required: Two minutes

Duration: Instantaneous

Description of Hand Positions: The palms are joined with the middle, ring and little fingers raised with only the ends touching. A space is left between the hands. The index fingers are flexed and join the thumbs at their tips. The thumbs are erect and lie side by side.

Range: Five miles (8 km) per level of experience.

Chi Required: 90

Range: Self

Mudra of Supplication-Shashu gasho

By Kuseru

Use of this Mudra allows the character to "surrender" to a supernatural monster, god, godling, demigod, alien intelligence, Pure Chi being, demon, devil, etc. In exchange for sparing the character's life (in the case of evil creatures) or a favor (in the case of good creatures), the character must perform a task determined by the "captor".

GMs Note: Such tasks should be within the character's ability but will either

involve killing someone/stealing an object (if from an evil "captor") or the sacrifice/loss of an object important to the character or requiring the character to help others (if from a good "captor").
Meditation Time Required: Two melee rounds

Duration: Instant

Description of Hand Positions: The hands are joined and held vertically at chest level with the palms pressing, fingers touching, and the right thumb covering the left.

Chi Required: Four

Range: Line of Sight to the creature

Mudra of Touching the Ground-Sokuchi-in

By Kuseru

Use of this Mudra protects the character from all animals in the area for the duration of the Mudra.

Meditation Time Required: One Melee Round

Duration: Two times Meditation Level

Description of Hand Positions: The right hand is held in front of the knee, with the palm turned inward, fingers touching the ground.

Chi Required: One

Range: 100 feet

Mudra of Subjugating the Earth-Anzan-in

By Kuseru

With this Mudra a character subtly deters humans and other humanoid creatures from entering the area around the character. This only prevents the average passerby from entering the area where the character is and works by influencing the person to make up a reason to themselves to go around the affected area. People actively searching for the character will not be affected by this Mudra at all. Psychics, Mages,

people with Chi Mastery or Zenjorike powers have to make a saving throw vs Psionics to not be affected by this Mudra.

Meditation Time Required: Four Melee rounds (One Minute)

Duration: Meditation Level

Description of Hand Positions: The left hand is held by the knee turned down, with the palm roughly parallel to the ground. The right hand is held at waist level open with the palm up.

Chi Required: Four

Range: 80 feet

Mudra of Annihilation of Evil Spirits- Nometsubinayaka-in

By Kuseru

Note: This Mudra can only be used in areas of Positive Chi.

By directing a flow of Positive Chi at a spirit or small (four or less) group of spirits, the character can attack and attempt to destroy the spirits. Determine the amount of Positive Chi flowing in the area to determine the amount of damage done to the spirit(s) each Melee round. The spirit(s) must make a saving throw vs Horror Factor each Melee Round. Failure means that the spirit(s) must flee the area.

Meditation Time Required: Four Melee rounds (one Minute)

Duration: One half meditation level

Description of Hand Positions: The left hand is held by the knee turned down, with the palm roughly parallel to the ground. The right hand is held at waist level with the fingers folded into a fist with the thumb lying along the index finger.

Chi Required: Eight

Range: 40 feet

Mudra of Suppression of Demons- Saifuku-shoma-in

By Kuseru

Note: This Mudra can only be used in areas of Positive Chi.

Similar to the Mudra for Annihilation of Evil Spirits, this Mudra channels a flow of Positive Chi at a demon. Determine the amount of Chi in the area to determine the amount of damage done to the demon. The demon must make a saving throw vs Horror Factor or be forced to leave the area.

Meditation Time Required: Four Melee rounds (one minute)

Duration: One quarter meditation level

Description of Hand Positions: The left hand is held by the knee turned down, with the palm roughly parallel to the ground. The right hand is held at waist level with the middle, ring and little fingers grasping the thumb while the index finger touches its tip to the knuckle of the thumb.

Chi Required: Sixteen

Range: 40 feet

Mudra of the Knife Hand-- Shuto-in

By Kuseru

This Mudra acts as a weapon enhancing technique or it can be used as an attack by itself. When used to enhance a weapon, the Mudra is placed behind the weapon to invest the weapon with the power. Enhancing can only be done on melee weapons, it can not be done on missile weapons of any kind. If the melee weapon that has been enchanted is thrown, the enhancement is no longer effective. Enchanting a weapon in this manner instils a +1 bonus to strike and adds one die of damage to the blow. The Mudra can also be used to attack supernatural creatures (or those composed of Pure Chi) by making the Mudra and pointing in the direction of

the target. The amount of damage is 1D6 times the number of chi invested in the strike. Attacking in this manner has no effect on non supernatural creatures or creatures not composed of Pure chi.

Meditation Time Required: Two melee actions!

Duration: One strike or attack.

Description of Hand Positions: The hand forming the Mudra (can be either right or left hand) extends the first two fingers while curling the rest inward.

Chi Required: Two to enhance a weapon, Four plus whatever amount of chi the character wishes to invest as a strike.

Range: Weapon contact or 60 feet.

Mudra of the Diamond Handclasp-Kongo gassho

By Kuseru

Performs identically to the Calm Minds Zenjorike power

Meditation Time Required: Two Melee rounds

Duration: Half meditation level

Description of Hand Positions: The hands are joined and held vertically at chest level with the palms pressing, fingers touching, interlocked at the tips and the right thumb covering the left.

Chi Required: Two

Range: 120 feet

Mudra of Bewitching- Nosaibaku-in

By Kuseru

This Mudra allows the character to induce physical trauma to the nervous system of others by manipulating their chi. There are seven different effects of this power. Each affects only one person per attack and can be used in any combination. Intended victims must be within line of sight, or have their exact position known by the character.

The Mudra allows the character to temporarily manipulate specific biological functions or conditions in human and animal life forms.

Blind: Temporarily knocks out the victim's optic nerves, rendering the person quite helpless. Victims are -10 to strike, parry, and dodge.

Deafness: Can be caused by manipulating the eardrum. Victims can not hear anything . The shock of suddenly becoming deaf makes them -3 to strike, parry, and dodge any other attacks, and they automatically lose initiative while deaf.

Mute: Impairs the victim's vocal cords, making speech impossible. Victims are likely to be shocked and panic, maiming them -2 to strike, parry, and dodge for the first melee only.

Pain: By manipulating nerve centers the character can induce terrible pain, shooting through the body. Victims are -6 to strike, parry, and dodge, and take one point of damage off their hit points (not S.D.C.) per minute affected.

Paralysis: Immobilizes the motor part of the brain, causing legs and arms to stop functioning. Victims are completely incapacitated for the duration.

Stun: This attack disorients and confuses its victims. Victims forfeit one attack per melee, speed is cut by half, and the character is -4 to strike, parry, and dodge.

Tissue Manipulation: Affects the tissue's connecting nerve fibers which can cause a variety of effects. By irritating nerve fibers, a victim will suddenly feel itchy, as if breaking out in a severe rash.

Through endothermic manipulation the victim can also be made to suddenly feel cold or hot while everyone around him feels fine. This is done by manipulating the body chemical which absorbs heat.

ALL three conditions are more annoying

or frightening than physically impairing. In each case the victims are -1 to strike, parry, and dodge.

Meditation Time Required: Eight melee Rounds (two minutes)

Duration: The effects of this Mudra last for the number of chi points invested in minutes (i.e. if 10 chi points are invested, the effects last 10 minutes)

Description of Hand Positions: The right hand clenched in a fist with the thumb extended. The hand is held so that the thumb is touching the ground.

Chi Required: 10 plus however many chi points the character is willing to invest.

Range: 60 feet

Mudra for Strength Dokko-in

By Kuseru

This Mudra gives the character incredible strength, making the character as strong as a superhuman. Add 20+2D4 points to the P.S. attribute. The character with this Mudra in effect can lift 300 times the new P.S. attribute in pounds and can carry 200 times the attribute. Also, the character will fatigue at one half the normal rate. At the end of the duration P.S. and the other bonuses will no longer be in effect.

Meditation Time Required: Two Melee Rounds

Duration: One quarter meditation level

Description of Hand Positions: Middle fingers extended, others interlocked

Chi Required: four

Range: Self

Mudra for Control over Energy

Daikongo-in

By Kuseru

While this Mudra is in effect the character can channel his chi into energy which can be released as directed pulses. These pulses are directed with and originate from the hands.

Damage is equivalent to 1D6 per point of chi channeled, so a character who decides to channel 5 points of chi would do 5D6 damage. Roll to strike as normal with no bonuses from Martial Art forms, Martial Art Powers, skills, natural abilities or Hand to Hand.

Meditation Time Required: Four Melee Rounds (one minute)

Duration: One Blast.

Description of Hand Positions: Index fingers and thumbs extended, middle fingers curled over index fingers. Others interlocked

Chi Required: four plus however many chi the character wants to invest in the energy blast.

Range: 600 feet

Mudra for Harmony with the Condition of the Universe Sotojishi-in

By Kuseru

This mudra can be used against any intelligent creature or living creature. It can temporarily bend the will of its victim so that he (it) is under the complete control of the character. The affected person will do absolutely anything the controller requests (other than kill himself or a loved one). All questions will be answered truthfully and in as much detail as requested.

However, the controlled character will answer and obey only the person controlling him.

A situation in which the controlled character can be made to fight or do something dangerous. All victims of control are -2 on initiative and -1 to strike, parry and dodge because of the disorienting influence of being controlled. Victims will remember their actions after being controlled. This mudra can be used on a victim 12 feet (3.6 m) away +5 feet (1.5 m) per level of experience.

Meditation Time Required: Four Melee Rounds (one minute)
Duration: One quarter meditation level
Description of Hand Positions: Last two fingers extended to form a V (tips touching). Thumbs extended, others interlocked
Chi Required: eight
Range: Self

Mudra for the Evocation of Healing Energy- Ushijishi-in

By Kuseru

Note: Must be performed in an area of Positive Chi. This Mudra is ineffective in any area dominated by Negative Chi. If performed in an area with Positive Chi it will automatically cause Positive Chi to wash through the character's body. Negative Chi will be driven out of the body at the rate of one point per minute. Then, when the character is at Zero Chi, the body's normal Positive Chi will be filled, at the rate of one point per minute. Once the Chi of the body is brought back to its full level (or if it is already there), the body's natural healing mechanisms will then be stimulated. Hit points are the first to heal, at about one every five minutes. When hit points are returned to normal, the Mudra will then start to repair any missing S.D.C. at a rate of one per minute.

Meditation Time Required: Four Melee Rounds (one minute)
Duration: Half meditation level
Description of Hand Positions: Index fingers and thumbs extended, others interlocked
Chi Required: Four
Range: Self

Mudra of the Outer Bonds Fist- Gebakuken-in

By Kuseru

With this Mudra the character can attempt to ascertain whether or not there is a danger to him in the near future (the next 24 hours). The Mudra will only give vague impressions of a life threatening event. This will include a rough time estimate (within one hour of the event) and the type of event (such as falling, combat, and accident, etc.) This Mudra will only identify one such danger within the time period, regardless of how many times it is used in that time period. For example, when the character gets up in the morning, he decides to use the Mudra, and gets the impression of combat in the afternoon. Shortly before lunch, he decides to use the mudra again and gets only the impression that the combat will occur around four P.M. After he gets into a fight with a street punk, who he chases off, he decides to use the mudra again, only this time he would get a null reading since he was still well within the 24 hour time period since he originally used the Mudra. The first time the character would be able to use the Mudra to detect a new danger would be the next morning.

Meditation Time Required: Four Melee Rounds (one minute)
Duration: Meditation level
Description of Hand Positions: All fingers interlocked
Chi Required: four
Range: Self

Mudra for Knowing the Thoughts of Others- Naibakuken-in

By Kuseru

The power of telepathy allows the character to eavesdrop on what a person is thinking at a particular moment. This is done by focusing on that one person and picking up on his or her surface thoughts. Surface thoughts are those thoughts and musings uppermost in a

person's mind. A deep probe into memory is not possible. Although the psychic can read the thoughts of several people, he can only do so by focusing on one person at a time. Simultaneous, multiple mind readings are impossible. Limited telepathic communication is also possible. The character can send a directed thought message to one person at a time. The message must be as brief and as clear as possible. Like, "John, I need you immediately. Hurry!" or "Stop! Don't do that." "Come here," "Look Out" or "Press the green button." However, two-way telepathic communication is not possible except between two characters using this Mudra.

Meditation Time Required: Four Melee Rounds (one minute)

Duration: meditation level

Description of Hand Positions: All fingers interlocked inwards

Chi Required: four

Range: Read surface thoughts up to 60 feet (18.3m) away or two-way telepathic communication up to 140 feet (32.7m).

Mudra of the Knowledge Fist-Chicken-in

By Kuseru

This Mudra enables the character to see or feel glimpses of the Possible future. This is achieved through meditation or intense concentration in which the character thinks about a particular person, event or place. Add +5% to the base skill if the person involved is a friend or loved one. Sometimes this power works (if the roll is under the base skill) and sometimes it does not (when the roll is above the base skill). A failed roll means the character received no insight to the future, despite the expenditure of Chi.

A clairvoyant trance can be attempted as often as twice every day. The message

can be a sudden feeling that somebody is in need ("... something's wrong. It's ... it's ... Janet! I've got to see her!") or, more often, a sudden flash of insight -- a sudden image that races through the mind. The image is like a brief snippet from a movie or a dream. Often all the details are not clear, but the potential danger is. For example, the character is in a trance or meditation, thinking about his/her friend Janet. Suddenly, the mind is flooded with an image of Janet rushing down a crowded street. It's twilight, like morning or evening. She seems very upset. Janet races into the street, ignoring the traffic. There's a gang of thugs riding down the street like madmen. The squeal of horses (or bystanders). Janet screams. The image ends. Is Janet hurt? Killed? Unknown, but the danger is clear. There are also other hints of information: the time of day, Janet seeming upset, rushing, etc. The glimpse into the future could be twenty minutes, eight hours, 24 hours, or a week. The character has no way of knowing. Of course, he has the advantage of recognizing the potential danger as it begins to unfold and may be able to avoid it, stop it, or change the outcome. The image may last a few minutes or be a sudden flash lasting but a few seconds. The flash could be a peculiar noise, insignia, a face, or a specific image like a particular door, object, or person.

Game Masters: Be careful not to reveal too much. Use the examples provided as a guide. Remember, these are brief glimpses of the possible future, not a motion picture. The character cannot engage in any actions, combat or otherwise, while using this power, or the image will instantly stop. It usually requires one minute (four melee rounds) of meditation before the image occurs.

Remember, a failed skill roll means absolutely nothing happens, but still burns up the four Chi and time.
Meditation Time Required: Four Melee Rounds (one minute)
Duration: Half meditation level
Description of Hand Positions: Index finger of left hand pointing up with the fingers of the right hand curling round it. The thumb of the right hand should be pressed against the outside edge of the nail on the index finger of the left hand).
Chi Required: four
Range: Self

Mudra for Control over Matter-Nichirin-in

By Kuseru

This mudra grants the ability to move objects without any means other than directed chi energy similar to telekinesis. The character can make an object hop, fall, roll, rise into the air, suspend it there (hover) or make it fly across the room.

In order to move an object by using this power, the item must be clearly visible, within the character's range (60 ft/18.3 m) and the point of focus. The character must concentrate on what he is doing, thus each telekinetic feat counts as one of the character's physical attacks. The total number of telekinetic attacks is equal to the character's number of physical attacks per melee; usually 3 or 4. Telekinetic attacks can include hurling an object as if thrown, or causing it to buzz about a room, or to swing and hit with it as if a club controlled by an invisible hand. Several objects can be thrown around by this power within the same melee round, but not simultaneously. The character can only concentrate on one item at a time. For Example: A character with four hand to hand attacks per melee can perform four

attacks with telekinesis. First, he makes a flower vase fly from the table, aiming it at his opponent's head. Second, he makes the lantern hurl at the guard by the door. Third, the table is suddenly flipped up on end and, fourth, the door flung open. Four melee attacks or actions using this power.

As we can see in the example, this power can be used to do more than making objects fly around. The telekinetic power can be used to open doors, flick switches, press buttons, turn knobs and dials, open windows, make a rocking chair rock, and so on. The range of possibilities is extensive, when you stop and think about it.

It is easiest to move or hurl small objects weighing two pounds (0.9 kg) or less. Maximum height or distance is 60 feet (18.3m). Medium-size objects weighing 3-20 pounds (1.4 to 9 kg) are more difficult to manipulate and the maximum height or distance is reduced by half; 30 feet (9 m). Large or heavy objects weighing over 20 pounds (9 kg) are the most difficult to maneuver, reducing maximum height and distance to 15 feet (4.6 m).

Combat Bonuses:

- +3 to strike with telekinesis; physical/skill bonuses to strike do not apply when telekinesis is used.
- +4 to parry with telekinesis, by using a controlled object to parry or sheer telekinetic force to block an attack. Counts as a medium, heavy object.
- Damage from Hurlled Objects:
Small: 6 ounces to 1 pound (0.17-0.45 kg) m 1D4 Small: 1.1 to 2 lbs (0.5-0.9 kg) -- 1D6
Medium: 3 to 4 lbs (1.0-1.9 kg) -- 2D4
Medium: 5 to 10 lbs (2.0-4.5 kg) -- 3D4
Medium: 11 to 25 lbs (4.6-11.3 kg) -- 3D6
Large: 26 to 40 lbs (11.4-18.1 kg) -- 4D6

Add 1D6 for each additional 20 lbs (9 kg) of weight.

Note: This power does not create a force field, thus, while it can be used to parry/block a punch, kick, club, knife or even sword, it cannot stop projectiles, arrows, gas/fumes, flying tackles, and similar attacks. Furthermore, a failed roll to parry with this power means the character did not parry and is struck by his opponent.

Meditation Time Required: Four Melee Rounds (one minute)

Duration: meditation level.

Description of Hand Positions: Fingers outspread, palms out. Index fingers and thumbs touching

Chi Required: 3 for small objects, 8 for medium, and 8+1 per 10 pounds of weight for large objects.

Range: Up to 60 feet (18.3m) away.

Mudra of Subtracting Oneself from the Sight of Others-- Ongyo-in

By Kuseru

This is sort of invisibility where the passive, quiet nature of the character provides a natural concealment. Of course, the character isn't really invisible and can be seen, heard, smelled, or touched normally, it's just that the character seems less noticeable.

No attacks or other fighting moves are possible while maintaining the Mudra. So long as the practitioner sits quietly, without moving, and maintains the Mudra, he will be invisible to most others (75% chance of not being noticed). If the character is moving slowly the chance of detection drops to 50%. Normal movement negates all effects.

Another important aspect of this Mudra is that it conceals the chi of the user, so the character blends in with the natural flow of chi in the area. This means that

the Mudra completely shields a character from detection by means of chi. For example, entities of Pure Chi who are able to see chi, will have no chance of detecting the character using this Mudra, it is particularly effective against demons, undead and other creatures of Negative Chi.

Meditation Time Required: Four Melee Rounds (one minute)

Duration: Half usual meditation level
Description of Hand Positions: Right hand covering Left hand. Thumb tips touching

Chi Required: Eight

Range: Self

Special

Braking Dim Mak

By Sinestus

Useable only as the character's first strike in a melee, and only once per combat. Critical/break of 15+, if successful, collapses the target's chest, fairly instant death (all internal organs destroyed, spine severed). If failed, but strike hits, only causes knock down. Takes three attacks. (Not available at first level.)

Breaking Point

By Marcus Johnson

Description: One touch destructive power by using 1 finger

Level 4 technique

Damage: None to anything living, can destroy 800lbs of rock

Cost: 75 ISP per use

Chestnuts Roasting on an Open Fire

By Marcus Johnson

Description: Speeds up fist and kick attacks

Level 4 technique

Damage: 1D6 x10 SDC

Cost: 50 ISP per use

Dwur Doragi Technique

By Sinestus

Activation of this power makes the master a null point of Chi. They become invisible to the Chi world, as they will effectively remain at zero Chi for the duration of the combat. This makes them immune to ALL chi based attacks and moves, including Body Chi, Hard/Soft Chi and the Dim Mak. Because of this technique, no one with Dwur can ever learn Chi Mastery or Chi based powers. GM Digression as to whether or not this negates already in effect Dim Mak. YES, this does halt normal healing for the fighter during combat; however, one full melee of meditation will allow the Dwur master to recover his full chi and return to normal functions.

Hiru Shotan Han a.k.a. Dragon Punch

By Marcus Johnson

Description: A giant energy punch in the shape of a dragon

Level 5 technique

Damage: 2D6 x10 SDC to opponent, no effect on non organic objects

Cost: 200 ISP per use

Personal Training

By Marcus Johnson

Description: Increases healing of SDC, Hit Points, and ISP

Level 1 technique

Recovery: Recovers SDC, ISP, and Hit Points 3 times faster

Power Chi

By Marcus Johnson

Description: Channels ISP to get 1 extra attack per melee

Level 8 technique

Cost: 75 ISP per 1 attack; can only get 3 extra per melee

Shi Chi Hokodan

By Marcus Johnson

Description: Energy Beam from the character focused by the hands

Level 5 technique

Damage: 1D6 x10 SDC

Cost: 100 ISP per use

Yoiko-no-taiso Step 1

By Marcus Johnson

Description: Steals energy from the target

Level 3 technique

Damage: None, steals all of targets ISP, SDC, and reduces Hit points to 1. Player using this gains all the ISP from target but not the SDC or Hit Points. Loses the gained ISP in 5 melees

Cost: 125 ISP per use

Penalties: Character must eat and drink 4 times normal because metabolism is increase 4X.

Special Smokefighting Powers

(Note: Only one Smokefighting Power may be used each melee.)

Blinding Cloud

By Sinestus

More accurate than the Fire Spit. Creates a Chi cloud which latches onto the target's face (cannot be parried, -4 to dodge). Imposes Blindness penalties, and 'jams' Chi Awareness while active. Costs Two Chi/melee to maintain, and no other powers may be used while active.

Chi Fire Flare

By Sinestus

Briefly causes a small fire to flare up dealing 2D4 to 2D6 damage pending on size. Usually used on a lit cigarette in hand for a powerful attack. Costs four Chi. Range: Two foot flame.

Chi Spark/light

By Sinestus

Only allows the Smokefighter to ignite a cigarette without a lighter, takes one action. Costs two Chi/light.

Choking Chi Cloud

By Sinestus

Almost an automatic stun, may be used as a defense (full parry bonus), or offence (cannot be parried, -3 to dodge). Successful strike requires victim/target roll Save vs. Magic/Chi Influence. Fail to save disrupts and currently in-use Chi based powers, Specialty Katas, etc... Victims loose half their actions to hacking/coughing, and suffer a -4 to all combat actions for the duration. Costs five chi to activate, two Chi/melee to maintain (cannot be maintained if used as defense, just lasts remainder of the melee). Each successive melee victim may attempt another save @ -1. A Roll of one on any of the saves knocks the victim out.

Disruptive Chi Cloud

By Sinestus

Sprays to coat the entire body, takes three actions (cannot be parried, -4 to dodge). Disrupts/cancels any Chi based power currently being used by the victim, and drains Half their remaining Chi each melee until the victim has Negative Chi or Zero Chi. Costs five Chi to generate.

Fire Spit

By Sinestus

A Chi extension allowing the Smokefighter to 'spit' flaming ash into a target's face. Takes two actions, Range: Five feet + one foot every three levels. deals 1D4 damage, but will ignite combustibles, and a successful shot to

the face will blind for 1D4 melees.

Costs: Ten Chi.

NEUTRAL CHI MASTERY:

EXPLOSIVE CHI: The martial artist uses short, but sudden and powerful, bursts of Chi to attack their target. To use, the martial artist must use a hand strike against their target. A successful strike means that there will be a sudden, explosive impact of Chi against the target, dealing 1D6 damage to a target, in addition to knocking a target back 2D6ft. Parries result in half damage from the Chi explosion, as well as a 1D6ft. knockback, but no punch damage. Dodges mean no Chi is used. Explosive Chi can be done up to twice a melee successfully (yes, a parried strike still counts as a success). Requires 2 points of chi per use.

NEUTRAL CHI MASTERY:

BURNING PALM: When used, Burning Palm causes a painful burning sensation whenever a target is struck. In game terms, a successful palm strike with Burning Palm means the opponent must make a save vs. pain, or suffer -4 init, and -3 to parry, dodge, and strike. Requires 2 Chi per use.

MARTIAL ART TECHNIQUE:

WEAPON GRASP: This training (combined with a bit of Body Hardening in the hands and forearms) allows a skilled Martial Artist to catch incoming weapon attacks! This includes blades (caught by catching the flat(s) of the blade, not actually catching the edge), staves, spears, polearms, and blunt weapons. This does not apply to thrown weapons or projectiles. To catch an incoming attack, the defender must roll a certain number higher then their attackers total strike roll (yes, your parry

bonus counts in there). For staves and blunt weapons, it's +3 (caught without receiving any damage). For spears and polearms, it's +4 (often caught by the shaft). For bladed weapons, it's +6 (this is very risky). Weapons surrounded by spikes or extra blades (like maces or morning stars) are +7 or even +8 (depends on weapon and GM's call). If the attack is under the requirement, but is still higher than the strike roll, then the weapon is essentially caught, but your hands, forearms, or whatever you caught the weapon with takes half damage (ouch). Iron Hand experts take no damage if the weapons are caught with the Iron Hand. If it's equal to the strike roll, your hands/forearms take full damage (double ouch), and obviously if it's under, YOU take damage (and possibly your hands/forearms as well). Catching weapons takes an action.

MARTIAL ART TECHNIQUE: 5 DEADLY VENOMS: A very little known, very rare art, mentioned in very few texts. It's existence is very questionable, as most skeptics point out the absurdity of such an ability. This technique involves taking a large centipede, a venomous snake, a scorpion, a poisonous lizard, and a toxic toad, and placing them into a clay pot. The pot is then sealed, and buried underground for 30 days. During this time, the animals fight each other, as the animals die, the other venomous creatures eat their corpses, who in turn, are also eaten. By the time the jar is pot is reopened, there is only one large corpse. The venomous remains are then mashed up, and made into an elixir. This elixir is then drunken in little LITTLE sips SLOWLY, VERY VERY SLOWLY! If successful, the drinkers very body becomes used to the toxin,

and it itself, becomes venomous. The blood, saliva, sweat, urine, everything. All bodily fluids are toxic to living things. During combat, as the artist fights, he begins to sweat. Eventually, the artist is sweaty enough where a single palm strike has enough deadly sweat to kill a person. In game terms, any contact with the artist's bodily fluid, especially sweat, requires a save vs. lethal poison. A failed save means a victim suffers 1D6 HIT POINT damage, and continues to suffer 1D6 HP damage for 1D4 melees. Additional contact with the bodily fluid (aka, more hand strikes), add ANOTHER 1D4 melees. Ingesting any of the artist's body fluid does DOUBLE damage instantly.

The problem with 5 Deadly Venoms is that while obtaining this technique, only 1 person out of 50 actually finished the elixir, and lived to to become a venomous person. That means there is only a theoretical 2% of surviving the process! Realistically, it's about 1D6%. Another problem with 5 Deadly Venoms, contact with anyone is potentially lethal. The flesh itself isn't venomous, but sweat, blood, and spit is. A kiss is very lethal, and of course, no prostitute for you unless you want a dead hooker in your bed. On the plus side, the user is also immune to poison.

Revised Arts of Invisibility

By danzig138

Art of Mystic Invisibility (Chi Zoshiki)
(Combination of Ninjas and Superspies and Rifts Japan)

To use Chi Zoshiki, the character must spend his Chi points. The amount he must spend is dependant on his speed and the number of minds he is trying to cloud.

Movement	Chi Cost to Cloud One Mind
0	1 per melee round
10% Spd.	2 per melee round
25% Spd.	5 per melee round
50% Spd.	9 per melee round
75% Spd.	14 per melee round
100% Spd.	20 per melee round

Each additional mind to be clouded costs one additional point of chi.

If the character has Chi Mastery abilities, he has to spend only one-half the listed cost (round up, minimum of one).

Characters using Chi Zoshiki cannot be detected by Chi Awareness, Technology (The technology will register the character, but whoever is looking at the tech monitor will not see the character), Psionics, Magic, Super powers, etc, if the detecting characters are within the Chi Zoshiki's range.

Chi Zoshiki Range:

Radius of 25 feet, plus 5 feet per level. This can be doubled by spending an amount of Chi equal to that spent to cloud the minds.

Saving Throw: Only characters using a Mind Block or equivalent receive a saving throw versus Chi Zoshiki, and then it must be a 19 or better, but normal saving throw bonuses versus psionics apply.

Revised Atemi Abilities

By danzig138

Neural Atemi: The ability to paralyze the body requires a strike roll of 12 or better.

Blood Flow Atemi: This ability inflicts 1D8 damage, plus one (1) point per level of the attacker. The strike is very rapid, so victims suffer a -5 penalty to Roll with Punch/Fall/Impact

Grasping Hand Atemi: These bone-breaking techniques inflict 2D6 damage (plus normal bonuses) per melee round, or the attacker can attempt a break. The chance for a successful break is equal to the attacker's P.S. x1%, +5% per level of martial arts skill, - victim's P.S. x1%.

Withering Flesh: This deadly attack inflicts 1D10 x10 damage to S.D.C. (One-half if rolled with). Against supernatural beings, the attack only inflicts 1D10 x5 damage, but the creature cannot regenerate the damage for one hour. This attack relies on both atemi knowledge, chi focus, and concentration, so it uses 2 attacks, and 2 points of chi to use.

Dim Mak: The death touch inflicts 1D2 points of damage to the victim's chi per day, and the victim cannot recover his chi in any way. Not even magic will heal this affliction.

NOTE ON ATEMI ABILITIES: Atemi abilities rely on knowledge of the victim's pressure points and nervous system. Characters skilled in atemi can use the strikes only against races with anatomical structures that they are familiar with, or are incredibly similar to known races (I would imagine that Elves and Dwarves would be pretty similar to humans, but who knows about other races. I leave that to the individual GM).

Revised Body Hardening Exercises

By danzig138

Stone Ox: The "ultimate" body hardening exercise provides the following bonuses:
+2 to P.S., +1 to P.E., +2D4x10 S.D.C., A.R. 6, and the character fatigues at one-half the normal rate.

Kangeiko/Shochu Geiko Combination: This exercise provides the following bonuses: +2 to P.E., +1D6 to Hit Points, +3D6 to S.D.C., Suffers one-half damage versus fire/heat and cold, and Withering Flesh, and can resist severe weather for a number of hours equal to his P.E. x2.

Iron Hand: This technique provides the character the following bonuses: +1 to P.S., +3 to P.S. for gripping purposes, +2 damage to hand strikes, and the character's hands are immune to normal levels of fire/heat (lava is not normal, but a bonfire would be alright).

Chi Gung: This mystical exercise provides the following bonuses: +1 to P.E., +3D6 to Hit Points, +1D4x10 to S.D.C., Suffers only one-half damage from Withering Flesh, and for a cost of 3 Chi per melee round, gains an A.R. of 15, with a bonus of +1 at level 3, 6, 9, 12, and 15. NOTE: Chi Gung is the only Body Hardening Exercise that provides the "Mega-Damage Body Power" in Rifts.

Dam Sum Sing: This provides the following bonuses: +2 to P.S., +2 to P.E., +5D6 to S.D.C., A.R. 5

Kick Practice: Provides the following: +2 to P.P., +2D6 to Spd., +1 bonus to strike with kicks, can leap double the normal distance (Unless using danzig138's Revised Jumping/Leaping Rules).

Revised Chi Mastery

By danzig138

Chi Awareness: The character with this ability can sense the level and type of chi in others. The range of this ability is 20 feet, plus 5 feet per level.

Chi Relaxation: Characters with this ability are immune to Horror Factor that are equal to, or less than one-half M.E., and can ignore Phobic Panic with a saving throw versus Insanity of 13 or better, normal bonuses apply.

Body Chi: This ability allows the character to temporarily boost his attributes, at a rate of +5 points to attribute for one (1) point of Chi. Once the character's attribute is increased to x1.5 normal, it costs one (1) point of Chi per each additional attribute point. If the character increases an attribute by x3 or more, he suffers 1D6 damage per attribute per melee round that the increase is maintained.

One Finger Chi: This dark chi ability also uses the character's M.E. bonus to save versus Psionics as a bonus to strike. Chi can expended to increase the range (normally a maximum of 30 feet) at + 1 foot per extra point of Chi spent for range. For an additional 10 Chi, Knock-Outs, Critical Strikes, and Death Blows are possible, using the normal numbers for the character's form (if the character scores a Critical Strike on a natural 18-20, then One Finger is a critical on a natural 18-20).

Fist Gesture: This attack uses only one-half of the characters actions. The normal range can be extended at a rate of +1 foot per additional point of Chi spent.

13. Revised Attacks and Defences

ADVANCED DEFENSES (19)

Back Parry: Parrying behind the back with the sword. Cost one attack/action per melee. Can be used against attacks

from behind only if the character knows an opponent is there.

Combination Circular Parry/Strike (The character has full bonuses to strike and parry, but can only perform linear punches, kicks, and strikes. Throws, holds, locks, and circular attacks like Axe Kick, Back Hand, Backward Sweep, Crescent Kick, Forward Sweep, Overhead Fore-Knuckle Fist, Power Punch, Rotary Palm Strike, Roundhouse Kick, Roundhouse Strike, Tripping/Leg Hook, Uppercut, and Wheel Kick can not be used while performing this kata. Each Circular Parry/Strike counts as one melee attack.)

Combination Dodge/Elbow (This is a combination of pivoting to one side, a Dodge, and a Elbow strike. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using either a Backhand, Elbow, Hammer Fist, Knee, Knife Hand, Palm Strike, Spear Hand, Thumb Drive Fist, or a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Dodge/Knee (This is a combination of pivoting to one side, a Dodge, and a Knee strike. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using either a Backhand, Elbow, Hammer Fist, Knee, Knife Hand, Palm Strike, Spear Hand, Thumb Drive Fist, or a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend

against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Dodge/Attack (Against one opponent, once per melee round, the character can simultaneously dodge and attack. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using either a Backhand, Elbow, Hammer Fist, Knee, Knife Hand, Palm Strike, Spear Hand, Thumb Drive Fist, or a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Dodge/Hammer Fist (This is a combination of pivoting to one side, a Dodge, and a Hammer Fist. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using either a Backhand, Elbow, Hammer Fist, Knee, Knife Hand, Palm Strike, Spear Hand, Thumb Drive Fist, or a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Dodge/Grab (This is a combination of a Dodge and a Grab. First the character must roll a successful dodge. This is a Standard Dodge. No other kinds of Dodges or Parries (including Automatic Parry and any other form of Automatic Defense) can be made at the same time and Dodge bonuses can NOT be used! If the dodge works, then the character rolls to Strike to grab to opponent with both hands. Uses up one melee attack.)

Combination Dodge/Spear Hand (This is a combination of pivoting to one side, a Dodge, and a Spear Hand. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using either a Backhand, Elbow, Hammer Fist, Knee, Knife Hand, Palm Strike, Spear Hand, Thumb Drive Fist, or a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Dodge/Slash (Soete Tsuki; Against one opponent, once per melee round, the character can simultaneously dodge and attack. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Dodge/Kick (This is not a Drop Kick, in this combination move, a normal Kick Attack is combined with a normal Dodge. First roll to Dodge, then, if that's successful, roll to Kick. The opponent can defend normally. No bonuses to Dodge, Strike, Kick, or Damage can be used. Uses up one melee attack/action.)

Combination Dodge/Thumb Drive Fist (This is a combination of pivoting to one side, a Dodge, and a Thumb Drive Fist. First the character must roll a successful dodge. If the dodge works, then the character rolls to strike using either a Backhand, Elbow, Hammer Fist, Knee,

Knife Hand, Palm Strike, Spear Hand, Thumb Drive Fist, or a melee weapon. No Strike or Damage bonuses allowed. The victim of Combination Dodge/Attack must use a melee round attack/action to defend against it (Automatic defenses won't work). Uses up one melee attack/action.)

Combination Grab/Face Punch (First roll to Strike to grab the opponent with one hand. If that's successful, then roll to Strike on a Punch (punch/human fist only!). Critical Attack, does double damage. Strike and damage bonuses can be applied. Uses up one melee attack.)

Combination Parry/Grab (This is a combination of a Parry and a Grab. First the character must roll a successful parry. This is a Standard Parry. No other kinds of Dodges or Parries (including Automatic Parry and any other form of Automatic Defense) can be made at the same time and Parry bonuses can NOT be used! If the parry works, then the character rolls to Strike to grab to opponent with one hand. Uses up one melee attack.)

Combination Parry/Disarm/Attack (Egurizuki; With this technique, the attacker performs a stretching, spiraling binding thrust, which ties up the opponent's sword and allows the attacker to thrust the tip of his sword past his opponent's defenses. Characters using this combat move make a Parry roll with no bonuses and a penalty of -2 to Parry. If successful, both the victim and the attacker roll twenty-sided and add in their P.S. attribute score. If the attacker's P.S. roll total beats the defender's, the defender is forced to drop his weapon and is struck by the attacker's sword. Does one die size less than a normal

sword strike (i.e. if the sword normally does 1D6 it would only do 1D4 with this attack. If the sword normally does 2D4 damage, the damage would be 1D6.)

Corps-a-Corps (Combination Power Block/Entangle): The character uses a standard block against the opponent's strike followed by an attempt to bind the opponent's blade. First roll for a successful parry. Then, if that works, roll for an Entangle. The victim of a Corps-a-Corps must use a melee round action to defend against the Entangle (Automatic moves won't work). Uses up one melee attack/action.

Knee Parry: A standard parry performed with the Knee. Cannot be used against weapons.

Leg Block: A standard parry which is performed by interposing the character's leg between the opponent's legs. This parry is effective only at Grappling Range and can be used to successfully stop Body Flip/Throws and kicking attacks.

Pivot Counter: Against an Entangle, the character can attempt to pivot clockwise or counter-clockwise to eliminate the leverage of an entangle and follow up with a body flip/throw or their own entangle.

Swaying Waist: This is a special form of weaving and ducking that is considered a Dodge, it cannot be combined with any other defensive move. Acts as an automatic dodge, meaning it does not cost an attack. Does not work against rear attacks.

BASIC FOOT ATTACKS (7)

Backward Tripping/Leg Hook: Used only against opponents coming up from behind the character. An attack on the opponent's legs. This attack is not designed to do damage, just to knock an opponent off balance. Does No damage, it's purely a Knockdown attack. Cannot be parried, but can be dodged.

Chasse (Piston-action Kick): Similar to a snap kick, but not as fast. There is more power put into this kick. Does 2D4 damage.

Forward Sweep (Used only against opponents in front of the character. Does No Damage, it's purely a Knockdown attack. Cannot be parried, but can be dodge.)

Fouette (Whip Kick): A type of snap kick which uses the toe of the foot to 'stab' into the opponent. Does 1D8 damage.

Heel Stomp Kick (Used to attack an opponent's lower body; or kick them while they're down; 1D4 damage.),

Power Kick (This is a kick in which the character summons his or her chi, or inner energy, and strikes with incredible strength. Does double the normal kick damage, but costs as two melee attack/actions.)

Revers (Sole Kick): This is a kick using the bottom (sole) of the foot. Does 1D8 damage.

HAND ATTACKS (25)

Backfist: The character twists his torso to extend his fist into a target to the rear. He may also bring his fist straight up over his shoulder or down past his thigh

to strike close targets to the rear without changing facing direction. Damage is 1D6.

Cross: This is almost a normal punching attack, except it is done with the attacker's off-hand, which gives it a little bit more power. Does 1D6 damage.

Curled Fist (Special: The curled fist is special form of the Duo Knuckle Fist formed by curling the tips of the fingers into the palm as if holding a roll of pennies with the being held by the thumb and the ring and little fingers kept loose. On impact the fist is squeezed and rotated to the horizontal so that the first two knuckles strike. Damage is 2D4).

Draw Hand (Hikite; This is a grabbing strike used to pull someone off balance by snagging the wrist, arm, or clothing. Does No damage, it's purely a Knockdown Attack.)

Drop Punch (This is the combination of falling to the ground, a Dodge and a Punch. The strike can be either a Knife Hand, Ridge Hand, or Spear Hand. It's done in place of a Dodge as a defensive move. First, make the roll to Dodge. If successful, then roll to Punch. The opponent can defend normally. No bonuses to Dodge, Strike, Punch or Damage. Uses up one melee attack/action.)

Eye Poke Strike: A modifier to attack which can be performed with Fingertip Attack, Claw Hand, Two-Finger Strike, and Spear Hand, this attack causes partial blindness if successful (-5 to all combat rolls).

Gakun (Special: The Hakko Ryu grip is a very powerful grip. The little finger is

accentuated and the forefinger is extended. Gakun is accomplished by dropping your hand from a level position and squeezing with your little finger. Initially, this type of movement is used to apply wrist techniques. Later students learn to use Gakun as a type of atemi on meridians in the wrists. Damage is 2D6+2).

Hammer Fist (Tetsui Uchi; Strike made using the bottom of a clenched fist. Damage: 1D4.)

Leopard Fist: This is much like a standard fist with only the first two digits bent. Does 1D4 Damage.

One-Two Punch: A boxing maneuver often described as a left jab and a right cross delivered almost simultaneously. Damage is 1D4-1 and 1D4 (rolled separately). Cannot perform automatic combat maneuvers while doing this punch.

Phoenix Eye Fist: The fist is clenched, with the second joint of the middle finger sticking out. Does 1D6 Damage.

Power Finger Tip Attack: Does 1D6 Damage directly to Hit Points.

Power Fist: Winding out from the waist, this punch corkscrews out from the body for extra power. Common to many karate forms. Does 1D10 Damage.

Powered Punch (This is a punch/chop/strike in which the character summons his or her chi, or inner energy, and strikes with incredible strength. Does double the normal strike damage, but costs as two melee attack/actions.)

Ridge Hand (Haito Uchi; A knife hand attack where the opposite side (ridge) of the hand is used as the striking surface. Damage: 1D4.)

Spear Hand (Nukite; An open-handed strike with the fingertips of the hand. Damage: 1D4.)

Splashing Hand Strike: This strike is a quick snapping like strike using the blade of the hand, does 2D4 damage.

Sweep Punch (Barai Zuki; This circular version of a Palm Strike does a bit less damage (1D4), but also acts like a knockdown attack).

Thumb Drive Fist (Boshi Ken: A clenched fist with the thumb protruding. Damage: 1D6.)

Triple Punch (Sanbon zuki; Against one opponent, once per melee round, the character can perform this two-stage punch. First the character attacks with a Double-Fist Punch. If the Double Fist Punch works, the character can follow up with a Overhead Fore-Knuckle Fist. Does 4D4 damage! However, since this is such a difficult punch to perform, the first stage is done (with bonuses) at -4 to Strike and the second stage is done (without bonuses) at -4 to Strike. Cannot perform any Automatic defenses, or Parry at all during this attack.)

Two-Finger Strikes (Nihon Nukite; a variant of the Fingertip Attack which uses two fingers instead of one finger, and does 2 points of damage. Any Atemi ability which requires a Fingertip Attack or Fore-Knuckle Fist to use can be performed with this strike)

Vertical Fist (Tate Zuki; This is similar to a conventional punch, except the fist is held vertically instead of the usual horizontal position. Properly executed, the punch is launched from the side keeping the fist vertical the entire time. The elbow is kept close to the side and the shoulder is mostly quiet. The punch is applied to the main body in a whip-crack motion. At the completion of the punch the hand and arm are left in a position ready to punch or block again immediately with no wind up. This method allows for much faster punching techniques and has two possible methods of use. The character can fire two quick punches in succession, counting as one melee attack, or the character can use this punch as a Combination Strike/Parry).

White Lotus Closing Fist: Both fists are used causing 2D6 damage.

HOLDS/LOCKS (12)

Arm & Leg Hold (Dalmah Haz Hanadu): This is a two-handed hold with one arm wrapped around one leg while the other arm locks up one of the opponent's arms. Can be done standing or ground-fighting.

Arm & Neck Hold (Goguz Caprazi): This is a two-handed hold with one arm wrapped around the neck while the other arm locks up one of the opponent's arms.

Arm & Torso Hold (Ic Kazik): This is a two-handed hold with one arm wrapped around the torso while the other arm locks up one of the opponent's arms.

Blade Lock: Using the dagger, the character can perform any lock the character knows.

Clinch (Kurz or Combination Hold/Throw): This combination move can be performed with any Hold the character knows. After securing a hold, the character can throw their opponent. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. After a body flip/throw, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw. Uses up one melee attack/action.

Clothing Hold (This hold involves grabbing the opponent's clothing rather than a body part. The victim can be held on the ground or in a standing position.).

Crotch Hold: This body hold variant involves grabbing the opponent's crotch. The victim can be held on the ground or in a standing position.

Hold with Legs (Ashi Garami): Using both legs, the attacker grabs on to the opponent's arm, leg, or body and attempts to immobilize him. If the Strike

is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed. Getting out of a hold requires agility. Both the victim and the attacker roll twenty-sided and add in their P.P. attribute score. The person doing the hold also gets to add in all his bonuses to hold and to Strike. High roll wins ! If the attacker wins, then the hold continues. If the victim wins then the hold is released and combat can continue. Can be used with Arm Hold, Leg Hold, or Body Hold, cannot be used with Neck Hold or Automatic Hold. Joint Breaks: A joint break is an attempt to lock up a limb and break it. Attempting a break takes one attack, and both combatants roll as they would for Holds or Locks. Results of a successful break vary according to the joint in question:
Finger Break - Minor problem. 1D4 damage to hit points, the only hand strikes possible are Palm Strikes and Knife Hands.
Wrist Break - 1D6 damage to hit points, cannot use that hand. Elbow strikes and parries still possible. Overall penalties include -2 P.P. and -3 P.S.
Elbow Break- Serious problem. 2D6 damage to hit points, cannot use that arm. Reduce P.P. and P.S. by 50%.
Ankle Break- 1D6 damage to hit points. Spd is ?, -4 to Dodge. No kicking are possible unless groundfighting.
Knee Break- Another serious problem. 2D6 damage to hit points, Spd is 1/3, -6 to Dodge. No kicks are possible unless groundfighting.
Note that while damage is done directly to hit points, breaks will never reduce hit

points below 1; broken limbs are terribly painful, but almost never kill you.

Shield Lock: Used with a shield against an opponent with a shield. Functions as a one-handed Joint Lock, except no damage is done if the victim escapes.

Sleeper Hold: Works just like a normal Neck Hold, but functions as a Knockout/Stun. Every melee round attack the defender must roll above a 15 on a D20 (P.E. bonuses apply) to remain conscious. Failure to save means results in being knocked unconscious for 1D6 melee rounds! A successful save means the character remains conscious but his head is full of cobwebs. It will take 1D6 melee round for his head to clear, and in the meanwhile, the character loses two melee attacks and all combat bonuses are reduced by half. Plus the stunned character's Spd and skill performance are reduced by half.

Thigh Lock: Performed like a Leg Hold, but treated as a Elbow Lock for escape purposes.

JUMPING FOOT ATTACKS (2)

Flying Donkey Kick: Must be made from long range. The character launches into the air and then strikes the target with both feet grounding both him and the target. Does 2D6 Damage and Critical Strike. Costs three melee attack/actions.

Spinning Jump Kick: Can only be made at combat range! A jump kick that involves launching into the air, spinning in a full circle while extending one leg. Does 1D8 Damage (to each opponent) and can be used against multiple attackers that are at combat range. The character rolls to strike against each opponent at combat range. The

opponents can defend normally. Costs three melee attack/actions. This is NOT a Critical Strike!

MODIFIERS TO ATTACK (4)

Eye Poke Strike (A modifier to attack which can be performed with Fingertip Attack, Claw Hand, Two-Finger Strike, and Spear Hand, this attack causes partial blindness if successful (-3 to all combat rolls))

Feint: A faked attack which is intended to draw a response from an opponent. This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls to strike. Any successful "Strike" results in the faked attack looking like a real attack. If the opponent defends against the fake attack, successfully or not, the attacker then moves into the second attack. Against the second attack, the defender must use a melee round action to defend against it (Automatic moves won't work) and receives no defensive bonuses!

Pain Strike: This modifier to attack is used when the attacker performs a standard attack against a particularly vulnerable portion of the opponent's body. Only done with half normal strike bonuses, but the victim must make a saving throw vs pain if the attack is successful. Like many modifiers to attack, this attack must be called BEFORE rolling to strike, however, it can be used with any strike, hold, lock, or grappling maneuver.

Stapling Throw (When the character wants to disarm or otherwise entangle someone, he can attempt a stapling maneuver. By making a called shot, the character can staple some part of the

target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by thrown weapon (such as wood or plaster). The target must be standing near such an object or the shot is wasted. If the shot is successful, the target is pinned to that object. The target must spend a melee action tearing free, although this requires no roll. Pinned targets defend with a -2 to defensive rolls and to strike. After one melee round, if they have not taken the time to free themselves, they break free due to exertion. During the melees round, the penalties to defense and strike still apply. The stapling shot is not only good for preventing various actions on the part of a hostile person, it serves to demonstrate that the character is far from defenseless.)

Both combatants Prone: Penalties for person on bottom are no bonuses to any combat rolls allowed, with the person on top suffering no penalties. Penalties for side-by-side prone opponents is half bonuses to all combat rolls. Must be in grappling range to perform any attacks. Note further that, in cases where two fighters are engaged in a ground fight, a third party may intervene. In these cases, in addition to the bonuses listed above, said third party will nearly always count as "behind" for purposes of "critical strike or knockout/stun from behind" effects.

Fighting where one person is prone and the other is standing: Prone person has no bonuses to all combat rolls. Standing person has a +3 to all combat rolls. The standing person can only perform holds, locks, snap kick or kick attack and must be at combat range or grappling range.

Prone person cannot attack unless the standing person is at grappling range.

Seated/Kneeling fighting: Penalties are half bonuses for both opponents. No kicks can be performed and both combatants must be at grappling range for unarmed attacks and combat range if weapons are used.

Fighting where one person is prone and the other is kneeling/seated: Prone opponent suffers from half bonuses and kneeling person has no penalties. No kicks can be performed by seated/kneeling person and both participants must be at grappling range for unarmed combat. Seated/kneeling person may use weapons at combat range against prone opponent, without fear of retribution.

Fighting where one person is kneeling/seated and the other is standing: Seated/kneeling person suffers from half bonuses to all combat rolls. If unarmed, the seated/kneeling person can only engage in combat at grappling range, with weapons they can engage at combat range. Standing person suffers no penalties and has a +1 to all combat rolls.

ATTACK & ESCAPE MOVES (17)

This includes both Attack Moves and Escape Moves, some new, some revisions to the originals.

Air Roll: This maneuver is a cross between Roll with Punch/Fall/Impact and a Leap. It can be used to move into or out of combat range. This move uses a separate bonus. Doing an air roll counts as one melee attack/action. Air Roll -- Defensive. When used in place of a Dodge or Parry, it means the

character must roll over the attacker's Strike, and uses only the Air Roll bonuses. Success means avoiding the attack and moving out of combat range. Failure to beat the Strike means taking full damage, however the character still has a chance to Roll with Punch/Fall/Impact.

Air Roll -- Escape. If used in place of a Strike (when it's the air rolling character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the air rolling character the initiative.

Air Roll -- Attack. If used in place of a Strike (when it's the air rolling character's turn to Strike at his opponent), the air roll moves the character back into combat range.

Back Flip: The back flip has been in Palladium systems before, but not as a combat maneuver. It involves throwing oneself backwards, with the arms and shoulders, and flipping the legs completely up and over, and coming back down onto the ground in a standing position. The result is that one quickly moves backwards by a full body. Doing a back flip counts as one melee attack/action. Dodge, P.P, and/or other bonuses do NOT work with this Back Flip. The back flip counts as one melee attack/action.

Skill Bonuses to Back Flip: On another note, since physical skills such as Acrobatics and Gymnastics incorporate Back Flip as a skill, it may be wise to consider what effect this has on bonuses to performing the Back Flip in combat. The skill percentage (if both Acrobatics and Gymnastics are known, use the higher score only) is divided by 10

(rounding down) and the result becomes the bonus to Back Flip.

Back Flip -- Defensive. If used in place of a Dodge, the character must roll above (or equal) the opponent's Strike roll using only the bonus to back flip (not dodge). Failure to beat the Strike means taking full damage without a chance to Roll with Punch. Success means avoiding the attack and escaping from combat (moves out of immediate, range requiring the opponent to use up an attack/action to close ranks).

Back Flip -- Escape. If used in place of a Strike (when it's the back-flipping character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the back flip character the initiative.

Back Flip -- Attack. Once the opponent is detected in the rear, if used in place of a Strike (when it's the back-flipping character's turn to Strike at his opponent), the back flip moves the character back into combat range.

Back Flip -- Combined Strike. This is especially useful against someone attempting some kind of back-strike. An attack back flip is used as a combined Strike against an opponent to the rear of the character when used with either an Axe Kick, Snap Kick, or Backhand Strike. If striking with a Back Flip use only the bonus to Back Flip. Must be used as the first attack in a melee round. Cannot be used with Death Blow or Knockout/Stun.

Backward Turn: An escape maneuver used to get out of combat range. Can be used instead of a Parry or Dodge to avoid damage completely. Use 'Turn' bonus.

Backward Turn -- Defensive. If used in place of a Dodge, the character must roll above (or equal) the opponent's Strike roll using only the bonus to Turn (not dodge). Failure to beat the Strike means taking full damage without a chance to Roll with Punch. Success means avoiding the attack and escaping from combat (moves out of immediate, range requiring the opponent to use up an attack/action to close ranks). Does not work against rear attacks.

Backward Turn -- Escape. If used in place of a Strike (when it's the turning character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the character the initiative.

Ballestra (Combination Kick Feint/Lunge) - Attack: In this combination, a faked standard or snap kick move is used to force the defender out of position while the real attack comes from a lunge. If the defender chooses to parry against this move, the attacker can strike with a Lunge and the defender cannot defend without using a melee round action to defend against the Lunge. If a Dodge or Escape Move is used to defend against the attack, the attacker can still perform a Lunge against the target, but the defender can defend normally. Uses up one melee attack/action.

Cartwheel: Holding the body rigidly extended, the character rolls like a wheel by using the arms and legs as spokes. Doing a cartwheel counts as one melee attack/action.

Cartwheel -- Attack. This maneuver can be used to move quickly into combat range.

Cartwheel -- Combined Strike. An Attack Cartwheel can also be used as a part of a combined Strike against an opponent to the rear of the character when used with either an Axe Kick, Wheel Kick or Knife Hand. If striking with a Cartwheel, use only the Cartwheel bonus. Must be used as the first attack in a melee round. Note: Cannot be used with Death Blow or Knockout/Stun.

Cob's Traverse - Escape: Also known as "The Ninth Parry" it is more commonly known as "Running Away." If used in place of a Strike (when it's the character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to try and run after the fleeing character in an attempt to move back into range and also gives the fleeing character initiative. Uses up one melee attack/action.

Handspring: This is a maneuver where one starts off from a standing position and turns the body forward or backward in a complete circle, landing first on the hands and then the feet. Doing a handspring counts as one melee attack/action.

Handspring -- Defensive. If used in place of a Dodge, the character must roll above (or equal) the opponent's Strike roll using only the bonus to Handspring and P.P. (not dodge). Failure to beat the Strike means taking full damage without a chance to Roll with Punch. Success means avoiding the attack and escaping from combat (moves out of immediate, range requiring the opponent to use up an attack/action to close ranks). The Handspring counts as one melee attack/action. Does not work against rear attacks.

Handspring -- Escape. If used in place of a Strike (when it's the hand-springing character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the handspring character the initiative.

Handspring -- Attack. If used in place of a Strike (when it's the hand-springing character's turn to Strike at his opponent), this allows the character to move into combat range.

Handstand: The character flips over and stands on his hands. Doing a handstand counts as one melee attack/action.

Handstand -- Escape. If used in place of a Strike (when it's the hand-standing character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the handstand character the initiative.

Handstand -- Attack. If used in place of a Strike (when it's the hand-standing character's turn to Strike at his opponent), this allows the character to move into combat range.

Handstand -- Combined Strike. An Attack Handstand can also be used as a combined Strike against an opponent to the rear of the character when used with either a Kick Attack, Snap Kick or Axe Kick. If striking with a Handstand, use only the bonus to Handstand, not the bonus to Strike. Must be used as the first attack in a melee round. Cannot be used with Death Blow or Knockout/Stun.

Horse Stepping - Attack: This attack move also acts as an escape move. Similar to the Pass, except this attack move works by moving around the opponent in a circular arc, which acts as an Escape Move for the purposes of

forcing the opponent to spend an attack to close the combat range. Like most attack moves, this cannot be used with Death Blow or Knockout/Stun.

Leap: This can be used to dodge, move into, or out of combat range. Doing a leap counts as one melee attack/action.

Note: A bonus to leap can be used for either a leap attack, dodging with a leap (do not add the dodge bonus), leaping into combat, or leaping out of combat.

Leap -- Defensive. If used instead of a Parry or Dodge, it means the character must roll over the attacker's Strike, and use only the bonus to Leap. Success means avoiding the attack and leaping out of combat range. Failure to beat the Strike means taking full damage without a chance to Roll with Punch. Also called a Leap Dodge.

Leap -- Escape. If used in place of a Strike (when it's the leaping character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the leap character the initiative.

Leap -- Attack. Not to be confused with a Leap Attack. If used in place of a Strike (when it's the leaping character's turn to Strike at his opponent), the leap moves the character into combat range. Determining Leap Distance: Round all results down (unless you really want to calculate the inches/centimeters distance).

Standing Broad Jump: Roughly one-third foot (3.6 inches/9cm) for every P.S. point. (Quick math: $P.S./3=feet$)

Standing High Jump: Roughly one-sixth foot (1.8 inches/4.5cm) for every P.S. point (Quick math: $P.S./6=Feet$)

Running Long Leap: A half foot (six inches/15 cm) for every P.S. point.

(Quick math: $P.S./2=Feet$)

Running High Leap: One quarter foot (three inches/7.5cm) for every P.S. point. (Quick math: $P.S./4=Feet$)

Note: For our purposes (and to keep things simple) jumps are done from a standing start, leaps are done from a running start.

Lunge (Allungo or Distesa) - Attack:

This attack move can only be performed as a Combined Strike against an opponent. By leaping forward on one foot, the character closes the range as he thrusts into his opponent. Unlike other attack moves, this one can be performed at any time in combat and closes the range in addition to a standard Strike. Unlike other attack moves, this can be used with a Death Blow (but not a Knockout/Stun attack).

Lurch - Attack: Your lurching movements let you make one feinting attack in per melee round as a move-equivalent action. You gain a bonus to Strike for moves following a successful Lurch.

Mounted Lance Charge - Attack: When mounted on a horse or other steed, the character can increase the effectiveness of their attack with a lance or spear. A successful Strike results in a Critical Strike and acts as a knockdown attack (or unseats an opponent if used against a mounted opponent).

Pass - Attack: This attack move also acts as an escape move. Similar to the Lunge, this attack works by moving into range of the opponent while attacking. Unlike the Lunge however, this move isn't made in the direction of the opponent, but at an angle, which acts as an Escape Move

for the purposes of forcing the opponent to spend an attack to close the combat range. Like most attack moves, this cannot be used with Death Blow or Knockout/Stun.

Pole Vault: This can be used to dodge, move into, or out of combat range. Doing a pole vault counts as one melee attack/action. Note: A bonus to pole vault can be used for either a pole vault attack, dodging with a pole vault (do not add the dodge bonus), pole vaulting into combat, or pole vaulting out of combat. Pole Vault -- Defensive. If used instead of a Parry or Dodge, it means the character must roll over the attacker's Strike, and use only the bonus to Pole Vault. Success means avoiding the attack and pole vaulting out of combat range. Failure to beat the Strike means taking full damage without a chance to Roll with Punch.

Pole Vault -- Escape. If used in place of a Strike (when it's the leaping character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the pole vaulting character the initiative.

Pole Vault -- Attack. If used in place of a Strike (when it's the leaping character's turn to Strike at his opponent), the pole vault moves the character into combat range.

Pole Vault -- Combined Strike/Pole Kick: An Attack Pole Vault can also be used as a part of a combined Strike against an opponent in front of the character when used with a kick attack. If striking with a Pole Vault, use only the Pole Vault bonus. Must be used as the first attack in a melee round. Note: Cannot be used with Death Blow or Knockout/Stun.

Determining Pole Vault Distance:

Roll: This can be used to dodge, move into, or out of combat range. Doing a roll counts as one melee attack/action. Note: A bonus to Roll with Punch/Fall/Impact can be used for either a Roll with Punch/Fall/Impact, dodging with a roll (do not add the dodge bonus), rolling into combat, or rolling out of combat. A bonus to 'Roll' can only be used for dodging with a roll, rolling into combat, rolling out of combat, or with a roll strike of some kind (like the Roll/Knockdown, which often has its own bonus).

Roll -- Defensive. If used instead of a Parry or Dodge, it means the character must roll over the attacker's Strike, and use only the bonus to Roll. Success means avoiding the attack and rolling out of combat range. Failure to beat the Strike means taking full damage without a chance to Roll with Punch/Fall/Impact.

Roll -- Escape. If used in place of a Strike (when it's the rolling character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the rolling character the initiative.

Roll -- Attack. If used in place of a Strike (when it's the rolling character's turn to Strike at his opponent), the roll moves the character back into combat range.

Roll - Combined Strike. An Attack Roll can also be used as a combined Strike against an opponent to the rear of the character when used with either a (one attack costing) hand strike, Kick Attack, Snap Kick or Axe Kick. If striking with a Roll, use only the bonus to Roll, not the bonus to Strike. Must be used as the first attack in a melee round. Cannot be

used with Death Blow or Knockout/Stun.

Somersault: This is a combat maneuver used to get in or out of combat range. Doing a somersault counts as one melee attack/action.

Somersault -- Defensive. If used instead of a Parry or Dodge, it means that the character must roll over the attacker's Strike, and use only the bonus to Somersault. Success means avoiding the attack and rolling out of combat range. Failure to beat the Strike means taking full damage without a chance to Roll with Punch.

Somersault -- Escape. If used in place of a Strike (when it's the somersaulting character's turn to Strike at his opponent), this removes the character from combat, requiring the opponent to use up an attack/action to move back into range and also gives the somersaulting character the initiative.

Somersault -- Attack. If used in place of a Strike (when it's the somersaulting character's turn to Strike at his opponent), the somersault moves the character back into combat range.

SPECIAL ATTACKS (62)

Automatic Flip/Lock (Katagatame; This move can be performed in place of a Parry. That means that instead of blocking or deflecting the blow, the character attempts to leverage the attacker's own force into a flip, followed by the application of a Wrist Lock. First, the character must beat the attacker's Strike just like a parry, but using the bonuses for Body Flip/Throw and any Hold bonuses. If the Body Flip works, then the character must roll to strike for the application of the Wrist Lock. No Strike or Damage bonuses allowed. Failure means taking full damage from

the attack without a chance to Roll with Punch/Fall/Impact.

Backhand Stab: Usually used on an opponent coming up from behind the character. Can be done without turning. Does half normal damage.

Backward Thrust (Usually used on an opponent coming up from behind the character. Can be done without turning. Does one die size less than a normal sword strike (i.e. if the sword normally does 1D6 it would only do 1D4 with this attack. If the sword normally does 2D4 damage, the damage would be 1D6.). Spears and polearms used with this combat move do their normal damage.

Butt Stroke (New! This is a special attack where the victim is smacked with the butt of a rifle. A successful attack does 1D8 damage.)

Carrying Pin: A variant of Pin/Incapacitate (or Body Hold) wherein the character picks his opponent off the ground. The opponent can then be carried, but each step away from the initial position costs an attack/action per melee.

Charkh: Usable only with paired sword, this technique allows the character to perform a normal frontal attack and backward thrust simultaneously. Costs one attack and the attacker loses automatic moves.

Circular Slash: Allows the character to target two opponents with a large one-handed sword, or three opponents with a two-handed sword, if they're close together, one attack, normal damage.

Clothesline: This is where the attacker uses an extended arm to knock down an opponent. A successful clothesline does 1D4 damage (full damage bonuses apply). Being knocked down causes the character struck to lose initiative (if he had it) and one attack/action for that melee round. A successful Maintain Balance means the victim is not knocked down and does not lose an attack, but does take full damage. A successful Roll with Punch/Fall/Impact or Breakfall means the victim takes half damage, but is still knocked down. No Automatic moves are possible for the attacker while doing a Clothesline. There are two versions of this combat move.

Defensive Clothesline: The player sidesteps the attacking target while extending his arm. This acts as both a Dodge and attack. First, roll to dodge the attack, then, if that's successful, roll for the clothesline.

Offensive Clothesline: This clothesline is designed to damage and knock down the target in one move. The victim can do only one defensive move, a dodge. A successful Dodge means no damage and no knockdown, but failure means damage, knockdown and loss of one attack that melee.

Combination Strike/Throw (This is a special dual attack where the character can strike one target using one of the hand attacks while simultaneously throwing a held weapon at another target. The character has no bonuses or penalties for this dual strike),

Combination Claw/Grab (Taika Akuma (Inferno Devil) This powerful attack is done as a claw hand strike followed by a painful grab. The claw strike does 2D6 damage plus any damage bonuses, followed by a pinching grab which does

2D4 damage plus any damage bonuses. The extra damage is the result of careful attention to the vital points of the human body. This attack counts as two melee attacks, and the attacker loses any automatic defenses while this move is being performed.)

Combination Entangle/Thrust: A commonly seen combat move, the attacker entangles his opponent and follows up with a thrust First roll to Strike to entangle the opponent with one hand. If that's successful, then roll to Strike with a thrust. Critical Attack, does double damage. Strike and damage bonuses can be applied Uses up one melee attack.

Combination Grab/Attack (First roll to Strike to grab the opponent with one hand. If that's successful, then roll to Strike on a Kick Attack, Snap Kick, a hand attack, or a melee weapon attack. Critical Attack, does double damage. Strike and damage bonuses can be applied Uses up one melee attack.)

Combination Blind/Slash (Mangetsu no Kamae: This technique allows the character to hold a sword above their head in such a manner that sunlight can be reflected into an opponent's eyes, or, if it's raining, collect water in the fuller of the blade and fling it into the enemy's eyes. Roll to Strike (with no bonuses) to determine whether or not the target is blinded, this blinding attack cannot be parried, but it can be dodged, also, damage reduction moves like Roll with Punch/Fall/Impact, Breakfall, and the like cannot be used against this blinding attack. If the blinding attack is successful, the victim suffers a -6 to their Strike, Dodge, and Parry rolls for this attack. The attacker can then follow up

with a sword slash with full Strike and Damage bonuses.)

Combination Grab/Face Punch (First roll to Strike to grab the opponent with one hand. If that's successful, then roll to Strike on a Punch (punch/human fist only!). Critical Attack, does double damage. Strike and damage bonuses can be applied. Uses up one melee attack.)

Combination Grab/Throw (Special! The character can attempt to grab any incoming hand propelled projectile(see Yadomejutsu) and return it to the sender in the same motion),

Combination Roll/Throw (Combines a Roll with a thrown weapon attack. It cannot be used as a defensive maneuver (i.e. no Roll with Punch/Fall/Impact combined with a throw,) what can be done is a throw combined with a Roll that is an attack or retreat from combat),

Combination Sweep/Move (Kage Akuma (Shadow Devil) This attack must be made with either a Sweep Kick or a Sweep Punch. If the Sweep attack successfully strikes (is not dodged or parried), the attacker uses the leverage gained to move them self behind the opponent. Even if the opponent does not get knocked down (through the use of Maintain Balance, etc), the opponent must still use a melee attack/action to turn and face the attacker before they can strike with any attacks except Rear Attacks (Backward Sweep, Backhand, etc). Counts as one melee attack.)

Combination Grab/Stab: First roll to Strike to grab the opponent with one hand. If that's successful, then roll to Strike on with a knife or dagger. Critical Attack, does double damage. Strike and

damage bonuses can be applied Uses up one melee attack.

Death Blow: A special attack designed to kill an opponent in one or two strikes! Potentially, an automatic kill because the attack inflicts double damage (plus damage bonus) direct to hit points (no S.D.C. damage). A Death Blow must be announced before rolling the Strike. Unlike a Death Strike, this attack does not require a natural number to succeed, but, such a devastating attack counts as two melee attack/actions. This attack can be used with punches and kicks or hand-held weapons such as swords, clubs, etc. It is not applicable to bow and arrows, thrown weapons or guns and does not work through armor; the armor must be removed or penetrated (the strike must be above the A.R.). An unsuccessful Death Blow does 1D6 damage. The defender can only attempt to survive by dodging or parrying and/or by trying to roll with death touch (must roll over the attacker's strike, including bonuses).

Death Blow from Behind: Another special attack, this one is commonly called a back stab or assassin's strike. A Death Blow from Behind means a sneak attack that automatically inflicts double damage (plus damage bonus) direct to hit points (no S.D.C. damage) if successful. A Death Blow from Behind must be announced before rolling the Strike. This attack can be used with punches and kicks or hand-held weapons such as swords, clubs, etc. It is not applicable to bow and arrows, thrown weapons or guns and does not work through armor; the armor must be removed or penetrated (the strike must be above the A.R.). This attack uses one attack per melee. This attack can only be done as the first sneak attack of the

melee round. This attack uses one attack per melee. An unsuccessful Death Blow from behind does 1D6 damage. As a sneak attack, a Death Blow from Behind is contingent on the attacker sneaking up behind (prowl) the opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to defend against the first strike of the sneak attack.

Death Strike: A special attack designed to kill an opponent in one or two strikes! Potentially, an automatic kill because the attack inflicts double damage (plus damage bonus) direct to hit points (no S.D.C. damage). A Death Strike must be announced before rolling the Strike. This attack is often limited in hand to hand combat to the roll of a "natural" strike number; i.e. death strike on a natural 19 or 20. This attack can be used with punches and kicks or hand-held weapons such as swords, clubs, etc. It is not applicable to bow and arrows, thrown weapons or guns and does not work through armor; the armor must be removed or penetrated (the strike must be above the A.R.). This attack uses one attack per melee. An unsuccessful Death Strike does 1D6 damage. The defender can only attempt to survive by dodging or parrying and/or by trying to roll with death strike (must roll over the attacker's strike, including bonuses).

Death Touch: An automatic kill. A Death Touch must be announced before rolling the Strike. This attack requires a Natural Roll (usually 20) to succeed and counts as two attacks. This attack cannot be performed as a Sneak Attack or Attack from Behind. The attack can only be done by punches, kicks, or other, unarmed hand to hand blows and cannot

be done through armor, the armor must be removed or penetrated (the strike must be above the A.R. ...requiring two different strike rolls against targets wearing armor, one to penetrate the armor, one to successfully inflict the Death Touch). The actual effect is the immediate stopping of the heart. In other words, it simulates a massive heart attack. An unsuccessful Death Touch does 1D6 damage (plus an P.S. or other damage bonuses). The defender can only attempt to survive by dodging or parrying and/or by trying to roll with death touch (must roll over the attacker's strike, counting bonuses). If the defender is not killed then the current S.D.C. and hit points are reduced to half. If CPR-type resuscitation is available, the victim may be mobile in less than an hour. Roll to save vs coma/death.

Drown (Special! A variant of choke, where the opponent's head is held underwater. Does the same damage as choke.)

Ear Box: This is a stunning maneuver where the attacker uses both of his hands to strike the target in both ears in order to pop an enemy's eardrums. It does 1D6 damage and, if successful, requires the target to roll above a 15 on a D20 (P.E. bonuses apply) or be stunned for 1D6 melee rounds! A successful save means the victim is not stunned. If the victim is stunned, he loses two melee attacks and all combat bonuses are reduced by half. Plus the stunned character's Spd and skill performance are reduced by half.

Elbow Drop: This is a devastating elbow strike delivered by the attacker's whole body, by slamming down on the foe. This attack can be used against a foe while he is kneeling, sitting or lying

down. This is essentially a Critical Elbow Strike, doing double damage to the target. The victim can only Dodge; if the attacker misses and hits the ground, he takes the same damage. No Automatic moves are possible for the attacker while doing a Elbow Drop.

Grab Attack (Revised & Expanded): Anybody, during their melee attack/action, can attempt to grab just about anything in reach. Attempting a Grab usually takes a melee action. The target of a Grab can be a weapon, somebody's hand, or any item laying around. The defender, whoever is holding it, can attempt to hold onto it with a Parry, Dodge, or with an escape move.

Grabbing flying objects, especially incoming missiles like daggers and arrows, is more difficult. First, the attack must be Parried (Dodging means avoiding the projectile altogether). If the Parry is successful, then the character can attempt to grab the projectile.

Grabbing hand-tossed objects requires a Strike Roll of 10 or better (yes, character bonuses are allowed). Grabbing objects fired by a device like a bow, crossbow or sling will require a Strike Roll of 14 or better (again, the character's bonuses to strike/grab are allowed). Projectiles fired from any kind of gun can NOT be grabbed.

Automatic Grab: In place of a parry, the character can attempt to grab the opponent's attacking object (hand, arm, leg, weapon, etc.). Success requires beating the attacker's Strike just like a parry, but using any bonuses for grab only. Failure means taking full damage from the attack without a chance to reduce damage.

>Bare Hand Grab: Trying to grab a dangerous weapon with one's bare hands

or arms carries additional risk. When rolling to grab with bare hands against a sword, knife, pickaxe, or other dangerous weapon, it must be done without the character's usual bonus to grab, because he must grab in such a way as to hit his attacker's hand or arm, or blunt part of the weapon to avoid getting hurt by it.

Advanced Grab Options: Once you have successfully grabbed a victim, you can do one of the following:

Grab And Shove: Once you have Grabbed someone, you may attempt to Shove him backwards. Both the victim and the attacker roll twenty-sided and add in their P.S. attribute score. The person doing the Grab and Shove also gets to add in all his bonuses to Grab, Hold, and Strike. High result wins! If the attacker wins, the result is the victim ending up taking 1D6 damage, getting knocked down, losing the initiative and losing the next melee attack/action. Any victim failing to counter the attack will also be knocked back 1D6 feet away from where he was standing at the moment of the attack. If the victim wins then the Grab is released and combat can continue. After a Grab and Shove, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a Grab and Shove, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. After a Grab and Shove, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage.

Grab And Squeeze: Once a Grab is made, assuming the defender failed to parry or dodge, the attacker can squeeze

the target's, doing 1D4 damage, plus P.S. bonus for every one of the attacker's melee round actions. The victim of a Grab and Squeeze can attack with punches, kicks or weapons, but without any P.S. damage bonuses, for as long as they are held. The victim of a Grab and Squeeze is also limited in ability to defend until released (can only defend at half bonuses; leaps, multiple dodges, jumps, and escape and attack moves are all impossible). Damage cannot be reduced by Roll with Punch/Fall/Impact or Breakfall.

Grab And Block: With this combination, you Grab someone and then, at any time while the Grab is still in effect, you can Block an incoming attack with his body. To do this, you perform the Grab normally.

Grab And Control: When you Grab someone, you can also attempt to Control him (i.e., turn him so that he cannot attack you as successfully). [Combines aspects of Grab and Shove (mechanics) and Grab and Block (action)]

Hand Slice: By slicing across the opponent's hand, you can ruin their day. Does half normal damage, but target must save vs pain.

Head Cracker: The player grabs two targets and slams their heads together. Usually applied with the words, "Have you two met?" The targets must be within Combat or Grappling range of one another. First roll to Grab one target, if that's successful, roll to Grab the other target. If both targets have been successfully grabbed, then the attacker rolls to slam their heads together. If completely successful, roll 2D6 damage and both targets are stunned (see

Knockout/Stun) for 1D4 melee rounds. Costs two attacks.

Headbutt/Gore (If wearing a Demon Mask, the Headbutt does 2D6 damage, without the mask, a Headbutt does 1D4 damage.)

Hilt Strike (Tsuka-ate) This is a special attack where the victim is smacked with the hilt of a sword. A successful attack does 1D6 damage.

Hip Strike: A thrust with the hip against an opponent that does 1D4 damage.

Leg Choke: A choke performed on the ground with the legs instead of the arms. The attacker is unable to defend, dodge or roll with impact during a choke. In other words, the attacker just lays there and ignores all other attacks. Since the attacker is prone, attacks from the rear can not be done to someone using a Leg Choke. Normal strike and damage bonuses apply. Does 1D8 damage plus P.S. bonus direct to Hit Points for every one of the attacker's melee attacks. The victim can attack with punches or weapons or for as long as they are held. The victim of a choke attack cannot reduce damage by using Roll with Punch/Fall/Impact or Breakfall. The victim can continue to attack with punches (no kick attacks are possible) or try to break free of the hold. There are three ways to get out of a choke. The first is by using brute strength. Everyone involved, the victim, any helpful friends, and the attacker, all roll a twenty-sided die and add that roll to their P.S. attribute (this is a combat rule, not a P.S. bonus). Highest P.S. wins. If the attacker wins, then the choke continues. If the victim or his friend wins, then the choke is released/forced away. The second way

is to use a Disarm move. The victim rolls to strike and disarm (in this case, break the attacker's hold), high roll wins. A failed disarm means the choke continues. The only other way out is to either convince the attacker to let go, or pummeling the attacker into letting go, unconsciousness or death.

Leg Grapple: This is a common maneuver employed against kicking attacks; practitioners of almost all martial arts will be familiar with it. Similar to an Leg Hold in that both hands are used to capture an opponent's leg when the opponent kicks. This combat move is used in place of a parry but costs an attack to use. Not effective against Snap Kicks or Sweeps (Backward or Forward), nor is it effective against Knee strikes. Any other Kick can be countered with this combat move however. If successful it provides the character who is using the Leg Grapple with a couple of advantages. First off, this works just like a Leg Hold, meaning that the target can not attack the person doing the Leg Grapple (may change after I look over that bit for Holds/Locks). Secondly, this allows the character the chance to perform one of two Knockdown techniques against the target. The first method lets the character try to pull the opponent off balance (essentially a Body Flip/Throw for damage and knockdown purposes), however if the victim is knocked down the character using the Leg Grapple lets go. The other method is essentially a Sacrifice Throw where the character falls, dragging his victim down with him, in this case the attacker can hold on to the victim.

Multiple Throw (Similar to Thai Boxing's Lightning Form Kata, this

attack allows the character to throw a number of weapons of the same type, equal to his number of attacks, in the first action of the melee. The character must have initiative, cannot perform any other attacks for the rest of the melee, and can only throw at multiple targets if they are standing close together (withing five feet of one another).).

One-Hand Choke: A choke with one hand while the other hand is free for other attacks and defenses, but with a -4 penalty to strike and parry. Normal strike and damage bonuses apply. Does 1D6 damage plus P.S. bonus direct to Hit Points for every one of the attacker's melee attacks. The victim can attack with punches, weapons, or knee attacks (no kicks), for as long as they are held. The victim of a choke attack cannot reduce damage by using Roll with Punch/Fall/Impact or Breakfall. The victim can continue to attack with punches (no kick attacks are possible) or try to break free of the hold. There are four ways to get out of a choke. The first is by using brute strength. Everyone involved, the victim, any helpful friends, and the attacker, all roll a twenty-sided die and add that roll to their P.S. attribute (this is a combat rule, not a P.S. bonus). Highest P.S. wins. If the attacker wins, then the choke continues. If the victim or his friend wins, then the choke is released/forced away. The second way out is to use a Joint Lock maneuver to force the attacker to let go. The third way is to use a Disarm move. The victim rolls to strike and disarm (in this case, break the attacker's hold), high roll wins. A failed disarm means the choke continues. The only other way out is to either convince the attacker to let go, or pummeling the attacker into letting go, unconsciousness or death.

Overarm Descending Stab: A fairly difficult attack, it is done with a -2 to Strike, however, the force of the blow is such that it does 2D8 damage!

Piledriver: A maneuver known in which the attacking wrestler smashes his opponent's head into the ground after grappling him and turning him upside-down. Damage is 2D6 plus any damage bonuses. Counts as two attacks.

Pommel Strike: This is a special attack where the victim is smacked with the pommel of a small weapon like a knife, sai, or jitte. A successful attack does 1D4 damage.

Power Slash: Slashing attack with a weapon done equivalent to power punch/kick. Does double damage, but counts as two attacks.

Power Stab: By using a reverse-grip downward stab with a knife, dagger, or other short stabbing weapon, the attacker can effect a powerful strike. Does double damage and costs two attacks.

Power Elbow: Elbow strike done with all the character's might. Does double damage, but counts as two attacks.

Reverse Clinch (Kurz Laetz): This combat move is more like a Feint than a true reversal. The character chooses fakes a hold attempt and rolls to strike. Any successful "Strike" results in the faked attack looking like a real attack. If the opponent defends against the fake attack, successfully or not, the character initiates a Body Flip/Throw against the opponent. Against the Body Flip/Throw, the defender must use a melee round action to defend against it (Automatic

moves won't work) and receives no defensive bonuses!

Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. After a body flip/throw, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw. Uses up one melee attack/action.

Shove: The player pushes the target with the intention of sending him as far as he can. The only defense against this is to Dodge, use an Automatic attack (such as Automatic Body Flip/Throw, Automatic Hold, etc), or use one of the damage reducing methods. If the attacker wins, the result is the victim ending up taking 2D6 damage, getting be knocked back 2D6 feet away from where he was standing at the moment of the attack. There is also an XX% chance of being knocked down, losing the initiative and losing the next melee attack/action. A victim who succeeds with a Breakfall takes no damage and is not knocked back. With a Breakfall the damage is

reduced in half, even if the roll fails. With a Roll with Punch/Fall/Impact, the victim takes no damage, but is still knocked back. A victim who succeeds with a Maintain Balance is not knocked back, but still takes full damage.

Shuriken Stab (This is a punching strike where the fist is closed around a shuriken, with the points projecting. Does 1D4+2 Damage

Snap Strike (This attack can be used with will all hand strikes EXCEPT Backhand, Chuk, Duo-Claw Strike, Duo-Knuckle Strike, Lau, Overhead Fore-Knuckle Fist, Power Punch, Push Open Hand, Rotary Palm Strike, Roundhouse, Sticky Hand, Two Palm Push, and Uppercut. This is a hand strike can only be performed at Grappling (Combat) Range and allows the attacker to perform a hand strike which the opponent has trouble rolling with. If the strike successfully hits, the opponent can still attempt to reduce damage, but does so with no bonuses and at a -2 penalty to the roll.)

Spinning Head Butt: You leap forward, twisting your body in midair as you head-butt an opponent. This is a critical strike that, in addition to dealing double damage, automatically initiates a KO/Stun unless your opponent makes a Roll with Punch/Fall/Impact. However, if your attack misses, you land prone in front of your opponent.

Spinning Leap Attack: This spectacular leap attack allows for two Strikes: one kick that does 1D8 Damage, and one Palm Strike that does 1D6 Damage. Use 'Spin' bonus for kick and 'Strike' bonus for Palm Strike. Takes an entire Melee

Round to perform. Also works as a simultaneous Automatic Parry.

Spit: Some stick fighters place the bark of the uphindamshaye under their tongues, chew on it, and then spit it onto the opponent during a fight in an attempt to curse them. A successful hit effectively acts as a stun, causing the opponent to be dazed for 1D6 melee rounds where the opponent can not attack and has a penalty of -4 to dodge and parry.)

Springboard Leap Attack (If the first Leap Attack is made against a single opponent in the melee round that this attack is successful, the character can use that opponent as a spring board to follow up with a second Leap Attack at another opponent. This springboard-type attack also acts as a Knockdown attack against the first person it is used against. A successful dodge against this attack means no damage and no knockdown. Failure means that the first opponent has taken critical damage and is knocked down, losing initiative and one melee attack. A successful Maintain Balance against the springboard attack means that the victim is not knocked down, but still suffers critical damage. Due to the special nature of the springboard Leap Attack, the attacker can only defend by dodging.)

Springing Leap Attack: This is a Leap Attack that starts similar to the second phase of a Springboard Leap Attack. The attacker plants one foot into his target and uses the opponent's body as a springboard to Leap away. The attacker first rolls to Strike for the foot, then, if successful, can use a Leap-Escape or Leap-Attack to move away from his victim (and possibly toward another

one). The attack does 1D6 damage to the target and the target must successfully roll to Maintain Balance or be knocked down. This attack can not be used as a Leap Attack against another opponent, nor can it be used as a defensive maneuver.

Suplex: The player scoops the target up with the target's legs up in the air. Then he drops back using the target to break his fall. Damage is 3D6 plus any damage bonuses. Counts as two attacks.

Trip/Leg Hook - Weapon: This is considered a special attack because it uses the chain, rather than the feet to perform a trip or leg hook.

Tripping Knee Hook: Like Tripping/Leg Hook, but done to the knee

Two Handed Choke: A choke using both of the attacker's hands. The attacker is unable to defend, dodge or roll with impact during a choke. In other words, the attacker just stands there and ignores all other attacks. Critical or Knockout/Stun attacks from the rear can easily be done to someone using a Two Handed Choke. Normal strike and damage bonuses apply. Does 1D6 damage plus P.S. bonus direct to Hit Points for every one of the attacker's melee attacks. The victim can attack with punches, weapons, or knee attacks (no kicks), for as long as they are held. The victim of a choke attack cannot reduce damage by using Roll with Punch/Fall/Impact or Breakfall. The victim can continue to attack with punches (no kick attacks are possible) or try to break free of the hold. There are four ways to get out of a choke. The first is by using brute strength. Everyone involved, the victim, any helpful friends,

and the attacker, all roll a twenty-sided die and add that roll to their P.S. attribute (this is a combat rule, not a P.S. bonus). Highest P.S. wins. If the attacker wins, then the choke continues. If the victim or his friend wins, then the choke is released/forced away. The second way out is to use a Joint Lock maneuver to force the attacker to let go. The third way is to use a Disarm move. The victim rolls to strike and disarm (in this case, break the attacker's hold), high roll wins. A failed disarm means the choke continues. The only other way out is to either convince the attacker to let go, or pummeling the attacker into letting go, unconsciousness or death.

Underarm Thrust: A straight underarm thrust into the opponent, does 2D4 damage instead of the usual 1D6

THROWS (21)

Balance Throw (Kniekehlschwung or Taetsch): Against an attack or grappling counter, the character hits the opponent in such a way as to unbalance the attacker, combined with a leverage throw to knock the opponent to the ground. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with a Parry, Dodge, etc. After this body flip/throw, the victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no

damage, but is still knocked down and loses one melee attack. After a body flip/throw, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw. Uses up one melee attack/action.

Centrifugal Throw (Langzug/Langziehen or Long Pull): Usually performed by grapplers with a weight and height advantage, the opponent is grabbed and spun in a short circle using centrifugal force to be flung to the ground. Damage is 1D8, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 2D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. Unlike many Body Flip/Throws, the defender cannot use Maintain Balance in an attempt to keep from being knocked down. A victim who succeeds with a Breakfall takes no damage, but is still knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. A victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. As an attack, it is possible to throw the victim of a body flip/throw into something or someone. To determine success, roll another Strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, Dodge, etc. If the two bodies collide, then they both take the same amount of damage, lose initiative,

are knocked down and lose one melee attack. Uses up one melee attack/action.

Double Twist Throw: In this Body Flip/Throw, the opponent's leg or head is twisted in one direction, while the rest of the body is pulled or pushed in the opposite direction. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. Maintain Balance does not work against this throw. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw.

Entering Throw (Irimi Nage; Using a sudden forward movement, the character upsets the opponent's balance. Standard damage is 1D4, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After an entering throw, a victim who succeeds with Roll with Punch/Fall/Impact, Breakfall, or Maintain Balance takes no damage and is not knocked down, but still loses one

melee attack. With Breakfall the damage is reduced in half, even if the roll fails. This Throw can only be used to knock someone down, it can not be used to throw them into something or someone else.)

Hand Throw (Te Nage: Using a quick grab, pull, or push, the character upset the balance of a moving opponent. The throw is almost entirely based upon timing and pre-existing momentum. Very easy if done properly and appropriately, nearly impossible against a set opponent. Standard damage is 1D4 (plus P.S. bonus) with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a Hand Throw, a victim who succeeds with a Roll with Punch/Fall/Impact, Maintain Balance, or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. This Throw can not be used to throw them into something or someone else. However, this throw can be used to disarm an attacker by using the flipping action to turn the arm and bend the hand to make the attacker drop his weapon (no damage), or to flip him in such a way that no damage is inflicted, but the attacker drops his weapon. Bonuses to disarm can be applied to this maneuver along with any Body Flip bonuses.) Common in Aikido, Judo, and Sumo.

Hip Throw (Koshi Nage; Using a turning motion, the opponent is thrown over the hip, using one's own body as a fulcrum. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. A character's damage

bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a Hip Throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one melee attack. With a Breakfall the damage is reduced in half, even if the roll fails. As an attack, it is possible to throw the victim of a Hip Throw into something or someone. To determine success, roll another Strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, Dodge, etc. If the two bodies collide, then they both take the same amount of damage, lose initiative, are knocked down and lose one melee attack. Another unique aspect of this ability is that it can be used to disarm an attacker by using the flipping action to turn the arm and bend the hand to make the attacker drop his weapon (no damage), or to flip him in such a way that no damage is inflicted, but the attacker drops his weapon. Bonuses to disarm can be applied to this maneuver along with any Body Flip/Throw bonuses.)

Joint Throw (Kansetsu Nage Waza: By using pressure against a joint, the character throws the opponent off the ground. Standard damage is 1D6 (plus P.S. bonus) with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a Joint Throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. This technique can follow up a successfully applied wrist lock. As an

attack, it is possible to throw the victim of a Joint Throw into something or someone. To determine success, roll another strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, dodge etc. If two bodies collide, then they both take the same amount of damage, lose initiative, are knocked down and lose one attack. Another unique aspect of this ability is that it can be used to disarm an attacker by using the flipping action to turn the arm and bend the hand to make the attacker drop his weapon (no damage), or to flip him in such a way that no damage is inflicted, but the attacker drops his weapon. Bonuses to disarm can be applied to this maneuver along with any Body Flip bonuses.) Common to Aikido, Hapkido, and similar styles.

Lifting Throw: Using the entire body for leverage (instead of picking the opponent up as with a Pickup Throw), the character lifts the opponent high off the ground. Standard damage is 2D4 (plus P.S. bonus) with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw.

Overstep Throw (Uebersprung): By moving part or all of the attacker's body behind the opponent and applying leverage, the character throws the

opponent off the ground. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. After a body flip/throw, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw.

Pickup Throw (Tsuru Nage: Using leverage, the character lifts the opponent high off the ground, turns and slams them forcefully down. Costs two melee actions to use. Standard damage is 2D6 (plus P.S. bonus) with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. As an attack, it is possible to throw the victim of a pickup into something or someone. To determine

success, roll another strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, dodge etc. If two bodies collide, then they both take the same amount of damage, lose initiative, are knocked down and lose one attack.) Common in Judo, Sambo, Sumo, and Wrestling.

Push-Pull Throw(Bodenlaetz): Similar to the Double Twist Throw, the character pulls one part of the opponent's body while simultaneously pushing against another portion of the opponent's anatomy. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. Maintain Balance does not work against this throw. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw.

Push Throw (Tannerschwung): This is the most basic form of a knockdown Body Flip/Throw. Damage is 1D4, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be

knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. After a body flip/throw, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw.

Reverse Hold/Throw (This move can only be performed if the opponent has successfully applied a Hold to the character. Instead of getting out a hold normally, the character can attempt to reverse the hold and leverage the opponent away. Using this leverage, the character throws the opponent off the ground. This requires agility. Both the character and the opponent roll twenty-sided and add their P.P. attribute. The person doing the hold also gets to add in any bonuses to hold and strike. If the person doing the hold wins, the hold continues. If the person attempting the reverse hold/throw wins, then they have a chance to throw the person doing the hold. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. A character's damage bonuses are also added in. The person doing the hold can not attempt to defend normally with Parry, Dodge, etc. After a

reverse hold/throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one melee attack. With a Breakfall the damage is reduced in half, even if the roll fails. This Throw can only be used to knock someone down, it can not be used to throw them into something or someone else.)

Rolling Sacrifice Throw: Another defensive throw done after one has been knocked off balance. Unlike a normal Rolling Throw, the opponent is NOT launched with the legs, but rather dragged down on top of the character. Unlike other Body/Flip Throws, this one does no damage, though the opponent is knocked down, losing initiative and losing the next melee attack/action. Victims can attempt to defend normally with Parry, Dodge, etc., but must spend an attack to do so.

After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. Maintain Balance does not work against this throw.

The defending character takes no damage if the Rolling Throw is successful, and only half damage if the roll for Rolling Throw fails. It is typically used against a knockdown attack. A successful roll against knockout means the character takes normal damage, but is not stunned. Uses up one melee attack each time it is used. If Rolling Throw is used, then Breakfall,

Maintain Balance, and Roll with Punch/Fall/Impact can't be.

Rolling Throw: This is a defensive throw done by grabbing one's opponent and rolling onto one's back, using the legs to push the opponent into the air. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc., but must spend an attack to do so.

After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. Maintain Balance does not work against this throw.

The defending character takes no damage if the Rolling Throw is successful, and only half damage if the roll for Rolling Throw fails. It is typically used against a knockdown attack. A successful roll against knockout means the character takes normal damage, but is not stunned. Uses up one melee attack each time it is used. If Rolling Throw is used, then Breakfall, Maintain Balance, and Roll with Punch/Fall/Impact can't be.

Rotating Throw (Schlungg): Usually performed by grapplers with a weight and height advantage, an opponent in a hold is rotated with enough force to

throw them to the ground. Damage is 1D4, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 2D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. Unlike many Body Flip/Throws, the defender cannot use Maintain Balance in an attempt to keep from being knocked down. A victim who succeeds with a Breakfall takes no damage, but is still knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. A victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. It is not possible to throw the victim of this body flip/throw into something or someone else with this throw. Uses up one melee attack/action.

Sacrifice Throw (Sutemi Nage): Using the momentum of the character's own fall, the character throws the opponent to the ground. Standard damage is 1D4 (with no P.S. bonuses) with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. A failed Sacrifice Throw puts the character in a prone position, either beneath the opponent or at the opponent's feet, with the character knocked down, losing initiative and the next melee attack, and no chance to use

Roll or Breakfall to recover. This throw cannot be used to disarm an opponent or throw them into another target.)

Common in Judo and Wrestling, less common but not unheard-of in other styles.

Scooping Throw: Basically, this functions as a Tripping/Leg Hook, done with the arms rather than the legs, where the attacker attempts to grab his opponent's legs and then lift them off the ground. Standard damage is 1D6, with the victim ending up knocked down, losing the initiative and losing the next melee attack/action. Being knocked down causes the character struck to be knocked 1D6 feet away from where he was standing at the moment of the attack. A character's damage bonuses are also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Breakfall takes no damage and is not knocked down. With a Breakfall the damage is reduced in half, even if the roll fails. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact takes no damage, but is still knocked down and loses one melee attack. After a body flip/throw, a victim who succeeds with a Maintain Balance is not knocked down and doesn't lose an attack, but still takes full damage.

Shoulder Throw (Seoi Nage: Using leverage, the character throws the opponent off the ground. Standard damage is 1D6 (plus P.S. bonus) with the opponent knocked down, losing initiative and losing the next melee attack. A character's damage bonus is also added in. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Roll with

Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. As an attack, it is possible to throw the victim of a body flip/throw into something or someone. To determine success, roll another strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, dodge etc. If two bodies collide, then they both take the same amount of damage, lose initiative, are knocked down and lose one attack. Another unique aspect of this ability is that it can be used to disarm an attacker by using the flipping action to turn the arm and bend the hand to make the attacker drop his weapon (no damage), or to flip him in such a way that no damage is inflicted, but the attacker drops his weapon. Bonuses to disarm can be applied to this maneuver along with any Body Flip bonuses.)

Sweeping Throw (Harai Nage: Using swift motions against the opponent's legs to break their balance, the character knocks the opponent off the ground. Does no Damage! Is purely a Knockdown attack with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a Sweeping Throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall is not knocked down, but still loses one attack. This throw cannot be used to disarm an opponent or throw them into another target.) Rare in Aikido and Sumo, otherwise common to all styles

Takedown Throw (Breinzer): This move is similar to the Pickup Throw, but can only be performed from a Body Hold

where the opponent has been picked up off the ground. Standard damage is 2D6 (plus P.S. bonus) with the opponent knocked down, losing initiative and losing the next melee attack. Victims can attempt to defend normally with Parry, Dodge, etc. After a body flip/throw, a victim who succeeds with a Roll with Punch/Fall/Impact or Breakfall takes no damage and is not knocked down, but still loses one attack. With a Breakfall the damage is reduced in half, even if the roll fails. As an attack, it is possible to throw the victim of a pickup into something or someone. To determine success, roll another strike. The second victim, the one who's getting hit with the thrown body, can attempt to defend with Parry, dodge etc. If two bodies collide, then they both take the same amount of damage, lose initiative, are knocked down and lose one attack.)

14. New Combat Skills

By Ray Bull

Bear Slap: 1d6 damage (Cross between a palm strike and a claw hand.)

Hammer Fist: 1d6 damage (Hand strike using the bottom of a vertically held fist.)

Hammer Strike: 1d8 damage (An arm swinging, large motion version of the hammer fist.)

Head Butt: 1d6 damage (A strike using the forehead)

Leg Scissor: A move where the attacker puts both legs around a target, links them together at the ankles and squeezes. As a leg scissor can be many different attacks, it always counts as a combination move.

Leg Scissor (Crush/Squeeze): 1d6 damage. attacker can't dodge or roll, but can parry. Groundfighting range only. Jumping Leg Scissor (Sacrifice Throw): costs 2 attacks. attacker must strike w/both legs (does 1d6), then the defender is pulled to the ground (does another 1d6). if the leg scissor is parried or dodge there is no knockdown. must be only attack of the melee, becomes Leg Scissor (Crush/Squeeze) next melee if maintained.

Leg Scissor (Choke): 1d8 damage. attacker can't dodge or roll, but can parry. groundfighting range only.

Leg Scissor (Arm Hold): holds arm. Can be used at grappling or groundfighting range

Leg Scissor (Leg Hold): holds leg. Can be used at grappling or groundfighting range.

Leg Scissor (Sweeping Throw): attacker must strike w/leg scissor, then defender is pulled to the ground (doing 1D6 damage). if the leg scissor is parried or dodged there is no knockdown. groundfighting range only.

Spear Hand: 1d4 damage (Strike using the fingertips when hand is held in the knife hand position.)

Uppercut: 1d8 damage (A short, rising punch.)

Since Special Katas are a series of pre-planned movements, anyone who knows a kata being performed can defend or attack against that kata better than someone who does not.

Bonuses: A character who knows the kata being performed, but in a different style is +1 to defend (Dodge, Parry) or attack (Strike) against the performer. A character who knows the kata in the same style as the person performing it is

+2 to defend (Dodge, Parry) or attack (Strike) against the performer.

15. Revised Modern

Combat

Aimed Shot (costs 1 attack)

Aimed Short Burst: With this ability a character can fire a Short Burst with the same accuracy of an Aimed Shot. +3 to Strike, costs 1 attack.

Ambidextrous Training: The character can fire with left or right hands with equal facility.

Bursts

Semi-Automatic Weapon Bursts

By pulling the trigger several times in rapid succession, semi-automatic weapons and double action revolvers can fire a burst with the usual burst bonus to strike (+1).

Damage from Short Burst: Roll the damage dice for ONE round x2. Fires five (5) rounds. Uses up one attack. Can be fired at only one target.

Damage from a Long Burst: Roll the damage dice for ONE round x5 (not possibly with weapons having less than 10 rounds). Fires 10 (10) rounds. Uses up two attacks. Can be fired at only one target.

Damage from an Entire Magazine Burst: Roll the normal damage dice for ONE round x10 for clips with 30+ rounds, or ONE round x5 if the clip has 15 or less rounds. Shooting off the entire clip within a melee round is possible. 100% of the rounds are fired. Uses up four attacks that melee round. Can be fired at only one target.

Automatic Weapon Bursts (does not apply to machine guns or gattling guns)

Damage from Short Burst: Roll the damage dice for ONE round x3. Fires five (5) rounds. Uses up one attack. Can be fired at only one target.

Damage from a Long Burst: Roll the damage dice for ONE round x7 (not possibly with weapons having less than 10 rounds). Fires 10 (10) rounds. Uses up one attack. Can be fired at only one target.

Damage from an Entire Magazine Burst: Roll the normal damage dice for ONE round x12 for clips with 30+ rounds, or ONE round x10 if the clip has 15 or less rounds. Shooting off the entire clip within a melee round is possible. 100% of the rounds are fired. Uses up three attacks that melee round. Can be fired at only one target.

Butt Stroke: This is a special attack where the victim is struck with the butt of a rifle, shotgun, or submachine gun.

Called Strike: A "Called Strike" is an aimed strike that homes in on a specific part of a larger target such as the head, hand, weapon, arms, legs, weak points, etc., of a person. To make a called strike, the player must "call" or "announce" his character's intension; i.e. "I'm going to shoot him in the groin."

In Martial Arts, this typically refers to an attack against a specified "vital point" of the target. Since martial artists typically study where these vital spots are and how to successfully strike them, they are more adept than the average person at hitting these spots. A style that possesses the Called Strike modifier allows the character to do critical damage to his opponent by directing an attack against a particular part of the opponent. In game terms this works similar to a Critical Strike, HOWEVER, there is one big difference. A Critical Strike is a lucky

blow dependent on a Natural Roll to succeed (i.e. the dice do the work, not the character, meaning that the strike is based on luck, not skill), a Called Strike achieves the same effect, but is based on the character's skill, not luck (to the same degree at least). This modifier allows the character to call a strike against an opponent's weak spot/vital target and do double damage. To succeed, the character's Strike RESULT must be equal to or greater than the required target number. If the Called Strike fails, the attack completely misses the target. Costs Two Melee Attacks. Called Strikes and Range: Reduce all Called Strike numbers by one step for each unit of range beyond short. For instance a character with a Called Strike of 18-20 would have 18-20 at short range, 19-20 at medium range, and 20 at long range.

NOTE: This basically replaces lowered numbers for Critical Strikes that appeared in the original edition. A lot of thought went into how to make attacking vital points work in Palladium's system. The result was the replacement of those "you get more lucky as you get more experienced" modifiers with a "as you get more skilled, you become a hell of a lot more deadly in combat" system.

Basically everyone still gets a Critical Strike on a Natural 20. This represents luck, and anyone can get lucky. However, martial arts no longer provide lowered natural target numbers (i.e. Critical Strike on a Natural 18, 19, or 20). As they advance in level. Now they provide the Called Strike option, with lowered target numbers (all start at 20) resulting in strike rolls to which their bonuses can be factored in to achieve critical damage. That's right a character with a Called Strike of 20 can roll an 18 or whatever, and if his strike RESULT

(that is roll with bonuses added) is equal to or greater than 20, gets to do critical (double) damage. Unlike other Critical Strikes, a natural roll (i.e. normal Critical Strike) doesn't add to the damage multiplier (so if, instead of an 18 plus bonuses, the character rolls a natural 20, they still only do double damage, not triple damage).

Coldcock: This is where a person bludgeons an opponent with the butt of his weapon. The character can inflict knockout attack on a target for 1D6 melees on a Natural roll. This attack must be declared before rolling to strike. This does not require the additional selection of W.P. Blunt.

Disarm Shot: Using a gun to shoot a weapon out of an opponent's hand requires an Aimed shot. The maneuver counts as one melee attack/action. Disarming an opponent does not mean the weapon falls into the hand of the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground. To disarm, roll to strike as usual - high roll wins. A failed disarming attack does no damage, but means one's opponent remains armed, is probably mad, and ready to strike back.

Double Tap: This allows the character to get off two (2) single shot attacks, in a single melee attack, at the same target, with half the usual Aimed Shot bonuses (rounding down). Both shots must be rolled. But there are some restrictions. First, the character must be within 10 feet (3m) of the target if using a pistol and 30 feet (9m) if using a submachine gun or rifle. Cannot be used with single action revolvers, or weapons that can only fire fully automatic. These ranges

increase by +5 feet (1.5m) per level of experience if the character has a Weapon Kata with the weapon in question. Firing at a second target is possible, if they're near (within five feet) each other, but the second shot has no bonuses and a -6 penalty to Strike.

Drive-by: This allows the character to fire bursts (short, long, or entire magazine) from a moving vehicle and is equivalent to spraying an area without being considered shooting wild. Short Drive-by attacks can hit 1D4/2 people, Long Drive-by attacks can hit 1D4 people, and Entire Magazine Drive-by attacks hit 2D4 people. Hitting an innocent bystander is even more likely than with normal sprays, 50% for Short Drive-bys, 75% for Long Drive-bys, and 90% for Entire Magazine Drive-bys. +1 to strike. Short Drive-bys count as one attack, Long Drive-bys count as two attacks, and Entire Magazine Drive-bys count as three attacks. [NOTE: Hey, Shades of Eternity, looks like Drive-bys no longer cost one attack :p]

Head Shot/Death Blow: This attack allows the character to target the head (or any other equally difficult target) and hit it with the equivalent of Death Blow, that is double damage directly to hit points. This can only be done with weapons which are capable of firing single shots. This attack must be declared BEFORE rolling to strike and success depends on the unmodified Natural roll. Requires two attacks.

Leading: This is the act of aiming in the path of a moving object so the shot will hit where the target will be, instead of aiming where it's currently at. The +3 bonus only offsets the standard penalty of -3 to hit targets moving slower than

40 mph (64 km). If the bonus exceeds the penalty to hit the moving target, the remainder of the bonus is negated and does not count as a bonus to hit.

Pinning Fire: When using Pinning Fire, the character is saturating an area with a controlled spray of shots. Anyone in that area not protected by cover is automatically hit, but a dodge is still possible. Consequently, an attack roll is still required for the benefit of the defenders' dodge rolls. The number of targets that can be hit can not exceed half the number of shots in the burst (i.e., a 10 shot burst of Pinning fire can not damage more than five targets). Pinning Fire can be maintained for as long as the weapon's ammo holds out. Damage: Equal to a single shot. No damage multiples are applicable from bursts. Area of Effect: A Short Burst can cover a 2 meter/yard wide area. A Medium Burst can cover a 3 meter/yard wide area, and a Long Burst (including rail guns) can cover a 7 meter/yard wide area.

Pistol Whip: This is a special attack where the victim is slapped with the barrel of a pistol or revolver.

Pulled Shot. The ability to shoot to nick or wing, doing minimal damage; as little as one point of damage, never more than 40% of the usual damage. Typically performed to intimidate or warn an opponent, or to show off or have a little fun.

Ranged Combat modifiers:

Concealment Modifiers If the target is small or partially obscured by other people, obstacles, ground cover, smoke, etc., the shooter is -4 to strike. If the target is only barely visible (protected by dense cover) and only a tiny part of him

can be seen for a second at a time, the penalty is increased to -6.

Cover Modifiers:

Target is mostly exposed -2

Target is half exposed -3

Target is mostly under cover -6

Target is barely visible -8

Target is completely covered must shoot through object

Small Targets/Called Shots: Small, difficult targets: typically -3 to strike.

Aiming for an arm, the character is -3 to strike, and -2 to strike the leg. Striking a small moving target like the hands and feet then the attacker is -4 to strike.

Striking the head, neck, or groin is difficult and the attacker has a -5 to strike. To strike a tiny unprotected area of an otherwise covered head/face (armor with an A.R. of 20), the attacker is -8 to strike.

Moving Targets: Target moving up to 40mph, running or leaping: No bonuses and -3 to strike.

Target moving 40mph+: No bonuses and the nearest speed class available to the target's speed, rounding the speed up to that speed class, determines the penalty.

Examples; A target moving 50mph would be a speed class of 4, providing a -4 penalty to strike. A vehicle moving 600 mph would have a -26 penalty to shoot!

Shooting at someone mounted on a galloping horse is even worse; No bonuses and -8 to Strike the rider, but only the usual -3 if you want to aim for the horse itself.

Range, Point Blank: Strikes that are point blank (10ft or closer), automatically hit if the target is immobile (unconscious or tied up people, doors, etc.). Otherwise the shot needs five and better to hit.

Range, Melee: Shots (11 feet to 60 feet) require five or better to hit.

Range, Short: Shots (61 to 200 feet) require 8 or better to hit.

Range, Medium: Shots (200 to 500 feet) require rolls of 12 or better to hit.

Range, Long: Shots (500 feet to listed range of weapon) require rolls of 16 or better to hit.

Range, Beyond Effective Range: Can be attempted up to 30% farther than the Maximum Effective Range of any given weapon, but the shooter suffers a penalty depending on the type of weapon being used:

Firing beyond a black powder weapon's effective range: Arquebus, Matchlock and Wheel-lock it's only possible to get an extra 20 feet (6.1m), and then with a penalty of -8 to Strike and do only half damage. Black powder pistols, no matter what type, have a -5 to Strike and a -4 to Damage for the first 25 feet of extra range; the next 25 feet of extra range have a -12 to Strike and -10 to Damage, beyond that the bullet will be ineffective.

All other black powder rifles have a -5 to Strike and -3 to Damage for every extra 25 feet beyond the effective range. Firing beyond a weapon's effective range is possible but incurs a -2 penalty to the shot for every 25 feet (7.6m) beyond the effective range for bullet and other modern projectile weapons.

Firing beyond a weapon's effective range is possible but incurs a -1 penalty to the shot for every 25 feet (7.6m) beyond the effective range for energy weapons.

Shooting Down: Anyone firing down at earth-bound targets is at a natural advantage. Weapons fired down have double range, because gravity is helping to pull down the projectiles. There are no penalties for shooting down, except for normal distance modifiers. *Note:

Energy weapons (with the exception of rail guns) are not affected by gravity.

Shooting Up: Characters on the ground are at a great disadvantage when shooting up. Everything, from gravity to the strange trajectory of the bullets, to distance, conspires against the ground-based shooter. Weapons firing up have only one half their normal range, because the bullets are fighting gravity. All shots made from the ground are at -4 to Strike penalty. *Note: Energy weapons (with the exception of rail guns) are not affected by gravity.

Rapid Reload: Rapid Reload allows a character to change magazines and attack in the same melee action. The attack counts as a Wild Attack, but this does not use two melee actions.

Shooting Blind: The usual penalty for shooting blind (-10 to strike) is half (-5 to strike). Penalties for striking invisible targets are also half.

Snap Shot: This is the ability to pop out from behind cover, fire either a short burst/pulse, or an Aimed shot with half bonuses, and return to the safety of cover, all in one melee attack. Not considered a Wild attack.

Speed Load: Basically this is an improved version of Rapid Reload. The character can reload and attack in a single melee action with no penalties and still retain HALF of all applicable bonuses to hit.

Walking Aim: Characters with this ability may walk at a fast pace (1/4 Speed max.) and still fire an Aimed shot with full bonuses and no Wild Shooting penalties.

Revised Modern WPs

Again, while these weapons aren't necessarily 'modern,' they cover weapons which are used in 'modern times.' Modern weapons are divided into four sub-categories; Black Powder, Energy, General, and Military. The biggest change to the way modern weapons work is the separation between hand to hand attacks and the number of shots which can be fired by someone possessing a weapon proficiency. Since many ancient projectile weapons have used a separated rate of fire to determine the number of shots rather than hand to hand attacks, there is no reason why modern weapons should be any different, especially in cases where the weapon is physically incapable of being fired equivalent to the character's number of hand to hand attacks. Rather than use a wildly diverging system for determining the number of attacks, these weapons typically use the equivalent of Hand to Hand Expert to determine how many aimed shots the character can fire with the appropriate W.P. For characters with no W.P., use the standard equivalent of No Hand to Hand Combat to determine number of times the weapon can be fired (i.e. at first level the character would have one aimed shot, two non-attack actions (useful with those doubled reload times) and an additional aimed shot at levels three and nine, with two additional non-attack actions at levels six and nine-the additional non-attack actions will be especially useful for determining the equivalent actions available in hand to hand combat). To determine total number of actions in combat when a character is using a variety of methods of combat (i.e. magic, hand to hand, projectile weapon, modern weapon), divide the number of

actions for the two (or more) types of combat used.

Example: A first level character with Hand to Hand Basic (and boxing), W.P. Bow, W.P. Automatic Pistol, and spell casting abilities wants to engage in combat. His number of attacks are five hand to hand attacks, two bow attacks, four automatic pistol attacks or two magic attacks. The character could fire two pistol shots for every bow attack or cast two spells for every bow attack. Firing a bow or casting a spell would use three hand to hand attacks for the first arrow or spell and two for the second. Firing a pistol would use two hand to hand attacks for the first pistol shot and one hand to hand attack for each remaining pistol shot. When trying to determine an action that doesn't fall under any of these categories, use hand to hand attacks as the default to determine total number of actions. Of course this method does slow down combat somewhat, especially when the character has wildly varying attacks depending on the method used, but I find it to be more accurate than just basing a character's actions off their number of hand to hand attacks.

Black Powder Weapons

Arquebus & Matchlock: These include all hand-held black powder weapons that need a source of intense heat to be "fired." Including Arquebuses, Matchlocks and Serpentine Locks.

Aimed: + 1 to Strike. +1 to strike at levels 4, 7, 10, and 13.

Rate Of Fire:

Arquebus: It always, regardless of skill level, takes at least a full melee round to reload an Arquebus. That means if you fire one at the beginning of Melee Round #1, you'll spend the rest of Round

#1 and Round #2 reloading, and the weapon won't be ready to fire again until the start of Melee Round #3.

Matchlock: At first level a character can fire at the beginning of a melee round, and reload fast enough to be ready to fire at the beginning of the following melee round. At fourth level the character can fire, reload, fire, and reload again in a single melee round. At tenth level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single melee round, for a total of three shots per melee round.

Black Powder Grenades:

Use of Black powder grenades and landmines as well as primitive smoke/chemical grenades.

Unlike most weapons, the Strike roll for a grenade must be a 6 or better to Strike. Successfully Dodging a grenade does not escape it altogether, just enough to take half damage. Everyone else in range of an exploding grenade also takes half damage. NOTE: Anyone can Roll with Punch/Fall/Impact to further reduce the damage from a grenade attack (half damage to direct target, quarter damage to everyone in blast radius).

Grenade Throwing: The maximum range for throwing most grenades is 10 feet (3m) for every point of P.S., so a character with a P.S. of 15 can throw a grenade 150 feet. Black Powder grenades were often much heavier than their modern counterparts and so could only be thrown about half the usual distance. NOTE: Maximum throwing range for Extraordinary P.S. is 20 feet (6m) for every point of P.S., Superhuman P.S. is 30 feet (9m), and Supernatural P.S. is 40 feet (12m).

Grenade Mishaps: Early, pre-Twentieth Century, grenades had the same

problems with misfires as the early guns. Use the Misfire Table for results. Misfire Rate: 15% for Grenades with Burning Fuses, 10% for Grenades with Percussion Caps.

Black Powder Heavy:

Use of black powder howitzers, mortars, and cannons.

Cap & Ball Pistol:

Although these guns look like contemporary revolvers, they aren't as easy to load. Each chamber of the revolving cylinder must be loaded with a separate charge of gunpowder, a ball/bullet and a percussion cap.

Aimed: + 3 to Strike. +1 to strike at levels 4, 7, 10, and 13.

Rate Of Fire: Each chamber of a percussion cap revolver takes a full melee round for reloading. Note that many revolvers come with spare cylinders, so a character can just remove the empty cylinder and replace it with a full one in a single melee round.

Flintlock Rifle or Pistol:

Includes any weapons that rely on striking flint to steel for their firing mechanism. This skill includes the use of Flintlock Rifles, Flintlock Pistols, Doglock Pistols, Miquelet Locks, Pyrites Locks and Snaphance/Snapping-Matchlocks.

Aimed: + 2 to Strike. +1 to strike at levels 4, 7, 10, and 13.

Rate Of Fire: At first level a character can fire at the beginning of a melee round, and reload in time to be ready to fire at the beginning of the following melee round. At third level the character can fire, reload, fire, and reload again in a single melee round. At seventh level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single

melee round, for a total of three shots per melee round. Twelfth level expertise allows for shooting and reloading four times in a single melee round, still leaving the weapon loaded for the beginning of the next melee.

Percussion Cap Rifle:

These rifles require loading of three separate elements, the gunpowder, the bullet or ball, and the percussion cap.

Aimed: + 3 to Strike. +1 to strike at levels 4, 7, 10, and 13.

Rate Of Fire: At first level a character can fire at the beginning of a melee round, and reload fast enough to be ready to fire at the beginning of the following melee round. At fourth the character can fire, reload, fire, and reload again in a single melee round. At tenth level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single melee round, for a total of three shots per melee round.

Wheellock Rifle or Pistol:

Includes any weapons that have a complicated spring mechanism that fires by generating sparks.

Aimed: + 2 to Strike. +1 to strike at levels 4, 7, 10, and 13.

Rate Of Fire: At first level a character can fire at the beginning of a melee round, and reload fast enough to be ready to fire at the beginning of the following melee round. At fourth level the character can fire, reload, fire, and reload again in a single melee round. At tenth level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single melee round, for a total of three shots per melee round.

Energy Pistol:

Includes lasers and all types of energy firing small arms.

Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
Time to Reload: One magazine/clip takes one melee action to reload.

Energy Rifle:

Includes all long range energy firing rifles.

Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
Time to Reload: One magazine/clip takes one melee action to reload.

Heavy Energy Weapons:

Includes plasma ejector, rail guns, and similar high-tech weapons.
Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
Time to Reload: One magazine/clip takes one melee action to reload. Belts (when loading rail guns so equipped) require two melee attacks to reload, however this can be divided among two people to effectively load the weapon in half the time.

Automatic Pistol:

Use of automatic pistols.
Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: One magazine/clip takes one melee action to reload.

Bolt Action Rifle:

Use of bolt action rifles. Includes most hunting rifles; not an automatic firing weapon.

Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
Time to Reload: Takes one melee round (15 seconds) to reload.

Dartgun:

Use of tranquilizing dart guns and some flechette weapons.
Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
Time to Reload: One magazine/clip takes one melee action to reload.
Versions without magazines require one melee round (15 seconds) to reload.

Fully Automatic & Semi-Automatic Rifle:

Use of auto and semiauto rifles.
Automatic means the weapon keeps firing while the trigger is depressed and until the trigger is released or the rounds are all expended. Semi Automatic means each time the trigger is pulled, one bullet is fired.

Aimed: +3 to strike
Burst: +1 to strike
+1 to strike at levels 4, 7, 10, and 14.
Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
Time to Reload: One magazine/clip takes one melee action to reload.

Harpoon/Speargun:

Use of undersea spear launching guns. Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end (2D6 S. D.C.) or with an explosive head (4D6 M.D.).

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 2, 4, 7, 10, and 15.

Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: One spear can be loaded per melee action.

Paired Weapons:

Revolver & Pistol: This is a special skill that costs two skill selections and cannot be chosen as a secondary skill. With this skill the character can draw and shoot two handguns simultaneously at the same target, inflicting full damage from both weapons, but counts as one melee attack!

In alternative, the two-gun attack can be divided between two different targets visible to the shooter and within his range of peripheral vision. The divided attack counts as one simultaneous melee action against two different foes. The shooter must roll two separate times to hit each target (roll to strike for each) and the bonuses to strike are reduced by half. Note: Parrying is not possible when two handguns are being used as paired weapons, but the character can dodge (which typically uses up one of his attacks) and counter by shooting.

Paired Weapons: Swashbuckler:

This is a special skill that costs two skill selections and cannot be chose as a secondary skill. With this skill the character can wield a one-handed melee weapon in one hand while firing a one-

handed ranged weapon with the other.

The character can:

Fire the ranged weapon and parry with the melee weapon simultaneously.

Do simultaneous attacks against one target. Both weapons hit as one attack and the defender can only parry the melee weapon (however, the defender can still dodge).

Divide attacks between two different targets visible to the character and within the range of peripheral vision. The divided attack counts as one simultaneous melee action against two different foes. The character must roll two separate times to hit each target (roll to strike for each) and the bonuses to strike are reduced by half. The ranged attack is considered an aimed shot, but at half normal bonuses.

Quick-Draw:

Handguns & Rifles: This is a special initiative bonus. The full bonus applies only to the use of handguns (i.e. Derringers, revolvers and pistols), reduce by half when using rifles (any kind) and shotguns. Not applicable to the use of rail guns, artillery, explosives, hand grenades, power armor, or weapons built into vehicles (no bonus).

Option 1: Only applies at the beginning of a melee. If the character does not win initiative, they can not draw and fire their weapon one attack..

Option 2: Unless they win initiative at the beginning of a melee, any quick draw attack is done without any bonuses.

Revolver:

Use of revolvers.

Aimed: +4 to strike

Burst: +1 to strike

+1 to strike at levels 4, 7, 10, and 14.

Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: A speed-loader takes one melee action to reload. Hand loading takes one melee round (15 seconds) to reload.

Sharpshooting: Modern:

Any Man of Arms O.C.C. can select the W.P. Sharpshooting skill. However, they have to sacrifice two "other" skill selections for each W.P. Sharpshooting skill. Sharpshooting is not available as a secondary skill. The character must have first spent one skill selection on a desired W.P. skill before the Sharpshooting skill can be selected. Once the W.P. weapon type has been selected, the sharpshooting skill can be added to it at cost of two "other" skill selections. The Sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon. Remember, each individual W.P. skill requires the selection of separate sharpshooting skill if the character wants to be a specialist in that weapon. Just because a character is a sharp shooter with an energy rifle doesn't mean he is a sharpshooter with an automatic rifle, revolver, energy pistols, or any other weapon. The sharpshooting skill can be combined with all the modern weapon proficiencies, except Black Powder Grenades, Black Powder Heavy, Artillery, Flamethrower, Grenade, Grenade Launcher, Infantry Missiles, Machine Gun, Mortar, Torpedo, Vehicle Mounted Weapons, and Heavy Energy Weapons.

* W.P. Sharpshooting Bonuses: +2 to strike with Aimed Shot and +1 with Bursts. All bonuses are in addition to the conventional W.P. bonuses.

* The Bonus Attack: +1 additional shooting melee attack when using that specific weapon for the entire melee round. Add one attack with that weapon at levels 4, 8, and 12.

Trick Shooting:

Any Man of Arms O.C.C. can pick one trick when the W.P. Trick Shooting skill is selected. Selecting Trick Shooting more than once can be used to gain additional tricks.

- 1) Can fire a traditional two-handed weapon, like a rifle, one handed.
- 2) Can shoot over his shoulder by holding up a mirror and aiming at his reflection.
- 3) Accurately shoot while riding a horse or moving vehicle (normally a wild shot), but strike bonuses are halved and a called shot is impossible.
- 4) Shoot accurately while standing on head or hanging upside down; all bonuses applicable.
- 5) Roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties; straight roll of the dice.
- 6) Ricochet shot, can bounce bullets, arrows, sling bullets, and other fired projectiles (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target (inflicts only one point of damage to the first surface and full damage to the second). This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot.

Shotgun:

All types of pump, breech-loading, semi-automatic, and fully automatic shotguns.

Aimed: +3 to strike
 Burst: -1 to strike for a three round short burst (semi-auto). For characters with P.S. <20, fully auto bursts are -2 to strike for each shot after the first in a cumulative manner, so shot number two is -2, shot number three -4, shot number four -6, and so on. Characters with P.S. >20 are -2 to strike on long bursts and -4 to strike on full melee bursts. Characters with P.S.>28 , Extraordinary, Superhuman or Supernatural P.S.>20 can fire with only a -1 to strike on bursts. +1 to strike at levels 4, 7, 10, and 14.
 Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
 Pump: Can fire 2-6 rounds before needing to be reloaded. Each shot counts as one melee attack. It takes two melee actions to reload.
 Breech-Load: Single Barrel shotguns can fire one round . Double barrel shotguns can fire one or both rounds simultaneously (the latter doing double damage). A single or double blast counts as one melee attack. It takes two melee actions to reload
 Semi-Auto: Can fire single shots or short bursts (only). Clip magazine has 6-8 shots, a drum magazine has 12-20 rounds. Magazines take one melee action to reload.
 Fully Auto: Very rare and can only be used by a gunman with a P.S. of 20 or greater, otherwise the recoil is overwhelming, plus the character is likely to be staggered, with a 01-40% chance of being knocked off his feet. Clip magazine has 8 shots, a drum magazine has 20 rounds.

Submachine Gun:

Use of machine guns that fire pistol ammunition, machine pistols, and personal defense weapons.

Aimed: +3 to strike
 Burst: +1 to strike
 +1 to strike at levels 4, 7, 10, and 14.
 Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
 Time to Reload: One magazine/clip takes one melee action to reload.

Artillery:

Covers all vehicle sized cannons and howitzers, as well as vehicle mounted missile weapons.

Assault Rifle:

Automatic rifles.
 Aimed: +3 to strike
 Burst: +1 to strike
 +1 to strike at levels 4, 7, 10, and 14.
 Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.
 Time to Reload: One magazine/clip takes one melee action to reload.

Flamethrower:

A modern weapon proficiency (obviously), the flamethrower is designed to project flame over an area. They can mow down the opposition, and be used to deny an area with flames. Flamethrowers are sometimes found turret-mounted on vehicles. A flamethrower is a good fear weapon. Nobody wants to get burnt. As such, a flamethrower in the hands of a character with this skill has an effective Horror Factor of 10. Bonuses to strike are as per modern weapon proficiencies, but aimed shots are impossible.
 Special Rule: Flamethrowers inflict damage regardless of body armor, unless the armor is fully environmental and sealed. Otherwise the flames lick exposed flesh and body armor alike,

inflicting half damage to the wearer and half to the armor.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 2, 6, and 14.

Rate Of Fire: All fire-based weapons can fire but once per melee round. Because of the stream of fire, the attack is always Shooting Wild, Short Burst/One Target or Shooting Wild, Long Burst Spray.

Time to Reload: Small flamethrowers (and held or small, improvised versions) take one melee to reload if grabbing another canister of fuel. Large, portable flamethrowers take 1D4 minutes to reload by replacing fuel cannisters. Both versions take several minutes (2D6 for a small tank, 1D4x10 for a large tank) to refill. Vehicle mounted flamethrowers take 2D6 minutes to swap fuel cells and 1D6x10 minutes to refill.

Grenade:

Think just anyone can chuck a grenade? If your answer is yes, then you might want to think again. Sure, tossing a grenade takes all the intelligence of your average chimpanzee. Figuring out when to throw the grenade is another matter. First off not all grenades are fitted with the same delay rate. Some have a five second delay, some three seconds, some can be adjusted to a variable rate.

There's even some Soviet grenades that have a zero delay, they go off as soon as you pull the pin!

Unlike most weapons, the Strike roll for a grenade must be a six or better to Strike. Successfully Dodging a grenade does not escape it altogether, just enough to take half damage. Everyone else in range of an exploding grenade also takes half damage. NOTE: Anyone can Roll with Punch/Fall/Impact to further reduce the damage from a grenade attack (half

damage to direct target, quarter damage to everyone in blast radius).

Grenade Throwing: The maximum range for throwing most grenades is 10 feet (3m) for every point of P.S., so a character with a P.S. of 15 can throw a grenade 150 feet. NOTE: Maximum throwing range for Extraordinary P.S. is 20 feet (6m) for every point of P.S., Superhuman P.S. is 30 feet (9m), and Supernatural P.S. is 40 feet (12m).

Grenade Launcher:

Any device, including certain rifle models, that fire grenades.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 3, 7, and 11.

Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: One grenade can be loaded per melee attack/action.

Infantry Missiles:

Includes most small hand held missiles and missile type anti-tank and surface-to-air missile weapons.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 4, 7, 10, and 14.

Rate Of Fire: Varies from missile launcher to missile launcher, typically one missile per melee. With multi-tube missile launchers (i.e. the M202 used by the US Army, a four shot, 66mm HEAT weapon) or futuristic missile launchers with magazines or cylinders (i.e. the Coalition CTT-M20 Missile Rifle), use the individual weapon description to determine rate of fire.

Time to Reload: Takes one melee round (15 seconds) to reload.

Machine Gun:

Any device which shoots large amounts of bullets.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 4, 7, 10, and 14.

Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: One magazine/clip takes one melee action to reload (when applicable). Belts require two melee attacks to reload, however this can be divided among two people to effectively load the machine-gun in half the time.

Mortar:

These are man portable artillery weapons that consist of a tube and small self-propelled bombs that shoot out of the tube.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 4, 7, 10, and 14.

Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: One mortar shell can be loaded in one melee attack/action.

Torpedo:

Use of submarine torpedo. Maintenance and a keen understanding of a torpedo's speed, range, trajectory, and most effective use.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 2, 6, and 12. +1 to strike with depth charge at level four.

Vehicle Mounted Weapons:

Includes grenade launchers, light, medium, and heavy machine guns. This also includes such weapons as tank guns, self-propelled artillery, missile launchers, and shipboard guns.

Aimed: +3 to strike

Burst: +1 to strike

+1 to strike at levels 4, 7, 10, and 14.

Rate Of Fire: Four Aimed shots at level one, with one additional attack gained at levels 4, 9, and 14.

Time to Reload: As per weapon type, see individual weapon proficiencies.

16. Creating Martial Arts Styles

By Kuseru

For several years I have received requests about aspects of creating martial art styles, primarily for N&S, but for other Palladium systems as well.

Originally, I used Lee Casebolt's guidelines with some modifications, but after creating several styles of my own, as well as being asked to look over other people's styles (not too mention doing indepth reviews of N&S' system and martial arts), I've developed points that address almost all areas of creating a martial art. Most of these have already been seen by people at one time or another, I just thought I'd clean them up and present them in a clear and orderly fashion that makes it even easier for people to create martial arts.

Before we get into the nuts and bolts of creating a martial art, there's a few things the creator should decide upon.

N&S uses many terms to describe martial arts, including Hard, Soft, Internal, External, Exclusive, non-Exclusive, Primary, Secondary, and Form (and from the looks of things, I'll be writing a glossary to clarify all of these). All of these terms mean something in creating the martial art, as they do affect all of the areas of that martial art, from Character Bonuses to

Why Study that martial art. The creator also needs to keep in mind when creating a style, Name of the style and Country of Origin of the style. Let's go over these in turn.

NOTE: Aside from this guideline, it is mandatory to keep a copy of N&S and Mystic China (when available) open and ready for use when creating a style (possibly with Rifter #3 for it's Mystic China conversions and Grappling Rules, but NONE of the other Rifters with martial arts!). Exceptions occur in the case of creating styles for other systems, where the main rule book (or, in the case of Rifts, rule books) ready for your use. The most important areas to keep track of are the Hand to Hand Combat section and the Martial Arts/Hand to Hand descriptions (in other systems, the hand to hand descriptions will be found (typically) at the end of the Hand to Hand Combat section) N&S users will also find the Martial Art Power section handy. The Hand to Hand Combat section will give you quite a bit of information on how the different moves and modifiers work, as well as how hand to hand combat itself works (don't overlook the Resolving Hand to Hand Combat section, as it often contains notes about how the moves and modifiers work that aren't listed in the term descriptions). Also, be aware of the differences between systems when creating styles, each system does have some differences in how hand to hand combat works.

Naming Your Style

I prefer to start with the name of the style, this let's me do two things, get a feel for the style through the name, and keeping clear exactly which style I'm working on (especially important if you

don't do everything at the same time, or it takes several days to iron out the details). The name is important, and will be repeated at least a few times throughout the entry for the style. A couple of things to keep in mind for the style. Foreign (i.e. names that aren't in english) names should use one romanization throughout the style, typically this will be the same as the name used at the top. Also, whenever possible, a translation and/or alternate romanizations of the style should be listed. However, do not use the translation as the name of the style. You add more depth to the style if you use it's proper name and provide a translation in the description text. In N&S, both name and translation are often provided for the name of the style, I find this a bit clunky myself, not too mention space consuming. You'll also see the names of styles in N&S and Mystic China entirely in caps (as well as bold and a larger font size), if you want to put the name in caps, go for it, but it's not required, as long as proper capitalization is used (bold codes and the larger font size are highly recommended though, the font size will be two sizes larger than the rest of your text, i.e. if you use 12 pitch, the name should be in 14 pitch, if you use 10 pitch, the name should be in 12 pitch).

Country of Origin

Country of Origin often goes directly in hand with the name of the style (besides, it often tells you which language(s) the style should know). While it doesn't necessarily have to be listed in it's own little stat entry, the country of origin should at least be mentioned in the description of the style.

Style Identifiers

Exclusive or non-Exclusive type of style. I usually find this to be either the final detail, based on how the style turned out, or the very second thing I determine. An Exclusive style will tend to be more powerful (i.e. has more powers, moves, and bonuses) than a non-Exclusive style. It also helps you determine two things. The Skill Cost and whether or not the style can be taken as a Secondary style (which becomes important when creating other styles).

Hard, Soft, Internal, and External. All of these terms help describe how the style works. In addition, I add two new terms to the melting pot to help define it further; Passive and Aggressive. Hard and Soft simply determine the primary type of motions used in the style. Soft styles use circular deflecting movements, while Hard styles use straight, muscular movements. Internal and External simply describe the focus of these styles. Internal styles focus on spiritual and mental training, External styles focus on improving the body. These two will determine your martial art powers (for the most part) as well as your number of attacks. Lastly we have Passive and Aggressive, they simply denote how active the style is. Passive styles tend to be less active (consequently having less attacks and combat moves), while Aggressive styles tend to be more active, with more attacks and combat moves.

Style Format

Now that you've covered the basics of the style, you get to work on the nuts and bolts. First off, it's preferred that you use a standardized format for your style (even though N&S does not always adhere to it). This does two things, first

it lets you know where everything goes, second it tells other people exactly where to find the relevant information.

Here is the standard format for N&S-style martial arts:

NAME (in paranthesis will be listed either one of two things, the translation of the name or whether or not the style is Exclusive.)

Entrance Requirements:

Skill Cost:

DESCRIPTION OF THE STYLE

Costume:

Stance:

CHARACTER BONUSES

This will also have a standard format:

Add +# to attribute/S.D.C./Chi

Double Normal Chi (it will always be written this way)

COMBAT SKILLS

Attacks per Melee:

Escape Moves:

Attack Moves:

Basic Defense Moves:

Advanced Defense Moves:

Hand Attacks:

Foot Attacks:

Jumping Foot Attacks:

Special Attacks:

Holds/Locks:

Weapon Kata:

Modifiers to Attacks:

SPECIAL KATA: If the style has one (or more), this is where they go.

SKILLS INCLUDED IN TRAINING

Martial Art Powers:

Languages:

Cultural:

Physical:

Survival:

Temple:

Weapon Proficiencies:

Philosophical Training:

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: X Style (# Years) is the standard format for this section.

LEVEL ADVANCEMENT BONUSES

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

10th:

11th:

12th:

13th:

14th:

15th:

Why Study (NAME)?

Note the use of bold codes throughout the standard format. These bold codes SHOULD be used to distinguish the different areas of the style and to make the style easily readable.

Not all of these blocks have to be filled in however, and occasionally you will see other skill categories listed that aren't in the above format. Skills will also often only be listed for which skills the style has, as this cuts down on wasted space, I recommend doing so.

Conversely, some Combat Move categories will not be present when that style doesn't have access to anything from that category, however I DO NOT recommend leaving the Combat Move categories out if the style doesn't have access to anything from that category. Instead it should be listed with the entry 'None.' This does two things, one it keeps everything in the same format,

preventing anyone from asking if that category is missing on purpose or on accident. Two, it tells the reader exactly what combat moves the style has available.

Style Mechanics

Now we can start filling in some of these stat blocks. You should already have a name for the style, so put it at the top and at the bottom in the Why Study section. If the country of origin already gave you your style's language(s), you can fill this information in as well.

Overall though, you'll want to work top to bottom. This makes things a lot easier to do in the long run, though you'll often find yourself going back up to fix or change some detail.

Entrance Requirements

So the first block after name to fill in is the Entrance Requirements block. There are four major areas to consider here. The first is Alignment restrictions, which, for N&S includes Honorable and Dishonorable disciplines. Second are the Attribute Requirements. There are two forms of attribute requirements, required and recommended. Required attributes are minimum levels needed to study that style, before the bonuses from that style are added in! (Though skill bonuses not gained from the style would be allowable.) Recommended attributes are suggested minimums needed to study that style, but not mandatory. Next is whether or not the style is open to one sex or both sexes. Last (and mostly for other systems) are any racial and or class limitations on who can select the style. Remember though, Entrance Requirements are not mandatory.

Skill Cost

Next comes the Skill Cost of the style. For N&S games, this will always be the number years of study needed for that style. This will typically be presented as a number of years, with the number of years to learn it as a Secondary style listed in parentheses. Remember, Exclusive styles cannot be taken as Secondary styles, so they will NOT have a Secondary time listed. For other games, this will be the number of skill slots the style costs to learn, for martial art styles, this is typically three skill slots (total).

Style Description

Now comes one of the harder parts of creating the style, the Description of the style. For non-N&S styles this is not strictly mandatory, though it does help the reader understand your style better, as well as making the overall style presentation look better. I like to break this section down into three paragraphs myself. The first details the history and origin of the style and includes such things as translations of the name, alternate spellings of the name, country of origin of the style, originator/creator of the style, when the style was created, and how the style came about. The second paragraph should be a written description of the style, including such things as types of movements (often including names of these techniques), philosophy of the style, training methods of the style, important focuses of the style, and preferred combat method of the style. This paragraph will be the meat and bones of your style creation, as anything that shows up later (including combat moves, character bonuses, skills, martial art powers, and level advancement bonuses) should be justified by this paragraph. The last

paragraph will present information on how and where students can learn this style, including location of instruction, current instructors (if known), whether or not the style is common, any types of restrictions on learning the style and so forth. Again, this is often one of the hardest sections of the style to complete, as you may have some idea of what particular moves or abilities you want in the style and need to work the description to match, as well as lack of research sources for the style limiting what information you can provide. Do your best.

NOTE on style of writing: There are several common problematical elements that often first rear their ugly heads in the Description block. First are numbers. When writing numbers, the numbers from zero to ten are typically spelled out (often this goes from zero to twenty). Numbers higher than ten (or twenty) can be written as numbers (i.e. 22). When doing a long sequence of numbers, where numbers higher than ten appear, you can write the numbers from zero to ten as numbers (i.e. 2, 5, 7, 14, 25, etc.). Now for stat purposes, there are some exceptions, typically when you write out level advancements (which doesn't occur as much in the martial art itself, but does for O.C.C.s, martial art powers, and the like), you can skip writing the numbers out as words, even if the notation does not go above tenth level (i.e. something gained at levels 2, 3, 5, and 9). Of course with Ordinal numbers (i.e. first, second, third, and so forth), they should be written out instead of listed as 12th, 15th, etc. Again, this does not apply to stat block entries of level advancement bonuses, or the level advancement bonuses themselves. Another common error is misspelled words. I'm not talking

about those super huge words that everyone has trouble spelling, but the simple ones that often appear as typos, such as 'dose' for 'does'. Another problem in this area is having a correctly spelled word, that is used wrongly, these words include to/too/two, their/they're/there, and the like. Just be aware of these problems and seek to correct them. One last note, one of the most common misspelled words in a martial art style is 'practitioner', be on the lookout for this bad boy. Now some people may wonder why anyone should care about these little details. Well, the truth is, that in addition to making your statements clearer and help in getting your point across, they simply look more professional. No one wants to read a martial art style that looks like it was created by a three year old with a crayon (laugh now, I've seen so many presentations like this that it isn't even funny anymore). Another important thing to keep in mind is to avoid using house-brewed abbreviations, acronyms and words. This makes it difficult for others to understand you and slows them down.

Costume

Next is Costume. This will be the typical outfit that style practitioners wear. There are many different martial art costumes out there. Kung Fu outfits are typically two piece silk outfits, consisting of loose pants and a front-buttoning jacket (typically with high collars and long or short sleeves). They also have silk belts or sashes that denote rank as well as soft, almost slippered shoes. Kung Fu outfits (It would really help if I could get a name for Kung Fu outfits, especially the different types) typically come in one or two colors, occasionally with another color used as trim. Traditional Chinese

gowns are also often worn. Karate Uniforms (Okinawan or Japanese) are typically solid white, cotton weave outfits consisting of a jacket and pants called Do-gi. These are tied with a colored belt that denotes rank (to some degree). Do-Gi are typically worn without shoes or socks, though occasionally tabi (split-toed socks) are worn. Korean Dobok are similar to Karate Do-Gi. Judo and Jujutsu practitioners wear a heavier, padded version of the Do-gi. Kendo and some Kenjutsu practitioners wear Hakama, a type of split skirt, typically dark blue in color. They also wear a standard do-gi style top with a keikogi jacket over that. These practitioners also wear tabi and may or may not wear other foot wear. When engaged in full strike practice, they also wear a form of bamboo fencing armor called Bogu, consisting of suneate (shoulder guards), men (face mask), kote (arm guards), do (chest protector), and tare (waist protector), also worn under the men is the hachimaki, a cloth wrapped like a turban that pads the head and keeps the hair secured. Sumo wrestlers often wear a loin cloth called a Mawashi, made of heavy silk approximately ten yards long by two feet wide, it is folded in six parts and then wrapped around the waist from four to seven times depending on the girth of the wrestler. There are ornamental strings (mae-tate-mitsu) hanging from the front of the mawashi, made from silk stiffened with glue. These are typically discarded when they become detached as they frequently do in the course of a match. Higher ranking wrestlers (the top two divisions) will wear a kesho-mawashi, or ceremonial apron during the dohyo-iri or ring entering ceremony. The Yokozuna themselves will also wear, over their kesho-mawashi, a massive

braided hemp rope weighing from 25 to 35 pounds tied in a bow at the back and ornamented in the front with strips of paper hanging in zigzag patterns (these are Shinto paper charms). The rank of a sumotori determines the style in which his long hair is dressed (mage). The style worn by juryo and maku-uchi is the more elaborate and is called the o-icho-mage after the ginko leaf which the mage is supposed to resemble. The lower ranks wear the chon-mage, a plainer style tied with paper strings. Thai boxers typically wear light boxing gloves, trunks, and foot wrappings, occasionally adding a Kruan Rang, a bright, buddhist wrapping worn on the upper arm and the Monkon, a brightly colored headband which identifies the teacher. In addition, many practitioners may wear Buddhist, Taoist, or Shinto monk's robes. Ninja did not particularly have a costume, however popular fiction has given them a costume similar to the outfit worn by scene shifters and stage hands in Japanese plays (typically Noh, bunraku, and the like). This outfit is typically black (though available in other colors, and often reversible) and consists of loose pants, a jacket, hand gauntlets, tabi socks, double belt, leg ties, separate leg and arm pieces, and quilted groin and body protector and a two-part hood. It is also often reinforced with chain mail jackets and leggings, chain mail guards for the wrists, hands and neck along with a metal chin guard and a metal headband (happuri). Other outfits include the standard western fencing outfit as well as street clothes, armor, and many other outfits. Note, a costume is not necessary for the style, though the entry should still be presented (usually with the words 'none').

Stance

Well, with the somewhat intensive costume section finished, we move on to another difficult part of creating a martial art, the Stance. A style doesn't necessarily have to have a stance, but it does add flavor and depth to the style. N&S and Mystic China both give good guidelines for how stances should be written.

Character Bonuses

Now for the Character Bonuses. As discussed earlier, these should be reflected (somewhat) by the style's description. Some things to keep in mind for Character Bonuses. Attribute bonuses should total no more than five or so, discounting Speed bonuses, which aren't that important. S.D.C./Chi bonuses should total around 20 or less. If you have a Chi multiplier, an S.D.C. bonus is **STRONGLY** discouraged. Typically Exclusive styles will have six or seven bonuses and non-Exclusive styles having four or five bonuses, exclusive of Speed, S.D.C. and Chi bonuses.

Combat Moves

Next we come to Combat Moves, this section is fairly intensive and will be broken down into several sections.

Attacks per melee.

First off, totally passive, internal styles should start with one attack per melee, with very few (1D4-1 (no lower than one) works well to determine) additional number of attacks. Internal, yet more aggressive styles should start with two attacks (1D6 is a good guideline for additional number of attacks). Styles that are a mixture of internal and external should start with three attacks (again using 1D6 or even 1D4+2 to determine additional number of attacks). External,

but not overly aggressive styles should start with four attacks (here again you can use 1D4+2 to determine additional attacks). Extremely aggressive external styles should start with five attacks and gain up to seven more (I recommend 1D6+1 for additional number of attacks). Assassin, Rogue, or otherwise covert styles should start with two to four attacks, I personally recommend two or three at level one with an additional two at level two...this would be most applicable to styles like Ninjutsu, Triad Assassin, perhaps one of the Tiger Styles of Kung Fu, Drunken Style, or any style with access to Arts of Invisibility, where stealth and sneaking rather than direct confrontation are implied.

Total number of combat moves.

This is the total number of moves, exclusive of number of attacks per melee, but including modifiers to attack. A detailed study shows us that number of combat moves averages 26-27, with a range of 20-30 being fairly common. Note, Exclusive styles should be on the high end of this while non-Exclusive styles should be on the low end. Another area of note is hand attacks, foot attacks, and holds/locks. Typically these are limited to roughly four different methods, though some styles have more, and many styles have less. When looking at a style that combines grappling and striking moves, I recommend using 4/4/4 as a base guideline, increasing one area means decreasing another area to the same degree (i.e. a style with six grappling moves could have three hand and three foot attacks, two hand and four foot attacks, or four foot and two hand attacks). Another thing to consider for converting Real Life martial arts is that while you may want to give the style

every single move that it has in real life, this isn't possible. Try to keep it balanced by providing the most common moves available to the style. I also like the inclusion of new moves and powers, create new ones (remembering to keep the addition of new combat moves within the overall guideline for total number of combat moves), but use N&S as a guideline for how these should work and how powerful they are. The Inclusion of Weapon Katas should limit the amount of hand attacks, kick attacks, and grappling moves. Likewise, styles with lots of striking attacks will have few grappling moves and vice-versa.

Breakdown of the common combat moves available to styles and what category they fall under (which in the case of moves, is often several categories).

Escape Moves:

Back Flip, Handstand, Impact Sponge, Leap, Maintain Balance, Roll with Punch/Fall/Impact, Somersault, Turn with Punch/Fall/Impact.

Attack Moves:

Back Flip, Cartwheel, Forward Spin, Handstand, Leap, Roll, Somersault, Stagger.

Basic Defense Moves:

Automatic Parry, Backward Turn, Dodge, Entangle, Parry.

Advanced Defense Moves:

Automatic Dodge, Automatic Roll, Back Flip, Breakfall, Chum, Circular Parry, Combination Parry/Attack, Combination Parry/Lock, Combination Parry/Throw, Combination Parry/Hold, Disarm, Multiple Dodge, Power

Block/Parry/Claw, Power Block/Parry, Spinning Evasion.

Hand Attacks:

Back Fist, Backhand, Bear Slap, Black Tiger Claw Strike, Chuk, Claw Hand, Crane Fist, Double-Fist Punch, Double-Knuckle Fist, Duo-Claw Strike, Duo-Knuckle Strike, Eagle Claw Hand, Fingertip Attack, Fore-Knuckle Fist, Gou Strike, Hammer Fist, Hammer Strike, Haymaker, Hook, Jab, Knife Hand, Knife Hand Knock-Out, Lau, Negative Gou, One-Fingertip Attack, Overhead Fore-Knuckle Fist, Palm Strike, Palm Strike/Palm Spike, Pistol Whip, Power Punch, Punch (Human Fist), Punch/Spur Punch, Push Open Hand, Rake Fist, Ridge Hand, Rotary Palm Strike, Roundhouse Strike, Spear Hand, Spinning Fist, Two Palm Push, Uppercut.

Foot Attacks:

Axe Kick, Backward Sweep, Crescent Kick, Drop Kick, Kick Attack, Knee Snap/Knee Spike, Power Kick, Reverse Turning Kick, Roundhouse Kick, Shin Kick, Snap Kick, Snap Kick/Snap Spike, Sweep Kick, Tripping/Leg Hook, Tripping/Leg Hook/Leg Spur, Wheel Kick.

Jumping Foot Attacks:

Flying Reverse Spinning Kick, Flying Jump Kick, Flying Reverse Turn Kick, Jump Kick.

Special Attacks:

Automatic Body Flip/Throw, Bite, Body Block/Tackle, Body Flip/Throw, Butjapgo Chagi, Choke, Clothesline, Combination Lock/Parry, Combination Grab/Kick(1), Combination Grab/Head Bash, Combination Grab/Slash, Combination Strike/Parry, Combination

Grab/Kick(2), Combination Hand Hold/Strike, Combination Hold/Parry, Critical Body Flip/Throw, Crush/Squeeze, Death Blow, Double-gore, Ear Box, Elbow, Elbow/Elbow Spike, Flying Head Butt, Flying Leap Attack, Forearm, Gore, Gou Combination, Grab Attack, Headbutt, Knee, Leap Attack, Neck Crank, One-Hand Choke, Paralysis Attack, Pin/Incapacitate, Roll/Knockdown, Shoulder Ram, Sticky Hands, Suplex. Note: Combination Grab/Kick(1) is the standard Combination Grab/Kick as described in N&S. Combination Grab/Kick (2) is as described in the Fong Ngan (Phoenix Eye) Kung Fu description (page 90 of the revised edition).

Holds/Locks:

Arm Hold, Leg Hold, Body Hold, Neck Hold, Automatic Hold, Ankle Lock, Arm Lock, Automatic Lock, Body Lock, Elbow Lock, Finger Lock, Full Nelson, Knee Lock, Wrist Lock, Neck Hold/Choke, Gou Grip, Tsai Grip.

Weapon Kata:

Any general W.P. category or specific weapon W.P. can be listed. Unless the W.P. is completely new (and given that there are differences between systems) a specific weapon uses the general W.P. category for bonuses. For completely new W.P.s/weapons, the description and bonuses can be listed either here, or in the skills section. It is open to debate whether or not Weapon Katas should be included as Weapon Proficiencies under skills (in addition to being listed here), use your judgement. Note that weapon proficiencies can also be gained exclusive of weapon katas (which means the style teaches that weapon, but does not teach how to incorporate it into the style). Many systems are often

weaponless and don't use weapon katas at all, for those situations, list 'none' in his space.

A list of the known Weapon Kata includes; W.P. "Eighteen" Staff, W.P. Automatic Pistol, W.P. Axe, W.P. Axe - Paired, W.P. Blunt - Paired, W.P. Blunt: Uses White Jade Fan, W.P. Blunt, W.P. Bo Staff, W.P. Bokken, W.P. Bow, W.P. broadswords, W.P. broadswords(PAIRED), W.P. Butterfly Swords (Paired), W.P. Chain - Paired, W.P. Chain, W.P. Chain Whip, W.P. Claws, W.P. Club (Stick) & W.P. Paired, W.P. Crossbow, W.P. cudgels, W.P. Dagger (also includes knives, etc.), W.P. Dagger, W.P. daggers, W.P. Daisho--Paired, W.P. Demon Suit, W.P. Fan, W.P. For All Paired Weapons, W.P. For All Ancient Weapons (with a +1 bonus to strike), W.P. Forked, W.P. Forked - Paired, W.P. Handcuff (application of W.P. Handcuff allows the character to apply handcuffs to any opponent he has in a Wrist, Elbow or Finger Lock at the cost of one attack; if he already has handcuffs in his hand, then it costs no actions to snap handcuffs onto the opponent after the Lock has succeeded), W.P. hooks(PAIRED), W.P. Knife, W.P. Knife (Special! This represents a straight-razor used in the toes; full bonuses apply to using the weapon in the feet, but may not be used to parry; W.P. Knife must be taken as a separate skill if the character wishes to be able to use a knife normally), W.P. Knife - Paired, W.P. Knives - Paired (Special, see below), W.P. Knives--Paired, W.P. Kusari-Gama, W.P. Kyoketsu-Shoge, W.P. Large Sword, W.P. Large Sword (favors the Chien double-edged, straight-blade long sword), W.P. Large Sword - Paired, W.P. Manriki-Gusari, W.P. meteor hammers, W.P. Naginata, W.P. nine-section whips, W.P. Ninja Sword,

W.P. Nunchaku, W.P. Nunchaku 2 levels higher than the character's current level (1st level martial artist would start at level 3), W.P. Nunchaku--Paired, W.P. Pa-Kua Lance, W.P. Pair Weapons: Uses White Jade Fan--Paired, W.P. Paired Large Sword & Knife, W.P. Paired Fans, W.P. Paired (in all these weapons, and in any combination), W.P. Paired Short Sword & Knife, W.P. Paired Short Sword & Axe, W.P. Paired Short Sword & Whip, W.P. Polearm, W.P. Pun Gung Bi, W.P. rope darts, W.P. Sabre, W.P. Sai (Paired) 2 levels higher than the character's current level (1st level martial artist would start at level 3), W.P. Sai--Paired, W.P. scimitars, W.P. Short Blunt & W.P. Paired, W.P. Short Blunt, W.P. Short Stick, W.P. Short Sword: Willow Leaf Double Swords--Paired, W.P. Short Sword - Paired, W.P. Short Sword, W.P. Short Sword (also Paired), W.P. Skirt (see below), W.P. Small Thrown Weapons, W.P. Spear: Pa-Kua Lance, W.P. Spear at 2 levels higher than the character's current level (1st level martial artist would start with W.P. Spear at level 3), W.P. Spear, W.P. spears, W.P. Spring Sword, W.P. Staff, W.P. Staff (Shikomi-Zue: Hidden Blade Staff), W.P. Straight Sword, W.P. sword, W.P. sword plus whip (PAIRED), W.P. Sword, W.P. Sword--Katana, W.P. Sword--Wakizashi, W.P. Swords - Paired 2 levels higher than the character's current level (1st level martial artist would start at level 3), W.P. swords(PAIRED), W.P. three sectional staffs, W.P. Three-Direction Knife, W.P. Throw, W.P. Trident, W.P. Whip (usually used with Gieh Bian or Chain Whip), W.P. Whip, W.P. whips(PAIRED), W.P. White Jade Fan, W.P. White Jade Fan - Paired, and W.P. Willow Leaf Double Swords (Paired).

Modifiers to Attacks: Blunt Impact, Critical Strike, Critical Strike from the Rear or from Behind, Fake Attack, Hook at Eyes, Knockdown, Knock-out/Stun, Knock-out/Stun from the Rear or from Behind, Pull Punch, Weapon Tap.

New Combat Skills: When creating new combat skills, place them in the appropriate category or categories, listing the detail explanation in parentheses after it's (first) placement. Remember (even if it is in the above list), if it's not described in N&S and/or MC, write the description out. That includes martial arts from other systems, the Rifter, and off the PMAN.

Note: The most commonly occurring combat moves are dodge, parry, auto parry, Strike (punch), Kick, Pull Punch, Critical Strike, Knockout/Stun, and Critical Strike from Behind.

Note: There has been some debate about reworking these categories. For Hand and Foot Attacks, it has been suggested that Arm and Leg attacks replace these, moving such strikes as Elbow, Forearm, and Knee out of the Special Attacks category, and into these categories. Likewise, it has been suggested that Holds/Locks be changed to Grappling Moves, moving Body Flip/Throws, Body Block/Tackles, Pin/Incapacitate, and other Special Attacks to the new category. Until we see a revision of N&S that does this sensible move, I recommend keeping the standard categories as they are.

Martial Art Powers

Martial Art Powers and the style. This is also a difficult section to do, though keeping some simple things in mind will help you develop your style. When

determining what Martial Art Power categories should be made available, I consider Body Hardening, Martial Art Techniques and Special Katas to be the most common. Arts of Invisibility should only be made available to styles which have a devoted interest in stealth. Atemi, Chi Mastery, and Zenjorike should not all be present in one style, and are usually limited to the more mental styles which stress less physical development (I usually allow one of these 'mental' Martial Art Powers to be selected at level 14 or 15 for martial arts which stress some mental development).

Determining the Number of Martial Art Powers

Martial art powers should reflect whether or not the style is internal or external. Typically internal styles will have access to Arts of Invisibility, Atemi, Chi Mastery, and/or Zenjorike. I personally recommend no more than two of these categories, with the possibility of gaining one or two from a third category. External styles will concentrate on Body Hardening, Atemi, Martial Art Techniques, and Special Katas, and will typically have access to three of the four areas. Occasionally internal styles or external styles will have access to one or two martial art powers from another area, but these will be limited to access to higher levels for the most part. Occasionally you may see access to one additional area at lower levels, but this will reduce the number of areas that the styles typically selects from (i.e an internal style might have access to Chi Mastery and Martial Art Techniques, perhaps with Zenjorike being gained at higher levels.). The total number of categories that the style can select from should be limited to five at the maximum. In these cases, they style

will typically have access to one power from one category and two to three from the other four.

The total number of powers should also be limited, the average is roughly seven or eight, with some styles having as many as ten and others being limited to only four. A quick guideline is, internal passive styles only receiving up to ten martial art powers from the primary internal categories (Invisibility, Atemi, Chi Mastery, and Zenjorike), with more active passive styles receiving eight (with only two or three of the internal categories, and possibly one external category). External styles will typically have seven martial art powers from the primary external categories (Atemi, Body Hardening, Martial Art Techniques, and Special Kata) with maybe one or two internal powers being available at high level. Aggressive styles typically have access to four or five martial art powers from the primary external categories, with the slim possibility of having access to one internal power. Keep in mind that more attacks and/or more combat moves will lower the number of martial art powers available. For instance, passive, internal styles will typically have one attack and three to four martial art powers, whereas aggressive, external styles will have four to five attacks and one to two (sometimes three) martial art powers. Another thing of note is that Exclusive styles will typically start with three to four martial art powers, where as non-Exclusive styles will typically start with one to two (three in the case of passive internal styles with very few combat moves and one attack to start). Whether or not to allow martial art powers to be traded on one for one basis, for basic skill programs is up to the creator, for

some styles, the martial art powers are very important, others less so.

New Martial Art Powers

New Martial Art Powers created for that style. This is an ambiguous area, as creating martial art powers is often more difficult than creating a martial art. Some things to keep in mind are listing which category of martial art powers the power falls under, the name, description, and bonuses/effects. Refer to the martial art power categories in N&S and Mystic China for notes on what makes these powers different. For creating an entirely new category, good luck, it's hard to do.

Skills

Next we go into skills. Skills is an area that often receives little attention when creating a style. At the very least I recommend the language of the country or region the style is from and a philosophical training (though not every style will have one). Cultural skills (1D4) are more prominent in internal styles, whereas Physical, Weapon, and Survival skills (typically 1D4, though weapons usually range around 1D8 or even 1D10 in some styles devoted to weapons) are more present in external styles. Overall I recommend no more than four to eight skills on average, with Exclusive styles falling in the high end of that.

Learning Other Styles

Now we can move on to learning other styles if this style is known. First off, remember that Exclusive styles will NOT have a time listed for being learned as a Secondary style. Along with that, other styles will not (typically, though this does occasionally pop up erroneously) list Exclusive styles as being learned faster. The easiest way to

do this is to pick a style similar to the one you are creating and determine whether or not your style would take longer or shorter to learn. Use your own judgement. For determining the secondary learning cost, typically reduce the total number of years by 1/3 or even 1/2. For choosing other styles that your style can learn in a quicker time (remembering that Exclusive styles cannot be selected), pick styles that are close in philosophy to your style, with an eye toward the region of the style first, and it's relation second (for instance, if you are creating a Chinese style, look at other chinese styles before trying to find similar Japanese or Korean styles). To determine the quicker learning time for these styles, apply the numbers used above (1/3 and 1/2) to the Secondary cost for that style (not the Primary cost). I typically find that this works best with a one or two year reduction on that styles' secondary cost. Try to keep the number of other styles that can be learned between three and five, don't worry about making it easier to learn every similar style in the world easier to learn for your style.

Level Advancement Bonuses

Level Advancement bonuses are one of the hardest things to figure, I usually take the nearest equivalent and then modify it to reflect the specifics of the style. Ensuring that the bonuses are spread out enough to not bunch up can take some effort (cut and paste, I love thee). I also try to limit the acquisition of new Martial Art Powers to typically three or four, however some martial arts require more Martial Art Powers to reflect development within the art. In this case, I usually limit the combat bonuses.

Death Blow is usually limited to higher levels, especially if you are increasing the Death Blow range (i.e. Death Blow on a Natural 19 or 20) and should be limited to no more than Death Blow on a Natural 19 or 20 (some extreme cases could result in a Death Blow on a Natural 18 or higher, but this should be extremely rare and the martial art will have fewer Martial Art Powers and other combat bonuses in addition to being Exclusive and is required to be both Primary and Secondary Martial Art). Remember, Special Attacks like Death Blows and Knockout/Stun REQUIRE a Natural, unmodified roll to succeed. If you've given your style either of these combat moves, the level advancement bonuses MUST have Natural Numbers for these moves listed in them. Critical Strike always occurs on a Natural 20, so this does not need to be listed in the level advancement bonuses. However, Critical Strikes with improved Natural Number range, and Critical Strikes from Behind DO NEED to be listed in the Level Advancement Bonuses. Also, when doing modifiers, most styles will not have better natural numbers than 18+, especially Death Blow. Internal styles should typically be limited to 19+ or 20, with external styles making up the majority of 18+ modifiers (Death Blow should be limited to 20, if available at all, for internal styles, and 19+ for external styles (more aggressive or assassin oriented styles should take a look at having Death Blows of 18+ but these should only be available at very high levels, typically tenth or better!). For Level Advancement Bonuses, the each area that receives bonuses should be capped, while some styles have huge bonuses (up to +12 easily), these are very rare and most styles should not have them. A good cap for one (or two)

combat moves that the style specializes in is +8, with other areas of study averaging in the +3, +4, and +5 range. Areas that are minimally studied should be capped at no more than +2, typically +1. For each level of advancement, a total of around +5 in bonuses per level is the high end of average; +3 is closer to the mark. Say, a +2 to parry/dodge, and a +1 to disarm. Or +1 to Maintain Balance, and +2 to Damage. You get the idea.

At each level of advancement, additional attacks per melee, martial arts powers, or improved critical strikes/ko's/death blows should be the sole bonus, or accompanied by at most a +1 or +2 bonus to some combat move.

The overall number of bonuses should not exceed +25 for internal, passive styles, +28 for external, active styles, with Exclusive styles being capped at +30 and +35 respectively.

Initiative and Pull Punch bonuses. Since N&S does very little to take these into account, perhaps it would be wise to include them. I suggest a total of +3 to Initiative for external, very aggressive styles, with the average being +2 for somewhat less aggressive, external styles. Internal styles should be limited to +1 to Initiative at the most. On the other hand, I feel that for Pull Punch, the opposite bonus range should be used, especially in the case of relatively aggressive internal styles (which should have a +3, possibly even higher). While external styles should be limited to no more than +2 to Pull Punch (these styles typically concentrate on doing damage, not limiting it).

Why Study Your Style

Lastly, we have another difficult area. The Why Study that style. Due to its difficulty, if you can't come up with one,

don't worry about it. If you want to try to come up with one I can only recommend two things. The first is a simple one sentence restatement of the second paragraph of the description (see above). The second is a humorous or witty comment about studying the style (i.e. "Because it kicks butt, duh!").

Conclusion

Well, there it is, the Guidelines for creating a martial art. Cleaned up and broken down into sections for ease of viewing, I hope it helps.

Quickie Styles of Martial Arts

For those of you who prefer more specific styles than Hand to Hand: Martial Arts, without the high cost of full version of a style.

Martial Artist OCCs and quickie martial arts: I recommend allowing double the normal selection if these versions are studied.

Multiple Styles and quickie martial arts: Hell yes, unlike standard Hand to Hand Combat skills, a character should be able to learn as many of these as they want. The only restrictions being that they must be able to learn Hand to Hand: Martial Arts, and that they must pay the same cost (three skills) for each selection. I can't however, recommend making these available for Secondary skills or skill slots, simply because "Secondary Skills are those learned and developed on one's own through observation, practice, and self-education."

Several styles shouldn't have quickie versions available, Triad Assassin Training comes to mind, since it's little better than Hand to Hand Assassin with

guns. Other possibilities include "Exclusive" styles, however I prefer to see that on a case by case basis, Sumo, Tien Hsueh, Hsien Hsia, and Pao Chih, with Ba Gua, Bak Mei, and Hsing-I being possibilities, for example should not have a quickie form, but other exclusive forms should, such as Aikido, Hwarang-do, Wu Shu, and Wing Chun. Of course, then there's the two whacked Exclusive styles, Ninjutsu and Thai Boxing. Both of these should have quickie versions, with Ninjutsu having a quickie form of 'Taijutsu' and Thai Boxing having something between the full version and the sport skill (of course that raises the question of martial arts as sport skills as well as quickie forms).

Entrance Requirements: I recommend keeping these as is.

Skill Cost: These should be really low compared to the full blown versions, I recommend one fourth the time listed, possibly one third.

Character Bonuses: I recommend that these either not be included, or cut in half (i.e. half the bonus listed for the full version and/or only half the bonuses available).

Combat Moves: Special style-only available attacks and moves. These should not be available in most cases. In the cases where you feel they are needed (Taido as a possible instance), make them Level Advancement Bonuses (LABs).

Attacks Per Melee: I recommend keeping this roughly the same, especially since most styles start off with two attacks. In the case of one attack to start, that should be used in stead. For three,

four, and five attacks, I recommend one or two to start, with the remainder available at second level. a 'quickie' style should NEVER have more attacks than the full style.

Escape Moves: Except for Roll with Punch/Fall/Impact (which should be an initial move known), I recommend these only as level advancement bonuses.

Attack Moves: I recommend these only as level advancement bonuses.

Basic Defensive Moves: The main three (Dodge, Parry, and Auto Parry...when they are available to the style) should always be part of the initial moves known. Other basic defenses should be added as level advancement bonuses.

Advanced Defenses: These should not be available, if you do want to include them, I recommend them as only high level advancement bonuses.

Hand Attacks: The character should start out with at least Strike (Punch) (If available), and possibly only one other hand attack. Later hand attacks can be learned as LABs.

Basic Foot Attacks: The character should start with at least Kick attack (if available), possibly one more foot attack. Later foot attacks can be learned as LABs.

Jumping Foot Attacks: Jump Kick should be available (when known by the style) as a LAB, other attacks should not be available.

Special Attacks: Only available as LABs.

Holds/Locks: Unless the style is predominantly a grappling style (such as Sumo or Jujutsu), these should only be available as LABs. When the style is a predominately grappling style, they should know at least two of the moves available. Also, grappling styles should definitely be limited to only one hand and one foot attack (typically Strike (Punch) and Kick attack) if they start with grappling moves.

Weapon Katas: For styles with only one or two Weapon Kata selections available, I recommend one weapon kata, as a level advancement bonus. For styles with three or more Weapon Katas available, I recommend starting with one, then adding an additional one (for styles with three or four Weapon Katas) or two (for styles with five or more) Weapon Katas being available as Level Advancement Bonuses. Eighteen Weapons Kung Fu and Moo Gi Gong (of the main book styles) are special cases. In the case of Moo Gi Gong, it should receive all weapon katas available to the full style. Eighteen Weapons Kung Fu should start with four of the eighteen weapon katas, then receive an additional weapon kata for each level advancement bonus after first. All styles receiving more than one Weapon Kata should allow the quickie version student to pick which weapon kata(s) they wish to learn from those available (with Eighteen Weapons Kung Fu, all the basic Weapon Katas must be chosen, with only four of the paired weapon versions being learned (I recommend these be the last four Weapon Katas available to the style).

Modifiers to Attack: Keep in mind the basics (Pull Punch, Critical Strike, and KO/Stun) as starting moves, other

moves, or increased bonuses should be available as LABs. (Remember, with special attacks or modifiers requiring natural hit numbers, keep them lower than the full blown version, or at least equal to.)

Martial Art Powers: These should not be available. If you do want them available, I recommend at most, keep them equal in number to the starting martial art powers of the full blown version, and make them level advancement bonuses.

Skills Included in Training: These should not be included. However the character should try to acquire these skills to complement the style. So, let's look at Choy Li Fut: First off, there's going to be a few areas where the quickie version won't be able to match the full blown version. Such things as hand to hand attacks and beginning bonuses come to mind. Of course, there are a few ways around this.

One, ignore the fact that someone who takes a quickie form will have more attacks at higher levels than someone starting with Choy Li Fut.

Two, use low level bonuses from the full blown version to create your high level bonuses for the quickie version (i.e. the first five full blown level advancement bonuses could be the last five quickie level advancement bonuses).

Now, let's look at the basic set up for Choy Li Fut Starts with 2 attacks, several character bonuses, and 24 combat moves.

Well, since the quickie artist isn't going to be as good as the full blown artist, I suggest a quick breakdown and

elimination of the combat moves. First let's limit the quickie form's starting combat moves to ten, with five additional ones gained as level advancement bonuses, this will give the character 15 of the 24 combat moves.

Roll with Punch/Fall/Impact

Dodge

Parry

Automatic Parry

Strike (Punch)

Snap Kick

Pull Punch

Knock-Out Stun

Critical Strike

--These are pretty standard and common to most hand to hand styles, so they should be the basic selection (Note: As Choy Li Fut does NOT have the standard kick attack, they start out with Snap Kick instead).

Now for our last beginning selection. This is a bit difficult since several of the combat moves should be reserved for level advancement bonuses, or not included at all (I recommend that all style special attacks be removed from selection, this helps give the full blown students a bigger advantage over quickie students). So, let's remove Overhead Fore-Knuckle Strike, Uppercut, and Roundhouse Strikes from selection. Leap, and Critical Strike from Rear (possibly KO/Stun as well) should be level advancement bonuses. I'm opposed to offering Circular Parry at all as well.

This leaves us with Fore-Knuckle Fist, Backhand, Tripping/Leg Hook, Elbow, Forearm, and the four W.P. katas to choose from. Personally, I recommend the selection of one of the W.P.s since this does seem to be a somewhat weapon using style. For simplicity sake, let's take the first W.P. on the list, W.P. Spear (Pa-Kua Lance).

So now we've got our ten basic moves down. Next (before level advancement bonuses), let's decide how many attacks we want to start with. In keeping this simple, I recommend starting with two attacks (in this case, some styles would only start with one, others could possibly start with three). Now, to keep increased number of attacks from level advancement bonuses (LABs) simple, I recommend using the LAB attacks from hand to hand martial arts (in some cases, where other styles start with more attacks, I might recommend Hand to Hand Assassin be used instead).

So now we know where to start

Choy Li Fut (Quickie version)

Attacks: 2

Basic Moves: Roll with Punch/Fall/Impact, Dodge, Parry, Automatic Parry, Strike (Punch), Snap Kick, Pull Punch, Knock-Out Stun, Critical Strike, and W.P. Spear (Pa Kua Lance).

Level Advancement Bonuses: (Note this becomes a bit trickier)

1st: Critical Strike on a Natural 20, KO/Stun on a Natural 20, +1 to Parry/Dodge

2nd: +1 Attack Per Melee

3rd: Gains Trip/Leg Hook

4th: +2 to Roll with Punch/Fall/Impact

5th: +1 to Strike

6th: +1 Attack Per Melee, Gains Elbow Attack

7th: +2 to Damage

8th: +1 to Parry/Dodge

9th: +1 Attack Per Melee, Gains Leap Attack

10th: +2 to Roll with Punch/Fall/Impact, +2 to Parry/Dodge, +2 to Leap (add 4ft distance)

11th: +1 to Strike, +1 to Damage

12th: Gains Critical Strike from behind

13th: +1 Attack Per Melee
14th: +2 to Leap (add 4ft distance)
15th: Gains W.P. Short Sword (Willow Leaf Double Swords)--Paired, +2 to damage, Critical Strike on a Natural 18, 19, or 20

So our totals become;

Attacks: 6
Strike: +2
Parry/Dodge: +4
Roll with Punch/Fall/Impact: +4
Leap: +4 (add 8 feet to distance)
Damage: +5
Ko/Stun on a Natural 20
Critical on a Natural 18+
New Moves: Trip/Leg Hook, Elbow, Critical Strike From Behind, Leap, and W.P. Short Sword (Willow Leaf Double Swords)--Paired

Now, I bet you're wondering how I arrived at all these bonuses and such. Simple really. I started by adding in the attack level bonuses from hand to hand martial arts. Next I figured where I wanted the additional five combat moves. Well, since there are five combat moves, basic math shows us that five goes into fifteen three times, hence a new combat move every third level. Ok, since I included certain combat moves as part of the initial start process, I added their numbers to the first level bonuses. Moving on, I decided to take my earlier advice and use the first five level advancement bonuses from the full version as the last five level advancement bonuses. However, there is a definite difference, we've already put in attacks and new moves, also, we don't want the character to have access to martial art powers, and we've already used some of those bonuses as part of our first level bonuses, so the end result is what you see. Lastly, I still had some

gaps and other areas that needed stuff (though which moves should be gained where was my priority, given the bonuses that appeared so far, I found where I needed to put some of the moves...no problem), well, since we're using this to replace hand to hand martial arts, I thought I'd check out those bonuses. By reducing some, I was able to come up with my remaining bonuses. Of course, you could easily alter these bonuses as you see fit, moving some around or even changing some of the numbers. But I like to keep things simple. This is basically Hand to Hand Martial Arts (Choy Li Fut), so I went with it. However, other martial arts have somewhat different set-ups. Ninjutsu and Monkey Style are more darker type styles, so using bonuses from Hand to Hand Assassin may be more appropriate. Wu Shu, Tae Kwon Do and Kyokushinkai Karate are sort of military/combat oriented, so Hand to Hand Expert or even Commando might provide the bonuses. Lee Kwan Choo and Aikido are fairly passive, so perhaps Hand to Hand Basic bonuses. Remember these are only used for bonus guidelines so you can still change or move them around as you see fit.

17. Organizations

SpyWorks Inc

Dirty Tricks, and Special Gadgets for the Spy about town.

SpyWorks Inc, a relatively new company on the global espionage stage. Like most good things in the industry their origins are cloaked in mystery, but common thought is that SpyWorks was created by budget cuts to the CIA, which resulted in the corporatisation of their

equipment manufacturing and maintenance division.

This suggestion as to its origin, has left some terrorist and Iron curtain espionage agencies to avoid this company, but sales to western agents and agencies are becoming more popular.

SpyWorks Sales Policy

All purchases are to be made in cash or goods. Information will be given a cash price based on its value.

SpyWorks guarantees all their goods are in working order when shipped, but takes no responsibility for use or misuse of their goods in the field, and will even deny knowledge of any product, and any purchaser of said product.

All purchases must be paid in cash, Euro, Pounds Sterling, Swiss Francs, and US Dollars are all accepted as well as gold Bullion. Reputable stable governments can arrange accounts with SpyWorks. Government accounts are restricted to 60 day accounts, payable in gold bullion, Pounds Sterling and US Dollars, to be agreed upon when the account is first negotiated.

Delivery:

Delivery can be made to any major city in the world within 3 days of receiving the order. Custom products will have to wait until the product is ready for shipping, but will be delivered upon completion.

Delivery is to be made to a designated safe house, and delivery agents are not to be placed at risk. If Agents are placed at risk, further deliveries to that agency will be suspended until proper explanations, apologies and hazard payments are made.

Delivery can also be made via Private courier service, or postal service for smaller items, delivered in the United

States by UPS, or across the world by the various postal services*.

*According to various postal laws and import restrictions, some products may not be able to be shipped via this method.

Gadgets

Traveller Mobile Phone

This phone can resemble any number of modern mobile phones, and even has their features. But extra electronics are packed within. Enhancements include a multichannel radio (5 mile range), with the frequency being inputted on the number pad. A digital camera is also fitted into the machine, with a 20 shot internal memory. These photos can also be immediately uplinked through the phone to any computer system, for immediate analysis. Additionally the phone is fitted with a dosimeter, radar detector, and fitted out to scan for listening devices.

For a mobile phone, it packs the works. Cost: \$7500

For an additional \$2,000 dollars any phone could be fitted with a GPS display, Gyrocompass and Homing beacon.

MIB Sunglasses

The MIB sunglasses are sunglasses designed for the professional operative. The contain a flash filter, for protection against bright lights and flashes. HUD on the class. Additionally the ear pieces contain small speakers and the nose rest contains a microphone. Additionally the arm contains a micro video camera.

These systems receive power and transmission from a unit the size of a deck of playing cards, that is connected by a wire to the glasses. This wire is flesh coloured, and designed to look unobtrusive.

Cost: \$10,000

Diamond Glasses

The Diamond Glasses are intended for assassins, and other specialists. The arms of the glasses contain diamond blades for cutting thorough glass, or stabbing victims. The glasses themselves can be pulled apart revealing a fine garrotte wire. The glasses will inflict 1D6+2 when used as a stabbing or slashing weapon.

Cost: \$120

Watcher Cuff Links

The Watcher Cuff Links are designed for the surveillance specialists, and contains a miniature two way radio. Comes with a 36hr internal battery (rechargeable). In the field it makes a great little radio set, that backup agents can easily monitor.

Cost: \$300

Surprise Cuff Links

The standard explosive cuff link package. 3D6 SDC damage, 2ft blast radius.

Cost: \$35

Monitor Cuff Links

A companion to the Watcher Cufflink, this small devices has a build in multi-frequency bug detector and Jammer.

Cost: \$550

Pen Knife

The Pen looks like a ordinary ball point pen, but when quarter turned, and the end click 3 times, a stainless steel spike will stick out the writing end. This blade (1D6 SDC damage), can be used for thrusting attacks. Ideal for pinning a opponent thorough the hand, or taking out a eye. Additionally it is insulated, so you can use it to destroy live electrical circuits.

Cost: \$30

Multi Pick Pens

The Multi-pick looks like a ordinary ball point pen and can actually write, but concealed inside the barrel are a variety of hi-tensile picks. The clip actually contains a tension bar, so you have a full lock picking kit in one easy to hide container.

Cost: \$150

.45 Series Pen

The .45 series of pens gets its name from the most common pen in the series.

These pens are gun pens, made of reinforced metal, with a end cap made of light plastic. They are available in a variety of pistol calibre's, from .22 to .45 cal, and even .357 magnum rounds.

Range is lousy, a mere 15 feet with any accuracy, but are useful in self defence and obtaining surprise. Firing is simple, the clip is the trigger. Reloading is simple, but will take 1 melee round to load as the pen has to be unscrewed, the empty casing is then dropped out and a new round put in.

Cost: \$300 each

Spray Pen

These pens contain a simple pressure spray, and can pump out a variety of liquids, or aerosols, from acids, to chemical sprays, and poison gas.

Reloading can be done by opening the pen, and putting the small cylinder of liquid in it.

Cost: \$250

Monitor Pen

The Monitor is the perfect pen for surveillance, and eaves dropping. The barrel of then pen contains a homing beacon, a short range radio transmitter, as well as a solid state mini digital

recorder (speech activated, to maximise recording time) capable of recording 10 minutes of speech. To make sure the features of the pen cannot be accidentally turned on or off, the device can be remote operated. generally a matching pen contains the controls. Uses: A agent could carry the pen into a meeting and record the conversation, or plant the pen of a subject, recording, or transmitting anything said in his vicinity, and using the homing beacon to track the person.

Range is limited to a mere 500 feet.

Cost: \$500

Stealth Pen

The Stealth Pen is perfect for copying documents. The barrel of the pen contains a miniature camera, and uses cut down film. Not suited for range photography, but perfect for snapping shots of documents. Operation is simple, simply unscrew the lower half of the barrel. and click the end to take a photo. When screwed together, clicking the end will retract and extend the pen. Comes with a 24 exposure microfilm.

Cost: \$400

Microfilm costs \$20 a roll.

Health hazard

The health hazard is a disguised grenade. One side of the packet is full depth allowing normal cigarettes to be used. The other side of the packet though contains a grenade, covered with false cigarettes. To activate, pull out the corner cigarette activating the 5 second fuse, and throw. 5D6 SDC damage, 10 foot blast radius.

Cost: \$100

Gatherer

The gatherer is for the intelligence operative, and is useful in all sorts of

situations. The Cigarette packet is like the health hazard, will all functions being located on one side of the packet, with a false layer of cigarettes.

Operation of each of these is done thorough certain of the fake cigarettes (lift up to activate). Features include a Short Range Radio (5 mile range), homing beacon, a digital camera (20 shots) and audio recorder (30 minutes).

Cost: \$900

MicroBug

The microbug is a small electronic bug with a 24hr battery built into the filter of a normal cigarette. The cigarette can be smoked normally, and when lit, the heat of the cigarette and the smoke activates the bug. This is the perfect bug to leave in a ash tray.

Cost: 500

Sleeper

The Toxin Cigarette is another heat activated cigarette. The filter is treated with a special liquid, that when heated releases a sleep inducing toxin that is inhaled direct into the victims mouth. The sleep toxin is tasteless and odourless. The smoker must save vs non-lethal poison or fall asleep for 1D6 hours. If the smoker saves, they will be drowsy for 1 hour (-2 to all rolls, concentration is impossible, and skills are at -15%).

Cost: \$100

Slug

The Slug cigarette brings new meaning to smoking being a health hazard. Located in the cigarette is a a single fire projectile. The trigger for this dart is located in the filter, so all that has to be done to fire it is to squeeze hard or bite down on it. The dart does 1D4 damage with a 20foot effective range. Optionally

the use can treat the dart with poison or other toxins.

Cost: \$40

Gas

The Gas Cigarette is a heat activated smoke bomb, light and very shortly a small room (office/lift etc) will be filled with smoke. Ideal for those quick escapes.

Cost: \$25

Boomer

The Boomer is a cigarette designed to really interfere with the smokers health. Contained within the cigarette is a heat activated explosive device. Damage is 2D6 damage to a 2 foot areas, but if it is being smoked/held it will do double damage to the holder.

Cost: \$30

Zip+ Lighter

The Zip+ is a single shot min-flame thrower that functions as a ordinary cigarette lighter. It does 4D10 damage with a 40 foot effective range.

Cost: \$150

Monitor Lighter

The monitor is a basic two way radio, with built in recorder (30 minute). It is also capable of working as a normal lighter.

Cost: \$200

Imager Lighter

The Imager is a mini document camera with a 24 exposure film built in (disposable). It also works as a normal lighter.

Cost: \$200

Gas Lighter

The Gas lighter contains two gas chambers, with the flame adjust

controlling which chamber is accessed. The first chamber contains standard lighter fuel, while the second chamber can contain other gases. The second gas chamber ships empty and can be filled with whatever gas you want.

Cost: \$80

Boomer Lighter

The Boomer is another functioning lighter, but is actually another min-explosive device, with variable countdown of 5 seconds, 10 seconds, 30 seconds, and 1 minute. It does 3D6 damage, to a 3 foot area.

Cost: \$50

Memo-Swipes

Introducing Memo-Swipes, a compact electronic device that can be set only once in the field, and having many uses. Memo-Swipes are designed to look like various credit cards, and magnetic swipe cards available on the market, but with one additional feature. When shipped the swipe cards are blank. But when placed back to back against a encoded swipe card like a credit card or other swipe card, and the small notch in the card depressed it will make a copy of the magnetic strip on the back of the card. This copy is perfect in every way, and can be used in place of the original card. Once encoded the card cannot be reencoded. When ordering please state which cards you wish duplicated (include nationality, bank, brand etc) or left blank.

Cost: \$2,000 USD for 10 cards (minimum purchase) 10\$ discount for purchase of 1000 or more.

Multi-Store Foam/Gel

The Multstor takes the standard can, and modifies it to be used as a storage container. Fitting a section of the can

with a small cylinder, the can can still be used to store shaving foam or gel. To open just insert a pin through the spray nozzle, and press the button. The bottom of the can will then open allowing the contents to be revealed.

Cost: \$150 per can, please state brand or can size when ordering.

Boom Gel

Boom Gel is a gelatinous explosive mixture, for those who like shaving with a bang. the explosive charge is only small, but useful for opening locks. (a palmful does 2D6 SDC damage).

Cost: \$200 per can

Quick Gel

Quick Gel is a fast setting gel, that sets within seconds of exposure to air. Useful for blocking bents, glueing microphones in place and other assorted tasks.

Cost: \$80 per can

Boom Gel and Quick Gel is also available in toothpaste contains for 1/2 price.

Shaving Grenade

The Shaving Grenade, is a large capacity grenade, using a plastic explosive propellant. Coming with a 5 second delay normally. 2D4x10 SDC, 15ft blast radius.

Cost: \$90 each

Shower Bombs

Shower Bombs are small explosive grenades, disguised to look like the little shampoo and conditioner containers available from many hotels and motels. Use is simple, unscrew the lid, and pull the pin out. Generally comes with a 5 second delay.

The explosion is localised with a 2 foot blast radius, and does 1D4x10 SDC.

Cost: \$150 each

Toothbrush Dagger

The toothbrush contains a ceramic blade in the handle, with a quick action the outer sheathe can be removed revealing the dagger.

Cost: \$15, available in a variety of colours.

Radio Toothbrush

The Radio Toothbrush is actually a short range two way radio concealed in the head of the brush. The handle containing the battery and aerial. The radio only has a range of 1 or two miles, but can be used to trigger remote explosives.

Frequencies can be adjusted for different radio purposes by turning a small screw using a pin (can be broken off from the brush, and looks like a flaw in the toothbrush (cracked)).

Cost: \$130

Pick Comb

The Pick Comb, is a normal comb, but the comb can be pulled to pieces to provide 2 full sets of lock picks, and tortion bars.

Cost: \$80

Brush Gun

This is a full sized hair brush, but fitted out with a single barrel .22 pistol.

Useful for self defense purposes.

Cost: \$210

The Ballistic Brolly

This design based on the classic British Umbrella issued to British Secret Service Operatives.

Available in basic black only, the Ballistic Brolly is capable of keeping the rain and small arms fire away. To do this the Fabric of the Umbrella has been

replaced with a high tensile kevlar composite material.

When deployed the Umbrella provides the User with AR: 12 SDC: 50.

If using the rules from the Compendium of Modern Weapons it could be considered Class IIA Body armour with no impact damage.

Cost:

Single Umbrella: \$2,500 US\$

Bulk Orders over 20 will receive a 10% discount.

Can be delivered via international courier, or postal service.

The Ballistic Broly can be fitted with handle/shaft accessories.

Mary Poppins

This Umbrella is your typical folding style umbrella, and comes equipped with wide vanes. The Mary Poppins does come in a variety of different fabric covers and styles.

The Main focus of the Mary Poppins is a rotor system that will enable the umbrella to be turned into a basic helicopter able to lift 200 pounds. A battery pack in the handle will provide enough power for 5 minutes of flight. Maximum speed is restricted to 20 miles per hour.

To use simply press the stud to open the umbrella, once open, remove the fabric covering. Press the second stud. This will start the electric motor. The vanes on the umbrella will then release concealed vanes, making rotors which are 6ft across. Steering is accomplished through the use of body weight.

The wrist strap comes on a extended cord, so the strap can be used to hold one foot. A small strap can hold the wrist during flight.

Recharging can be accomplished by simply using the supplied charging pack.

Cost:

Single Mary Poppins: \$30,000 US\$

Bulk Orders receive 10% discount

Optional: The Helicopter system can be fitted to standard umbrella (non folding).

In this case the ankle strap is not provided, a telescoping shaft is provided, allowing the users foot to rest on the umbrella's handle.

The Dart

Dart modified Umbrellas are modified so they can fire a dart of some description. All Darts are fired using pneumatic pressure and no gunpowder is required. Idea for airports, courtrooms, and on planes.

Dart modified umbrellas ship with 30 darts each plus design schematics for manufacturing compatible ammunition for the umbrella.

When ordering please state pneumatic method - compressed air cylinder, or pump action.

The dart can be fitted to all style umbrellas, please specify the style of the umbrella when ordering.

Cost:

Single Dart: \$200 US\$

Bulk orders receive 20% discount

Additional Ammunition can be purchased for \$100 per 100 darts, no discount for bulk orders.

Pneumatic Spike

The Pneumatic Spike is a close in weapon designed for assignation and self defence tasks. Then activated a long spike (6 inches) emerges from the tip of the umbrella and locks into place.

Damage is 1D6+2. the Spike if used for assignation can be fired into a target by placing the point of the umbrella against the target and activating it. The Force of the spike in this instance will do triple damage.

A second button on the umbrella will release the pneumatic pressure allowing the spike to be retracted.

Cost:

Single Pneumatic Spike: \$150 US\$

Bulk orders receive 20% Discount

Cannon

The Cannon modification is only applicable to long shaft umbrellas, and consists of modifying the shaft to have a concealed rifle barrel. When Ordering please state what calibre you wish the umbrella to fire. Single shot only.

Cannon style umbrellas can be fitted with a built in silence for pistol calibre's only.

Cost:

Pistol Calibre's: \$500 US\$

Rifle Calibre's: \$1200 US\$

Bulk orders receive 5% discount

Multi Com

The Multi-com modification is to the handle of the umbrella only. this feature combines the following units into the umbrella handle - Satellite Phone, Cellular Phone, Long and Short Range Radio receivers and transmitters. When an antenna is required the umbrella will require to be opened.

Cost:

Basic Multi-Com: \$1300 US\$

Hands Free Kit: \$45 US\$

Spare Batteries (24hr charge): \$60 US\$

Bulk orders get 10% discount.

Basic Transmitter

Ideal for radio signalling, and remote detonation of explosives, this system can be fitted to any umbrella including the Mary Poppins.

Cost: \$100

Bulk purchases get 30% discount.

SpyWorks Classic Digital

The Spyworks digital, one of the most comprehensive watches on the market for the espionage agent. To prevent enemy agents knowing that you are wearing a SpyWorks watch, the watch itself comes in a variety of different styles from the el-cheepo \$10 watch found in markets, to very expensive models.

Classic Digital Watch Features:

Magnetic Compass

Fully Functioning Stopwatch

Alarm

Radio Alarm (when the alarm goes off it activates a radio signal 5 mile radius - ideal for remote detonation of explosives).

Geiger Counter

Pressure/Depth Indicator

Fully waterproof, and can operate underwater.

Cost: \$35,000 USD for a single watch (please specify model emulated)

Bulk orders will receive a 5% discount

SpyWorks Classic Analogue

The Classic Analogue is designed with lots of nifty features packed into classic style analogue watch, designed for the spy with style.

Features

All the features of the Classic Digital Watch plus

Great Style and Class.

Cost: \$40,000 USD for a single watch (please specify model emulated)

Bulk orders will receive a 5% discount.

Trail Blazer

A watch designed for hunters, travellers, and agents in remote locations. This watch is designed on a rugged frame, and though not designed for standard roles this watch is still popular.

Features

Magnetic Compass

Fully Featured Stopwatch
Digital Voice Recorder (5 minute - memo capacity)
Two Way Radio with extendible aerial and ear piece (20 mile range)
Radio Alarm (20 mile range)
Knife Clasp (the clasp on the watch strap can double as a knife to cut bonds etc. (1D4 SDC damage).
Cost: \$23,000 USD for both digital and analogue styles (please state model emulated).
Bulk Orders will receive 5% discount.

Monitor

The monitor is a surveillance experts dream watch. This watch is packed with all sorts of detection equipment to tack radio, radar microwave signals.
Features
Fully Featured Stopwatch
Two Way Radio with extendible aerial and ear piece (15 mile range)

16. Glossary

Glossary of Terms:

Aikido: A Japanese martial art.

Akido: Incorrect word for Aikido.

AoI: Abbreviation for Arts of Invisibility.

APM: Abbreviation for Attacks (or Actions) per Melee

Arts of Invisibility: One of the standard Martial Art Power categories available in N&S.

Atemi: One of the standard Martial Art Power categories available in N&S.

Radar, Microwave, Radio Location/Direction Finder.
Geiger Counter.
Cost: \$23,000 USD for both digital and analogue styles (please state model emulated)
Bulk Orders will receive 5% discount

Watcher

The Watcher is a communications watch for the field agent. Designed for those involved in surveillance work.

Features:

Digital Video Display and Transmitter (5 mile range)

The watch is a video relay unit, and can receive tv and video transmissions as well as audio transmissions.

The watch also has a micro video camera installed so two way video conferencing can be done.

Cost: \$26,000 USD (please state model)

Bulk Orders will receive 5% discount.

Attack/Action Per Melee: The number of actions or attacks that a character has in a 15 second (in-game) period.

Attack From Behind: A Sneak Attack performed on a target that cannot be defended against normally (some abilities and powers negate being unable to defend).

Automatic/Auto: A move or action that does not cost an Attack/Action Per Melee.

Automatic Dodge: A dodge that does not (except in N&S) cost an Attack/Action Per Melee to use.

Automatic Kick: Some Palladium games give an "Automatic Kick Attack" to the skills Gymnastics and/or Acrobatics, this does not denote no cost in attacks per melee.

Automatic Parry: The standard parry of most characters trained in hand to hand combat/martial arts, it does not cost an Attack/Action Per Melee.

BB/T: Abbreviation for Body Block/Tackle.

BF/T: Abbreviation for Body Flip/Throw.

BH (or BHE): Abbreviation for Body Hardening Exercises.
Body Hardening Exercise: A Martial Art Power used to increase a character's physical skills and attributes.

Body Block/Tackle: A type of combat move.

Body Flip/Throw: A type of combat move.

Cantonese: One of the common dialects of the Chinese language.

Chi Mastery (abilities): Martial Art Powers that manipulate Chi.

Chi Skill: Martial Art Powers that manipulate chi, that are not Chi Mastery Abilities. These are typically other Martial Art Powers that use chi in some way, such as Chi Zoshiki (Mystic Invisibility) and Zanshin.

Chi: Essentially the energy of life that flows through everyone and everything.

Chi Multiplier: A multiplier that typically doubles the chi of the character. If the character has more than one Chi Multiplier from two different styles, at the same level of advancement, they only receive one multiplier, not both.

Chuan Fa: Chinese for "Fist Way"

Combat Range: The distance hand to hand combat occurs at, there are three different combat ranges, grappling, combat, and long. Long Range should not be confused with Long-Range Attack.

Combination: A combat move that typically consists of two actions performed as one attack.

Critical: A particularly effective attack which does double (sometimes more) damage and typically requires a natural number to occur.

d#: Improper way of listing dice in Palladium games (i.e. 3d6).

D#: Proper way of listing dice in Palladium games (i.e. 3D6).

Discipline of Dishonor: A form of alignment (Miscreant or Diabolic) where the character misuses honor or scorns the whole concept.

Discipline of Honor: A form of alignment (Principled, Unprincipled, Scrupulous, or Aberrant) where the character has a strong sense of personal honor.

Disrupted Chi: Chi that has been changed by an outside force. This includes Dim Mak and Negative Chi attacks. Such characters will typically have zero or no Chi.

-Do: Japanese suffix for "way"

Dobok: Korean martial arts uniform, similar to the Japanese Do-gi.

Exclusive: Means that the martial art is only available as a Primary style.

External: Refers to schools or styles that work on improving the body.

Form: In N&S, martial arts are called forms. However, since Kata are also forms, this is a somewhat inaccurate usage, and the more correct 'style' is preferred.

Fukense: Another common Chinese dialect.

Game Master: The person who controls the "world" and runs the game.

Gi/Do-gi: Japanese/Okinawan martial arts uniform for karate.

GM: Abbreviation for Game Master.

Grappling Range: This is when character's are right on top of one another. Just about all attacks are possible, except for certain kicks.

Hand to Hand: A form of combat where the character's fight either unarmed or with melee weapons.

Hard: A style that uses straight, muscular movements.

Hepburn Romanization: The most common form of Japanese romanization.

Hiragana: Japanese phonetic characters, typically considered as a "cursive" script.

Hold: A combat move where the character attempts to grab and immobilize their opponent.

HtoH (also HtH, HTH, others):
Abbreviation for Hand to Hand.

Ideograms: Characters based on pictorial representations of the word or words.

Internal: A school or style that stresses mental and spiritual training.

-Jitsu: A Japanese suffix improperly used to represent -Jutsu.

Jui-jitsu: A common misspelling of the word jujutsu.

Jujutsu: A Japanese martial art.

-Jutsu: A Japanese suffix denoting "techniques", "art" or "method."

Kana: Combined name of both Katakana and Hiragana, the Japanese phonetic alphabets.

Kanji: Japanese name for Chinese ideograms.

Karate: "Empty Hand" A Japanese word describing a type of martial arts.

Kata: Style, type, pattern, form or prearranged motions, used as a beginning point from where countless variations emerge.

Katakana: Japanese phonetic characters, typically used for loan words and foreign words.

Katas: Improper pluralization of Kata.

Kempo: Old Hepburn Romanization of Kenpo, Japanese for Chuan Fa, or "Fist Way"

Kenpo: Modified Hepburn Romanization for the Japanese word for Chuan Fa.

Knockdown: The combat term for getting knocked down, falling, or getting knocked back dozens of yards/meters.

Knockout: A combat term where the victim is knocked unconscious.

KO: Abbreviation for Knockout.

KO/Stun: A combat term where the victim is either knocked unconscious or temporarily dazed.

Kung Fu: Chinese martial art.

Kunrei Romanization: Official romanization of Japanese, in Japan.

LAB: Abbreviation for Level Advancement Bonus.

Level Advancement Bonus: A bonus, or bonuses, gained as a character advances in level.

Lock: A combat move similar to a hold, except that the victim cannot escape unharmed when it is successfully applied. Also called Joint Lock.

Long Range Attack: An attack performed by using a weapon from a great distance. This is often a form of Sneak Attack.

Long Range: The farthest of the combat ranges. It means the opponents are roughly ten feet apart. Only Leap and Jumping attacks can be performed from this range. (Note: Missile weapons, and long reaching weapons such as spears and polearms can also be used from this range.)

Maintain Balance: A defense against knockdown, this combat move is considered an Escape Move.

Mandarin: The main Chinese dialect.

MAP: Abbreviation for Martial Art Power.

Martial Art Form: A style or kata of martial arts.

Martial Art Technique: A type of Martial Art power that includes secret and spectacular skills.

Martial Art Power: A special skill or ability that allows a practitioner of a martial art to do extraordinary things in combat.

Martial Art Skill: A term that appears, though is little defined in N&S. Martial Art Skill is completely interchangeable with Martial Art Power.

Martial Art Style: Any of several arts of combat and self-defense.

MAT: Abbreviation for Martial Art Techniques.

MC: Abbreviation for Mystic China.

Modified Hepburn Romanization: A form of Japanese romanization that appeared after 1983. The only change is the use of the 'n' character in Japanese, before the letter's 'b', 'p', and 'n'. Prior to 1983 words with this letter combination replaced the 'n' with an 'm'. After 1983, the 'n' remains the same.

Mystic China Sourcebook: They semi-mythical sourcebook hinted at in Mystic

China, Erick Wujcik has stated that he will eventually get around to writing it.

Mystic China: The one and only sourcebook for Ninjas & Superpies.

N&S: Correct abbreviation of Ninjas & Superspies.

N&SS, NaSS, nass, nss, NSS, NS&S: Incorrect abbreviations of Ninjas & Superspies.

Natural Roll: The result when rolling a twenty-sided die, before any bonuses or modifiers are added. Special attacks and modifiers to attack typically require a natural roll to succeed.

Natural 20: A 20 rolled on a D20 without any modifiers added.

Negative Chi: Also called Yin Chi, this is the opposite of Positive (Yang) Chi, which is typically found in all living creatures. Most creatures cannot heal themselves when possessing negative chi. Negative Chi is associated with the dead, darkness, and light of the moon.

Negative Chi Infection: A form of Chi Disruption, this is where the person is 'infected' with Negative Chi, typically as a result of Chi Combat.

Ninja: Semi-mythical Japanese class. Ninja were used as mercenaries, assassins, spies, counter-intelligence, and special operations troops. Ninja is correct for both singular and plural usage.

Ninjas & Superspies: Game of martial arts and espionage created by Erick Wujcik and published by Palladium Books.

Ninjas: Commonly seen incorrect pluralization of Ninja.

Ninjitsu: Common misspelling of Ninjutsu.

Ninjutsu: Japanese martial art of the ninja.

non-Exclusive: A style which can be taken as either a Primary or Secondary style.

P/I: Abbreviation for Pin/Incapacitate.

P.P.E. (Potential Psychic Energy): Mystical energy that exists in all living creatures that is the source of magic, not to be confused with Chi.

Paired Weapons: Weapons used in both hands, this also refers to a Weapon Proficiency for using paired weapons, and a hand to hand combat ability.

Pin/Incapacitate: A combat move where the attacker grapples the victim attempting to immobilize them.

Pinyin Romanization: One of the common forms of Chinese Romanization.

Positive Chi: Also called Yang Chi. Chi which powers living things and is usually associated with sunlight.

Primary: This is the first style chosen by a character. Exclusive styles can only be Primary styles, while non-Exclusive styles can be Primary or Secondary.

Rate of Fire: The number of attacks of a missile weapon, typically listed under the Weapon Proficiency for that weapon.

ROF: Abbreviation for Rate of Fire.

Romaji: Japanese words written using english characters.

Romanization: Words from other languages written using english characters.

Secondary: This can be any style or styles the character selects after selecting their initial style. Exclusive styles cannot be Secondary styles.

SK: Abbreviation for Special Kata.

Skill Cost: In N&S this term denotes the number of years studying a martial art style requires.

Sneak Attack: An attack from ambush that results in the ambusher getting initiative and the defender not being able to defend against the first attack of that melee round.

Soft: A style that uses circular deflecting movements.

Special Katas: Martial Art Powers that are essentially rigid dances or formalized routines.

Style: The preferred method of referring to a type of martial art.

Superspies: Spies that are somewhat better than in real life.

Superspy: A spy that is larger than life, through martial arts training, cybernetics, or skills.

TMF: Abbreviation for Transient Maneuvering Factor.

Transient Maneuvering Factor: Mentioned only in N&S, this vehicle

combat term is described fully in TMNT Guide to the Universe.

Two Attacks For Living: A somewhat dubiously regarded rule that exists in many Palladium games, where characters with a form of hand to hand combat miraculously gain two more attacks. It DOES NOT exist for N&S/MC style martial arts.

Wade-Giles Romanization: Another common form of Chinese Romanization.

Weapon Kata: A Special Kata that allows the bonuses from a Weapon Proficiency to be used with the bonuses from that martial art style.

Weapon Proficiency: A skill that teaches a character how to use a type of weapon.

WK : Abbreviation for Weapon Kata.

WP: Abbreviation for Weapon Proficiency. Also W.P.

Wujcik Romanization: The somewhat bizarre Chinese romanization Erick Wujcik uses in Mystic China and Ninjas & Superspies. It is a method simple to him that uses 'common and familiar' English versions of the word, combined with Chinese-sounding substitutes.

Zenjorike: The 'official' spelling of the Martial Art Power category created by Erick Wujcik to represent superpowers.

Zenjoriki: A commonly seen alternate spelling of Zenjorike.

Zero Chi: A condition where the character typically has neither positive or negative chi. Typically results from a

Dim Mak attack. Characters cannot heal with Zero Chi.

17. The Other Ultimate

Ninja

This last one I found on a site with no name and no author's name. Its kind of insane but I decided not to judge and included it anyway. It was so big I put it in its own section. I did my best to clean it up and make it legible, but only up to a point. Beyond that I just didn't care anymore.

Ultimate Ninja O.C.C.

Bonuses=+5 PS, +4 PP, +6 PE, +7 ME, +3 MA, +10 SPD, +2 IQ, +100

MDC/SDC/HPs, +2 to strike

BAREHANDED ONLY, +5 to dodge

ISP= MEx10 +100 +100/lv

PPE= PEx10 +100 +100/lv

Chi= PEx10 +100 +100/lv

Super powers= 4 major and 4 minor of choice

Psi powers= 4 each of choice from the physical/sensitive/healing/fighter/oni ninja techniques and phase powers

Master of Concealment: Can cast the following spells at will and at NO

COST: Master of Concealment:

Can cast the following spells at will and at NO COST: Shadow Meld, Invisibility:

Superior, Multiple Image, Invisibility:

Simple, Globe of Daylight, Improved

Invisibility, Treadless Path, Mask Scent,

Blossom Fury, Flare, Ventriloquism,

Glow, Impersonation, Hide, Haze,

Gather, Fart, Blinding Flash, Cloud of

Smoke, Thunderclap, Fool's Gold,

MAGELIGHT, MAGEFIRE, Sleeping

Chameleon

== ==

Blinding Flash Range: 3m radius (10ft), up to 20m (66ft) away.

Duration: Instant

Saving Throw: Standard

This is the most basic of spells, which creates a sudden burst of intense, white light, temporarily blinding everyone in the radius. Victims are blinded for 1d4 melees, with a penalty for -5 to strike, and -10 to parry and dodge. The chance of falling is 1-50% for every 3m traveled. The saving throw is standard, so those who successfully save vs. magic are not blinded. Note: Does not affect bionic or cybernetic eyes.

Cloud of Smoke Range: 30ft/lv

Duration: 1 minute per level

Saving Throw: None

This enables the Shinobi to create a cloud of dense, black smoke up to 10ftx10ftx10ft per M.E. ft radius, +10ft per level maximum in size, up to 30ft/lv away. Victims caught in the cloud will be unable to see anything beyond it, and their vision is impaired; they can see no more than 1m in front of them. While in the cloud, victims will be -5 to strike, and -9 to parry and dodge.

Thunderclap 'Range': Directly affects the immediate area (10m/33ft) around the caster, but can be heard up to 1km away.

Duration: Instant

Saving Throw: vs. Horror Factor

The invocation produces a booming clap of thunder that is so loud that it seems to make the air vibrate. A thunderclap is excellent means of alerting or signaling allies, as well as a way of intimidating ones enemies. As an intimidation device, it will momentarily startle and distract everyone other than the caster. This provides the creator of the thunder with a bonus of +5 on his init, +1 to strike, parry, and dodge, and creates a horror factor of 8 (all

characters within the area must roll to save vs. horror factor).

Fool's Gold Range: By touch or up to 2m (6ft) away

Duration: Five minutes per level of spell caster

Saving Throw: Standard; those who save recognize it to be fool's gold. Those with a strong knowledge of metals are not fooled.

This illusion enables the Shinobi to cause any object to appear to be made of gold. After the magician leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary, and upon close examination by those who can recognize precious metals, it is clearly not gold.

'Fart' Gather

Range: 10 feet/lv

Duration: 2d6 seconds

Area of Effect: One person

Saving Throw: Negates This spell causes the recipient to emit a loud, raunchy, obnoxiously odoriferous fart for 2d6 seconds. The victim must make a M.E. check to avoid distraction.

'Gather' Range: 1 sq yard/lv

Duration: Instant

Saving Throw: None

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another; but only the selected type would be gathered neatly.

Haze Range: 1 foot cube/lv

Duration: 15 seconds/lv

Saving Throw: None

When a haze cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 to hit and saving throws are at +1 (if a 'to hit' roll is required.) Hiding in shadows is 5% more effective when screened by a haze cantrip. The hazy effect lasts but 15 seconds. It must be cast over an area with 1 foot of the caster. Atmospheric conditions will destroy the haze if applicable—a good breeze, rain, etc. A gust of wind spell will immediately disperse the haze.

Hide

Range: 5 feet/lv

Duration: 5-10 minutes/lv

Saving Throw: Standard

This cantrip allows the caster to magically hide an object of virtually any size for a short period of time. The cantrip casts a dweomer over the desired object so that it becomes invisible to all who are in front of the caster. The dweomer will not work if viewers are beside or behind the caster. The cantrip lasts for 10 minutes on an object of 2 cubic yards or less in volume, but only half that for anything larger. Note: The magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard.

Impersonation

Range: 0

Duration: 1 round/lv

Area of Effect: The caster

Saving Throw: None

This cantrip allows the wizard to impersonate any speaker with nearly perfect ability. The wizard can only speak in languages he knows, and must possess a small item recently in close proximity to the original speaker (for example, an article of clothing). The wizard's audience will probably be greatly amused if they can see who is speaking, or completely fooled if not. ==

Glow

· Range: Self or 30ft radius around caster.

· Duration: Five minutes per level.

· Casting Time: One melee action

· Damage: None

· Saving Throw: None

This spell is similar to the other first level spells of Blinding Flash and Globe of Daylight. In this case, the photokinetic energy is spread out over a longer duration. The mage can vary the color, size, and shape of the glow to create a display of pretty lights. The glow isn't really enough to see by (less than the light produced by a few candles). It's great for distractions, impressing children, training young illusionists, and making a mage seem more intimidating (+1 to horror factor when the glow is radiated from one's self, eyes, clothes, staff, etc.)

Ventriloquism

· Range: 15ft range, affects self or others by touch.

· Duration: Two minutes per level

· Casting Time: One melee action

· Damage: None

· Saving Throw: -2 penalty

The Shinobi (or the recipient of the spell) can throw his voice anywhere

within range. Imitating voices is not possible unless the character has that skill (+10% bonus if he has it), but the character can grunt, growl, mumble, moan, scream, and change the sound of his voice.

Flare

· Range: 500 feet maximum (can be seen for several miles)

· Duration: Two melees (approximately 30 seconds)

· Damage: None

· Saving Throw: None

This spell creates a tiny but brilliant spark of light that is used as a beacon. The mystical flare is created at an altitude of 500 feet in the air, where it will slowly drift downwards for two melees before ending (reaching a final height of approximately 400 feet). While the maximum height of the flare is 500 feet, the flare itself can be seen as far as five miles away. The flare invocation cannot be used to blind opponents (see Blinding Flash).

Blossom Fury

Range: 90 feet /lv

Duration: 4 melees per level of experience.

Saving throw: None for visual impairments; Save versus Poison for pollen

This spell is very popular among the Ninja and faerie folk of the Pacific rim. A flurry of fragrant flower petals will start to fall and dance upon wind currents creating a beautiful wonder to behold. Within seconds, this turns to a downpour, obscuring sight and smell as if caught in a blizzard. What's worse, all caught within the area of affect without facial protection must save versus poison or suffer horrific allergies. These may include burning, watery eyes, sneezing,

extreme congestion leading to the possibility of inhalation of the blossoms gasping for air.

All within the area of affect are nearly blinded by the array of bombarding blossoms, limiting visibility (by any means) to 5 feet (1.5 m) and all tracking abilities by scent become useless due to the overwhelming masking scent of the flower petals. While within the blossom fury, victims will be -4 to strike, parry and dodge. If they do not have proper protection (goggles, air filtration, mask, etc.) they will also suffer an additional penalty of -1 to strike, parry and dodge. These added penalties will last up to 2D4 melees after the spell's duration has elapsed.

Mask Scent

Range: 10 foot radius (3 m) plus 3 feet (1 m) per each additional level of experience.

Duration: 48 melees (12 minutes) plus 24 melees (6 minutes) per each additional level of experience.

Saving throw: None

The casting of this spell will completely mask the scent of the caster (or object cast upon), including equipment, within the radius of effect. Everything will become odorless, forcing creatures that track by smell, to rely on visual and audio clues. This is also handy for such uses as masking the scent of a cooked meal, negating the nauseous stench of the undead, fumigating an outhouse, among others.

Treadless Path

Range: 10 foot radius (3 m) plus 3 feet (1 m) per each additional level of experience.

Duration: 36 melees (9 minutes) plus 24 melees (6 minutes) per each additional level of experience.

Saving throw: None

Upon casting this spell, the enchanted person and/object(s) will leave no visible tracks. Walking in malleable surfaces such as mud will immediately fill in the indentions made, restoring the ground to its prior untouched state. This spell is ideal for throwing off trackers. This spell, however, does not mask the scent of the person or item(s) that this spell is cast upon.

Improved Invisibility

Dur: 1 minute/lvl

Range: self

Save: N/A

This spell renders the caster invisible and undetectable as superior invisibility, but can remain so even in combat. This forces a -10 to strike the caster.

Globe of Daylight

Range: Near self or up to 10m (33ft) away

Duration: 3 minutes per level of experience

Saving Throw: None

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 4m (14ft) area per level of experience. Since it is daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal creatures. The creator of the globe can mentally move it along with himself, or send it up to 10m ahead. The maximum speed at which the globe can travel is equal to Spd. 12.

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person.

Duration: Three minutes per level of experience

Saving Throw: None

The Shinobi and anything they are wearing or carrying at the time is turned completely invisible. Any object picked up afterward remains visible. Likewise, any item that is dropped becomes visible. Neither normal nor night vision can detect invisibility, only beings who can naturally, psionically, or magically "see the invisible" can see the character. (Infrared, heat detectors, and scent tracking (animal) can also pinpoint the invisible person). Although the invisible person is imperceptible to the eye, they still retain physical mass. They cannot go through walls nor can weapons pass harmlessly through them. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect them as usual. While invisible, the can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, including combat, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. Opponents who cannot see their invisible target are -6 to strike, parry, or dodge against them.

Multiple Image

Range: Self

Duration: One minute per level of experience saving Throw: Special.

Viewers may be able to see through the illusion and identify the person, but such rolls vs. magic are at -6.

An Shinobi that creates three identical images of the caster. Each image mimics his every movement exactly. Only piercing the false image with iron will dispel it. This is a great way to confuse, scare, and distract an opponent or an angry mob. The deception also provides

the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Invisibility: Superior

Range: Self or others by touch

Duration: Three/One minutes per level of experience

Saving Throw: None

M.P.: 20/40

a powerful spell that makes the spell caster invisible to all means of detection! Infrared, ultraviolet, heat, and motion detectors, see aura, presence sense, sense magic, sense evil, and even an animal's sense of smell cannot locate the invisible person! No footprints are made, there is little sound (prowl 85%, and the power to see the invisible will only reveal a semi-transparent, ghost-like image of the character (which gives attackers a penalty of -2 to strike). The spell caster and anything they are wearing or carrying at the time is turned completely invisible. Any object picked up afterward remains visible unless tucked under the invisible garments. Likewise, any item that is dropped become visible. Unlike invisibility: simple, this super-cloaking magic is broken if the character engages in combat/attacks. At that instant, he becomes completely visible. This is unless they opt to pay more MP for the more powerful version of the spell which enables them to attack, but has a shorter duration. Note: This spell and the simple version cannot be combined.

'Shadow' Meld

Range: Self

Damage: Two minutes per level of experience.

Duration: None

Saving Throw:

MP: 10

This unique magic enables the Shinobi to step into the shadows and become totally invisible, even to those who can normally 'see the invisible'. The shadow must be at least five feet long to be an effective hiding place. The shadow serves as a superior means of hiding or moving unseen. The Shinobi can move, walk, or run through the length of the shadow or from shadow to shadow. While in shadow/darkness, the mage prowls at 60% proficiency (or at +15% to normal prowling skill, whichever is higher). Intense light can dispel the shadow, leaving the mage revealed. While hidden in the shadow, the character is still susceptible to attack, although attackers are -5 to strike him. Area affect magic doesn't suffer any such penalty.

Chameleon Range': Self or others by touch

Duration: Four minutes per level of experience

Saving Throw: None.

This spell enables the affected to seemingly alter the color and pattern of their clothes and body, enabling them to blend into the surrounding environment. Movement lowers the effectiveness.

90% prowling skill when not moving.

70% prowling skill if moving less than 1m per melee round or slower.

20% if moving 2m per melee round

Totally ineffective if moving any faster

MAGELIGHT

Color: Black, Brown, Clear, Silver, White

Dur: 1 hour / lev., or until dispelled

Range: Touch

Comp: Material (wooden staff or rod),
Gesture (roll the staff/rod between hands 3 times)

Effect: Causes a globe of brilliance to appear at the tip of a wooden staff or

rod. The light is variable, anywhere from 15 - 150 watts (i.e. illuminates 15-300 ft. radius). The intensity can be varied after the spell is cast.

Destruction of the staff-rod will dispel the light.

SAVE: Not applicable

MAGEFIRE

Color: Black, Brown, Clear, Red, Silver, White

Dur: 1 hour / lev., or until dispelled

Range: Touch

Comp: Material (wooden staff or rod),
Gesture (roll the staff/rod between hands 4 times)

Effect: A ball of fire (any color) appears at the tip of a wooden staff or rod.

It produces heat, but does not consume the staff/rod. Additionally, the magefire can fire a fireball once per melee. The fireball does 1d6 M.D., plus an additional 1d6 M.D. at levels 4, 7, 10, 14, etc. The fire gives off about 60 watts (lights 100 ft. radius). Destruction of the staff/rod will dispel the magefire.

SAVE: Not applicable, targets of fireball save on a natural 18-20 for no damage

Sleeping

Range: Touch

Duration: 1 hour per level of experience

Saving Throw: Standard

By touching the target in the forehead, and, failing a save vs. magic, they are put into a magical slumber from which they will not awaken by normal means. Only standard spells of magical negation or 'Counter-Sleeping' will awaken the victim. Can permanently burn points from ISP/PPE/Chi/Exp combined to gain special powers. 20 to gain a minor super power, 40 to gain a major super power, x3 I.S.P. needed to activate a psi power to gain it as a permanently on/at will

power, x3 P.P.E. needed to gain a spell at will/always on power or just the P.P.E./I.S.P./Chi needed to activate the power as a usable power. If points are burned to gain a power permanently then the characters eyes will glow equal to a 4watt light bulb

O.C.C. skills=

(All) detection+20%, (all) demolitions+20%, concealment +20%, palming+20%, sleight of hand +20%, pick pockets+20%, pick locks+20%, prowl +40%, escape+40%, climbing+30%, First aid/paramedic/holistic medicine+20%, use poison+50%, use ninja equipment+30%, swimming +30%, intelligence+30%, tracking+10%, 4 ant/mod weapons of choice-paires and sharp shot where applicable, lan/lit Chinese/Japanese/english98%, 4 lan/lit of choice +20%, HtH Ultimate Art Of Ninja + 1 of choice

O.C.C. related skills= 10 +2/2 lvs

Secondary skills= 8 +2/2 lvs

Contacts= 1d20 1d10 each contact lvs

Cybernetics= if have powers none or can

opt to be a cyber ninja/juicer ninja/ w

1d20 +6 extra cyber/bionic weapons

Standard equipment=

(1) NG-S2 Survival Pack, Armored Ninja Jumpsuit (45 MDC, no prowl penalty, black)

(1) dim backpack<2ton cap>,

(2) (1) dim utility belt/ w40 pouches<1ton cap>,

(3) dim battle harness/ w40pouches<1ton cap>,

(4) (1) lg. flashlight, (1) pen flashlight, pocket laser distancer,

(5) (1) 1000ft knotted each foot spider silk climbing rope and grappling hook<+10% climb skill/indestructable>,

(1) 1 set of superior lock picks,

(6) (8) sets of fully reversible gimmicked clothes,

(7) (2) sets of fully gimmicked flexiarmor200mdc+200mdcff/opf/pf/soul bonded,

(8) set of hand and foot spikes<+40% climb skill +1d6*10 dmg combat>,

(9) sets of magically bonded Linquei Battle Armor<500mdc 200mdc ff/pf takes ¼ all dmg done to it regens

10pts/hit/min auto if fully destroyed will reform in 6 hrs is soul bonded turns into a set of body tattoos when not in use

(2)Dwarven quality Magic Ninja-to (5d6+10MD, +5p/s/int/dmg>

(2)Dwarven quality <+5p/s/int/dmg> weapons for every wp possessed

(2)weapons of choice and, (2) weapons of clan choice

(10) each silver/irton/steel wood throwing stars 1d6*10

(20) each iron/steel/wood/silver stakes and wooden mallet

Money= 1d6*9000 credits, 1d6*900

trade items/gems, 1d6*10 bmi

Ultimate Art of Ninja

Entrance Requirements: No Alignment restrictions. Requires minimum M.E.:

10, P.S.: 10, P.E.: 10, and P.P. of 10.

Skill Cost: 14 Years

Costume: Shinobi Shozoku: The ninja outfit consists of jacket, hakama (loose pants), hand gauntlets, sandals, tabi socks, double belt, leg ties, separate leg and arm pieces, and quilted groin and body protector. Numerous pockets are designed for concealing shuriken and other Ninja items. Also comes with a two-part hood. All of the clothing is relatively loose, with ties around the waist, wrists and ankles. (For just the clothing, A.R.: 8 and S.D.C: 15) For fighting operations on the battlefield there were chain mail jackets and leggings. Chain mail guards for the

wrists, hands and neck along with a metal chin guard completed the armor. Armor triples the price of the outfit. (For chain mail armor additions, A.R. 13 and S.D.C. 59) The clothing is traditionally dyed one of several colors, depending on the environment in which the shinobi is working: the default color is off-black for night and utter blackness, brown for fields and forests, gray for stone and urban settings, and white for snow. True black is not available, the closest being a nearly black, dark red or dark indigo, dark brown or rust colored, due to the available dyes. For more theatrically inclined ninja, the following colors are available; blue for ninja which clumsy, incapable, or poor, red and/or orange for villainous ninja (especially ninja assassins), grey for neutral ninja, white for good ninja and evil ninja attempting to mend their ways, and no color or shinobi shozoku at all for powerful ninja. Reversible forms of shinobi shozoku may be made (or bought), with a second color or even a complete set of faux garb that can be used as a disguise (such as common bonge garb, priest's garb, etc.) when the garb is turned inside out. A second color on the reverse of the garb adds +50% to the listed cost; having a set of faux garb on the reverse doubles the cost of the shinobi shozoku.

Stance: Shizen no Kamae: This is the natural stance, where the hips and the shoulders are square to (facing) the opponent. The hands hang naturally and the feet are shoulder width apart. The knees and elbows are not locked; they are soft, slightly bent. The head is erect.

CHARACTER BONUSES

Add +9 to P.S. Add +2+3d4 to P.P., Add +7 to P.E., Add +8 to Spd. Add +5+1d6x12 to S.D.C, Add +1 to M.E., +x8 Chi

COMBAT SKILLS:

Attacks per Melee: 1
 Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact, Leap, Cartwheel, Back Flip.
 Attack Moves: Roll, Somersault, Cartwheel, Back Flip.
 Basic Defense Moves: Automatic Parry, Dodge, Parry, Cartwheel, Back Flip.
 Advanced Defense Moves: Disarm, Breakfall, Circular Parry, Automatic Dodge.
 Hand Attacks: Strike (punch), Claw Hand, Fingertip Attack, Fore Knuckle Fist, Thumb Drive Fist (Boshi Ken), Palm Strike, Knife Hand.
 Basic Foot Attacks: Kick Attack, : Backward Sweep, Forward Sweep, Kick Attack, Snap Kick.
 Jumping Foot Attacks: Jump Kick.
 Special Attacks: Roll/Knockdown, : Choke, Death Blow (REVISED!), Death Blow from Behind (NEW!), Death Strike (NEW!), Death Touch (NEW!), Elbow, Hip Throw (New!), Knee, Pommel Strike (New!), Roll/Knockdown, Shoulder Throw (New!), Shuriken Stab (New!), Sweeping Throw (New!).
 Holds/Locks: Arm Hold, Elbow Lock, Neck Hold/Choke, Wrist Lock.
 Weapon Kata: (Choose Five): W.P. Bisento (Polearm), W.P. Black Powder (or Matchlock), W.P. Hanbo (Blunt), W.P. Jo (Staff), W.P. Jutte (Forked), W.P. Katana (Large Sword), W.P. Kodachi (Short Sword), W.P. Kusari Fundo (Chain), W.P. Kusarigama (Axe & Chain), W.P. Kyoketsu Shoge (Knife & Chain), W.P. Naginata (Polearm), W.P. Ninjato (Short Sword), W.P. Rokushaku Bo (Staff), W.P. Shuriken (Thrown), W.P. Tanto (Knife), W.P. Tessen (Fan), W.P. Yari (Spear).
 Modifiers to Attacks: Critical Strike, Critical Strike from Behind,

Knockout/Stun, Knockout from Behind, Pull Punch, Death blow from Behind.

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Falling Technique, Deception, Leaping Technique, Poison Hand Technique, Kuji Kiri (Finger Weaving Technique), Kosshijutsu, Koppojutsu, Instant Stand, Ankokutoshijutsu, Art of Stealth or P1 Mi Using Tung, Art of Disguise or Hensho jutsu, Art of Escape or Inton Jutsu, Art of Hiding or Inpo Shinobi Aruki, Chikairi, Shinobi Iri or Art of Stealthy Entering, Plus Select a total of Ten (10) Martial Art Powers from among: Atemi, Arts of Invisibility, Martial Art Techniques, Body Hardening Techniques, and Special Kata, Chi Mastery Techniques. If desired, any number of Martial Art Powers can be traded, on a one-for-one basis, for Basic Skill Programs (excluding Physical).

Languages: Japanese, Chinese, and English.

Cultural: Camouflage, Disguise, Escape Artist, Fortress Design & Penetration, Geography, Meteorology, Strategy, Tactics, and Use Ninja Equipment, Use Ninja Tools.

Physical: Blind Fighting, Wrestling, Boxing, Acrobatics, Gymnastics, Tumbling, and Prowl, Climbing, Swimming, and Swimming: Scuba, Swimming Competitive.

Blind-Fighting: The skill of fighting in conditions of poor or no light. The character only suffers half the normal penalties for fighting in complete darkness or when blinded, and only suffers one quarter the normal penalties of blindness when fighting under starlight (characters without the skill normally only suffer half of the normal penalties). Also when dealing with

invisible opponents, the character only suffers half the normal penalties. To receive these benefits the player must roll under the blind fighting skill percentage. Also the character has a chance of detecting the presence of an invisible creature, equal to half the skill proficiency. Base Skill: 10% + 5% per level of experience.

Meditation: Involves engaging the mind and body so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Chi, I.S.P., P.P.E. and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state they character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Meditation Skill: Rolls based on meditation should be done as a check versus the character's Mental Endurance (M.E.) attribute.

Base Meditation Time: The amount of time that a character can continue to meditate: One hour at first level, with an additional fifteen minutes at 2nd, 3rd, 4th, and 5th levels. At 6th level the meditation time jumps to three hours, and the character picks up another advancement into 7th level and beyond.

Pressure Point Control Tactics:

Developed by physicians in association with law enforcement personnel, PPCT is a relatively simple, reliable system of pressure point manipulation designed to aid the officer in apprehending and controlling a suspect with minimal use of force. In game terms, it acts as a supplement to the character's Hand to

Hand skill, similar to Boxing or Wrestling. It is available only as a Scholastic or "Other" skill, and should ideally be restricted to characters with a law enforcement/security or martial arts background. Bonuses:

+2 to Hold/Lock, Pin/Incapacitate, or Entangle (this bonus applies both to the initial attack/defense and to subsequent attempts to maintain or break the hold). If the character does not possess

one or more of the above attacks, the training includes an Entangle attack.

Knock-Out/Stun on Natural 20 (if the character already has a Knock-Out/ Stun attack, from Hand to Hand training, Boxing, ect, reduce the target number by one.

Knockdown attack - using basic pressure points, the character numbs the opponent's leg briefly; just long enough to force them to fall. May be performed with a kick or with a blunt weapon (commonly a nightstick or similar instrument). Does normal damage for the application method (ie, normal kick or weapon damage), and the opponent loses initiative and one attack. Requires a called shot (12 or higher, bonuses included). Rolls under 12 which hit do normal kick damage only. Successfully rolling with a knockdown kick means the character does not fall, but suffers normal damage. Maintain Balance rolls are at -5 vs a knockdown kick of this type.

Disarm punch - using basic pressure points, the character numbs the opponent's arm briefly; just long enough to cause them to drop their weapon or other carried object. Does the character's normal punch damage (1d4 or higher;

N&SS/MC characters may use the Fore-Knuckle, Double Knuckle, and Power Punch strikes as well), and acts as a Disarm attack. The disarm punch takes

two attacks. As with the Knockdown kick, a called shot (12+ with bonuses) is required; lower rolls do normal damage but do not cause the Disarm effect.

Rolling with a Disarm punch means it does normal punch damage, but does not cause a Disarm. At the GM's option, the Disarm punch may be used to force opponents to break Locks, Holds, and similar attacks, as well.

+1 to Save vs Pain

Weapon Proficiencies Temple: Meditation.

Weapon Proficiencies: (Pick Ten): W.P. Axe, W.P. Black Powder (or Arquebus & Matchlock), W.P. Blunt, W.P. Bow, W.P. Chain, W.P. Fan, W.P. Forked, W.P. Knife, W.P. Large Sword, W.P. Mouth Weapons, W.P. Net, W.P. Polearm, W.P. Short Sword, W.P. (Demon) Snare, W.P. Spear, WP Improvised, W.P. Staff, and W.P. Thrown.

Philosophical Training:

Ninja Code of Honor: The ninja code of honor stresses four areas, motivation towards the mission, loyalty to the clan and ryu, improvisation through awareness, and disguising one's true nature. Motivation to the mission is stressed by accepting missions only from the ninja's chunin, considering the enemies of the employer as one's own enemies, never refusing or questioning a mission, failure not being an option in the mission, putting the mission before oneself, killing in a mission when necessary and avoiding killing when not necessary, escaping when captured, killing one's self when escape is impossible, resisting when suicide is impossible, and taking the life of a comrade rather than allowing them to be captured. Loyalty to the clan and ryu is achieved by never betraying the clan,

putting the clan before oneself, not striking another member of the ryu, aiding a genin of the ryu, and not ever leaving the ryu, even to the point of killing ninja who do leave the ryu. Improvising through awareness is achieved by always observing other people and knowing one's surroundings with the thought that one is always being observed and being mentally and physically alert enough to make use of anything at hand. Disguising one's true nature is accomplished through maintaining disguises, never revealing one's true self, speaking in circumlocutions and obfuscation while in public, using code words and metaphors which jeopardize neither one's self or the mission.

Kokka Shinto: State Shinto. The prewar Japanese state distinguished the religious ceremonies of the imperial court and of the shrines from those of other religions. Shrine rites and education fell under public administration, as well as shrine administration and policy. After the second world war, the Occupation authorities issued an order calling for the abolition of this system, which it termed State Shinto. State Shinto was founded on the idea that the prosperity of the nation, the safety of the imperial house, and the happiness of the people are blessings granted when human politics coincide with the will of the gods. This view is expressed by the term *saisei itchi*, or unity of worship and rule. In ancient Japanese, the same word (*matsurigoto*) was used to refer to both religious rites and government. Some use the term *kodo* (Imperial Way) to designate this ideal conduct of politics, seeing the emperor's official worship of Amaterasu omikami and the

gods of heaven and earth as fundamental conditions of government.

Mikkyo Buddhism: This form of Buddhism is also known in Japanese as *mikkyo*, meaning "secret teaching". Mikkyo is one of several streams of practice within the Mahayana Buddhist tradition. Mikkyo blends many doctrines, philosophies, deities, religious rituals, and meditation techniques from a wide variety of sources. Assimilation of Hindu and local deities and rituals was especially marked in the Buddhism that became Mikkyo. Such diverse elements came together over time and, combining with Mahayana philosophical teachings, formed a comprehensive Buddhist system of doctrine and practice. Esoteric (Tantric) teachings, central to the Tendai and Shingon schools, also contributed to Buddhism's eventual broad acceptance. These teachings, termed "esoteric" because they were transmitted orally and in secret from master to qualified disciple, were designed to lead a practitioner to Buddhahood in his present life. In this sense esotericism was highly elitist, but it was also laced with folk elements, such as techniques of healing and magic, that enhanced the appeal of Buddhism to simple people. Aristocrats and commoners alike were also attracted by the expressions of esoteric Buddhism--Sanskrit syllables uttered as charms, splendid and colorful rites, and images of the buddhas carved on mountain cliffs. The Tendai and Shingon schools, two new versions of Buddhism introduced from China, both established their most important monasteries in the mountains, and mountain temples soon became quite common.

Ninpo: This is an eclectic combination between a code of honor and a spiritual path of seeking enlightenment. The ninja code of honor stresses four areas, motivation towards the mission, loyalty to the clan and ryu, improvisation through awareness, and disguising one's true nature. Motivation to the mission is stressed by accepting missions only from the ninja's chunin, considering the enemies of the employer as one's own enemies, never refusing or questioning a mission, failure not being an option in the mission, putting the mission before oneself, killing in a mission when necessary and avoiding killing when not necessary, escaping when captured, killing one's self when escape is impossible, resisting when suicide is impossible, and taking the life of a comrade rather than allowing them to be captured. Loyalty to the clan and ryu is achieved by never betraying the clan, putting the clan before oneself, not striking another member of the ryu, aiding a genin of the ryu, and not ever leaving the ryu, even to the point of killing ninja who do leave the ryu. Improvisation through awareness is achieved by always observing other people and knowing one's surroundings with the thought that one is always being observed and being mentally and physically alert enough to make use of anything at hand. Disguising one's true nature is accomplished through maintaining disguises, never revealing one's true self, speaking in circumlocutions and obfuscation while in public, using code words and metaphors which jeopardize neither one's self or the mission. Due to the unique requirements of the ninja code of honor, the character does not have to have an alignment with a discipline of honor. A ninja's path toward spiritual

enlightenment stems from the mixing of Ekkyo (I Ching divination), Gogyo Sestsu (five elements of Taoism), In-yo (yin-yang) duality of Taoism (in-yo do, where the yin philosophy of yin-yang is stressed, but balanced with inner yang), Kyojutsu Tenkan Ho (the ability to 'interchange falsehood and actuality'), Mikkyo Buddhism, moral strength, naturism (studying and understanding the workings of nature), Onmyodo (divination and astrology), perseverance when facing overwhelming numbers, Seishin (purity of heart, taught to embody a sense of completeness), Shugendo (the mixing of Mikkyo Buddhism with Taosim and Shintoism), and sincerity. The ultimate goal of this spiritual path is to strive for peace, harmony and enlightenment in all things.

NINPO PHILOSOPHY:

Kyojitsu Tenkan Ho: 'Method of interchanging truth and falsehood'. This refers to the Ninja's preference for utilizing deceptive and non-direct means to accomplishing his goals. Violence and direct confrontation are to be avoided unless no other option is viable. This involves the use of stealth, political manipulation, espionage, reconnaissance, illusion, reverse psychology, suggestion, sabotage, and surprise tactics such as ambushes. Even when the Ninja is forced into a direct battle, he will attempt to make use of evasive and deceptive tactics, including Sneak Attacks.

Wa: 'Harmony and balance'. In Ninpo, life is regarded as the most sacred, superseding value in the universe and it is to be protected at all costs. This refers to the lives of not only the Ninja's friends and family, but those of the

supposed 'enemy' as well. Killing another sentient being is regarded as violating the Laws of Nature, unless deemed absolutely necessary as a last resort. Connected with this ideal is Ninpo's prescribed goal of continually attempting to ensure a peaceful balance within human society --- by any means necessary. As something of a paradox, it is sometimes required to perform acts of violence to maintain this balance (but always as a last resort). However, the motivation of the true Ninja must always be to fight not only for the peace of his loved ones, but for the peace of one's enemies as well.

Ninniku Seishin: 'Spirit of perseverance'. The true Ninja is expected to receive all threats, insults, and oppression with a calm, enduring heart. He is not to allow his personal desires to dictate his actions, and is not to indulge himself in such things as hatred, anger, guilt, jealousy, sadness, or malice. Such motivations are not only unhealthy but can also interfere with the success of the Ninja's mission.

Nagare: 'Flow'. In the end, there should be no such thing as surprise to the true Ninja. He is expected to constantly prepare himself for any situation in not only his martial arts training but his mental outlook, as well. He is to develop the flexibility of mind and adaptability of spirit to face any unforeseen obstacles.

Fudoshin: 'Immovable spirit'. The true Ninja is not to allow himself to be possessed by such things as greed, personal desire, luxury, laziness, pride, or egotism. He is discouraged from relying too much on others, even close friends, to accomplish his goals.

Jin: 'Humanity'. The true Ninja is expected to develop a kind and compassionate, yet detached, understanding of others. He is taught to allow his heart to grow into a warm palace and not wither away as a cold fortress. According to Ninpo traditions, the Ninja is encouraged to develop the Kajo Chikusei (Flower Heart, Bamboo Spirit) --- a heart that is as kind and pure as a flower, but as firm and flexible as the bamboo.

Gambatte: 'Keep going'. The true Ninja is expected to train intensively in all the prescribed areas of training, and master many forms of weaponry. The Ninja no Hachimon ('Eight Gates of the Ninja') are Ninja no Kiai (harmonizing of spirit), Ninja no Taijutsu (skill with the body), Ninja no Ken (sword), Ninja no Yari (spear), Ninja no Shuriken (throwing blades), Ninja no Kajutsu (use of explosives), Ninja no Yugei (deceptive skills), and Ninja no Kyomon (philosophical training).

Bunbu Ichi: 'Pen and sword are one'. The true Ninja is expected to study and master many things in addition to the martial arts. These include varying different arts, sciences, philosophies, and so forth. Besides the personal development afforded such study, the goal is to be prepared for any situation one might encounter --- particularly during espionage missions.

Giri: 'Duty and obligation'. First and foremost, the true Ninja is loyal and respectful to his clan and its allies. He is not to betray his clan for any reason and not to go against the teachings of Ninpo. If the Ninja is asked to do something that either weakens or endangers the clan and its members, or

that violates the teachings of Ninpo, he is to report the request to the clan heads to determine what the appropriate course of action is to be.

Ryobu Shinto: Dual Shinto, a term used to refer generally to Shinto as syncretized with Buddhism, and specifically to that syncretic Shinto as interpreted by the Shingon sect, in contrast to Tendai Shinto. In the esoteric Shingon sect, the unity of the metaphysical world with the phenomenal and natural world is explained via the dualistic principles of the Kongokai (vajradhatu or diamond world) and Taizokai (garbhadhatu or womb world). According to this interpretation, the relative is equivalent to the absolute and phenomenon is equivalent to noumenon. This principle was extended to assert that the native Japanese deities are equivalent to the Buddhas; for example, Amaterasu omikami is viewed as equivalent to Dainichi Nyorai (Mahavairocana). This school of thought was said to have been initiated by Kukai (773-835), the founder of the Shingon sect in Japan, but it is in fact a later development. Kukai was, however, a strong believer in Shinto deities, and established the shrine Nibutsuhime Jinja as the tutelary deity of Koyasan, the mountain monastery which he founded. Also called Shingon Shinto. Shugendo: The first Japanese mountain ascetics, Shugyosha or Hijiri, were thought to attain great power by meditating and performing austerities on mountain peaks. The best known of these was Enno-Gyoja (En the practitioner or ascetic) also known as En-no-Ozuno or En-no-Ubasoku (En the laic). He is an ascetic who primarily wandered the mountains in Yoshino and Kumano south of Kyoto and Nara. Enno is credited with

converting many mountains from Shinto to Buddhism and the founding of Shugendo (Shu=search, ken=powers, do=way; therefore Shugendo would be the "way of supernatural powers"). By practicing ascetic rituals they empowered themselves with Holy and mystical powers to use for the benefit of the community. To maintain these holy powers, Yamabushi often had to perform these rituals with frequent regularity often doing things like chanting the Lotus sutra hundreds of times in a day. They made regular pilgrimages to holy mountains once a season-often in difficult to reach places. When the esoteric Buddhist schools (Tendai and Shingon) came to the mountains of Japan, they brought with them the idea of military prowess. The Yamabushi embraced this idea and began to train themselves in the martial ways. Stories often circulated of Yamabushi performing extraordinary feats such as walking across burning fires and climbing up ladders of swords as well cutting stones in half by prayer alone or jumping great distances.

If this is your Primary Martial Art then the following other styles can be learned in a shorter time: Fudo Ryu (4 Years), Fukushima Ryu (4 Years), Fuma Ryu (5 Years), Gyokko Ryu (6 Years), Gyokushin Ryu (7 Years), Koto Ryu (5 Years), Kukishinden Ryu (8 Years), Kumogakure Ryu (6 Years), Shinden Fudo Ryu (7 Years), Takagi Yoshin Ryu (5 Years), Togakure Ryu (7 Years).

LEVEL ADVANCEMENT BONUSES: The Character has learned to do Aerial and Ground feats of agility, endurance and strength, such as walking tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include, rolls, somersaults, leaps and falls, falls, rolls, tumbles,

cartwheels, and to work on rings and parallel bars. Note: Characters with Leap Attack can use these distances in a strike.

1st: +11 to Roll with Punch/Fall/Impact, +2 to Maintain Balance, +1 to Strike, +1 to Dodge, Critical Strike or Knockout/Stun from Behind, Death Strike on a Natural 20. 80% + 5% per level - Sense of Balance and the ability to maintain grip, hold or footing.

90% + 5% per level - Climb Rope: Players should roll once for every 400 ft of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold.

70% + 10% per level – Climbing: (or adds a bonus of +20% to climb skill) Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 200 ft of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold. Rappelling is a specialized, rope climbing skill used in descending from helicopters, scaling walls, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. Base Skill: 30% + 5% per level of experience. A failed roll means a slip or fumble; roll again to regain hold or fall.

Provides the following:

90% + 8% per level - Back Flip

50% + 5% per level - Prowl (or adds a bonus of +30% to Prowl skill) 60% + 5% per level - Rings & Parallel Bars

Body Throw: While usually used on a cooperative partner, this judo-type flip can be used on an opponent, doing 1D6 damage, plus the victim loses initiative and one attack that melee unless the opponent knows instant stand then the opponent only loses initiative (Note: The tumbler must be weaponless, using both

hands to grab his opponent and throw/flip him to the ground).

Back Flip and Somersault: +4 to dodge quickly by flipping out of harm's way or over one's opponent. Always ends in a tumble and crouched stance. Like all dodges, it takes place of one attack that melee, unless the user has the auto-dodge ability. However, because the tumbler has flipped a fairly great distance, the attacker also loses one attack, as he must turn around or lunge forward to renew his attack.

Stilt Walk: To construct and walk on stilts, 50%+5% per level of experience. A failed roll means a fall off the stilts (roll every 150 feet walked).

Pole Vault: 10 feet for every level of experience. Success ratio is 50%+5% per level. Failure means only half the intended height is achieved, or the tumbler has vaulted into a wall or other solid object (2D4 damage). The person will always land in a tumbling roll unhurt, when successful.

Crush/Squeeze does 1D4 damage

Body Block/Tackle does 1D4 damage and opponent must Dodge or Parry to avoid being Knocked down.

Leaps: 10ft long plus 3 feet every level, 8ft high plus 3 feet every three levels Fearless of Heights. Damage from Falls 1D6 from a 10 foot height plus 1D6 for each additional 10 feet of height, or fraction there of., +9 to Roll with Punch/Fall, +1 to strike and parry when combined with W.P. Sword, Note: Paired Weapons is a separate skill. See the W.P. Tables in the Combat Section for details. Pin/Incapacitate on a roll of 18, 19, or 20

2nd: +1 to Strike, +2 to Parry/Dodge, +2 to Cartwheel/Back Flip

3rd: Select Three (3) additional Martial Art Power from Martial Powers +1 to

Roll/Knockdown, +1 to Throw.
 4th: +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, +1 Attack per Melee, +1 to Leap(+4 ft to height and length)
 5th: Select Three (3) additional Martial Art Power from Arts of Invisibility, Death Blow (Can be used whenever desired (i.e. No Natural Number required), however, character must announce intentions to use the Attack per Melee, costs two melee attacks).
 6th: +2 to Strike, +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, +1 to Dodge Knockout/Stun on a Natural 19 or 20.
 7th: +2 to Parry/Dodge, +1 to Cartwheel/Back Flip, Critical Strike on a Natural 19 or 20.
 8th: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance, +1 to Leap (+4 ft to height and length)
 9th: Select Three (3) additional Martial Art Power from Arts of Invisibility,+1 to Roll/Knockdown, +1 to Throw.
 10th: +1 Attack per Melee, +2 to Somersault, Death Blow from Behind on a natural 19 or 20, Select Three (3) additional Martial Art Powers.
 11th: +2 to Strike/Parry/Dodge, +1 to Roll with Punch/Fall/Impact, +1 to Maintain Balance.
 12th: +1 to Roll with Punch/Fall/Impact, +1 Attack per Melee, +1 to Leap (+4 ft to height and length), Select Three (3) additional Martial Art Powers,
 13th: +1 to Maintain Balance, +1 to Cartwheel/Back Flip, +1 to Parry, Knockout/Stun on a Natural 18, 19, or 20.
 14th: +2 to Somersault, +1 to Roll/Knockdown, +1 to Throw, Critical Strike on a Natural 18, 19, or 20.
 15th: Death Touch on a Natural 18 thru 20, Select Three (3) additional Martial

Art Powers.
 Why Study Ultimate Art of Ninjutsu? Stealth and strategy are the mark of the shadow warrior, And Pure mastery of the unarmed and weapon techniques of Ninjutsu.

Special Jutsu Powers of Ultimate NINJA ART:

Ultimate Ninja Art Genjutsu Level of Ability: Roll on the following table to determine Genjutsu abilities:

10-24 Major Ability: The character is limited to Genjutsu abilities levels one through six, but I.S.P., duration, range, and other considerations continue to increase as the Ultimate Ninja Art practitioner progresses in experience beyond sixth level. I.S.P. is determined by taking the character's M.E. number as the base, plus rolling 2D4x10 and adding it to the base number. The character also gets an additional 10 I.S.P. points for each level of experience, starting at level one.

25-40 Master Ability: All levels of genjutsu powers are available to the master

Ultimate Ninja Art Genjutsu practitioner as he increases in experience. I.S.P. is determined by taking the character's M.E.x10 number as the base, plus a roll of 3D6x10 added to the base number. The character gets 120 additional I.S.P. points for each level of experience.

41-00 No Ability: The character gets none of the genjutsu powers.

Genjutsu Level Advancement Bonuses:

1st: Automatically receives the psionic abilities of Telepathy, Empathy, and Mind Block, gains the Illusionist ability of Simple Sound (Old Ones, page 20), +2 to save vs illusions, +1 to save vs Mind Control/Hypnosis/Saiminjutsu/Possession/Mind Altering Drugs, +2 to save vs Horror Factor.

2nd: Gains the Illusionist ability of Advanced Sound (Old Ones, page 20).
 3rd: Gains the Illusionist ability of Visual Images (Old Ones, page 21).
 4th: Gains the Illusionist ability of Sound & Image (Old Ones, page 21), +2 to save vs illusions, +1 to save vs Mind Control/Hypnosis/Saiminjutsu/Possession/Mind Altering Drugs.
 5th: Gains the Illusionist ability of Smells & Odors (Old Ones, page 21) and the ability of Senbonken (Thousand Swords: This illusion creates the image in the target or targets that he (or they) are surrounded by a number or duplicates (of the character using the ability) equal to the one half of the character's M.E., rounded down.).
 6th: Gains the Illusionist ability of Image, Sound & Order Combo (Old Ones, page 21).
 7th: Gains the Illusionist ability of Taste, Image, Sound & Order (Old Ones, page 21).
 8th: Gains the Illusionist ability of Mass Hypnotic Illusion (Old Ones, page 21), +2 to save vs illusions, +1 to save vs Mind Control/Hypnosis/Saiminjutsu/Possession/Mind Altering Drugs.
 9th: Gains the Illusionist ability of Touch (Old Ones, page 22).
 10th: Gains the Illusionist ability of Multiple Images with Sound (Old Ones, page 22) and the ability of Nimanzakura (Twenty Thousand Cherry Blossoms: This illusion creates the image of a swirling mass of small objects (cherry blossoms, snowflakes, tree leaves, etc) surrounding the target and making it impossible to see very far. Victims who fail their saving throw are -6 to all combat rolls.).
 11th: Gains the Illusionist ability of All Five Elements (Old Ones, page 22).

12th: Gains the Illusionist ability of Multiple Images with Sound and Order (Old Ones, page 22), +2 to save vs illusions, +1 to save vs Mind Control/Hypnosis/Saiminjutsu/Possession/Mind Altering Drugs.
 13th: Gains the Illusionist ability of Multiple Illusions with All Five Elements (Old Ones, page 22).
 14th: Gains the Illusionist ability of The Panorama (Old Ones, page 22).
 15th: Gains the Illusionist ability of Magnified Illusion (Old Ones, page 22) and the ability of Akuma Fu (Devil Form: This is an illusion of the character seeming to grow in ferocity and size, taking on the form of a great devil, completely detailed. The devil illusion has a Horror Factor of 15.).

Blade of Wind

Baki using the blade of wind against Hayate

Name: Kaze no Yaiba, 風の刃, literally "Blade of Wind", English TV "Wind Sword"

Type: A-rank, Offensive, Short to mid-range (300ft)

Damage:

This jutsu creates a blade of wind. The blade is impossible to block because of its intangible nature.

(10 chi per 1d10x10damage unblockable but can be dodged at a -10)

Body Flicker Technique

Name: Shunshin no Jutsu, 瞬身の術, literally "Body Flicker Technique"

Type: D-rank, Supplementary

Users: Most, if not all ninja above Genin level

This jutsu is a high-speed movement technique, allowing a ninja to move short distances at an almost untraceable

speed. To an observer, it appears as if the user has teleported. A puff of smoke is occasionally used to disguise the user's movements. It is accomplished by using chakra to temporarily boost the user's reflexes. The amount of chakra required depends on the overall distance between the user and their intended destination. Shisui Uchiha, one of the most talented Uchiha, was feared as "Shisui of the Body Flicker" ("Shunshin no Shisui"), likely referring to this technique.

The Body Flicker technique has various variations among the different hidden villages, all of which involve some extra element aside from the movement itself. The extra element is usually some sort of substance used to distract the opponent, such as leaves or sand. Gaara, for instance, uses the "Sand Body Flicker" (砂瞬身, Suna-Shunshin?), which uses sand to cover his movements. Other varieties include the "Mist Body Flicker" (霧瞬身, Kiri-Shunshin?), "Water Body Flicker" (水瞬身, Mizu-Shunshin?), and "Leaf Body Flicker" (木ノ葉瞬身, Konoha-Shunshin?). +10 dodge)

This techniques allows the martial artist to dematerialize and quickly move to another spot close by. The technique leaves a silhouette of the martial artist for in their original location for a fraction of a second, causing the "blur" effect. This technique can be used in two ways. The first way is to use it to seemingly teleport to a new location within a range of 10' (3.1 m) per level of experience. If this technique is taken twice, increase the range of the "blur" effect to 20' (6.2 m) per level of experience. Using Zanzoken in this manner requires the use of a melee attack. The second way to use this technique is in response to an incoming

attack, just like how the martial can dodge in response to an incoming attack. If used in this way, the martial artist moves very quickly away from the incoming attack, providing the martial artist a large bonus to dodge, and moving the martial artist 10' (3.1) per level of experience from his original location with a blur-like effect. This range is also doubled if this technique is taken twice. This second use of Zanzoken does not require a melee attack to activate, but dodging an attack still wastes the martial artist's next melee attack as normal. This technique does not enable the martial artist to teleport through an object, but instead creates an incredible burst of speed that allows the martial artist to move from one location to another very quickly.

Duration: Instant

Bonuses: If used in response to an attack, the martial artist gains the combat ability of auto-dodge and +10 to dodge. However, no bonuses to dodge are used when using the auto-dodge combat ability. If taken twice, the martial artist gains an additional +10 when dodging normally and +8 when using the auto-dodge combat ability.

Chi.: Permanently reduces the martial artist's Chi by 20 points, this cost is paid only when this technique is selected, but the martial artist must have at least 2% of his base Chi, rounding all fractions up, in his reserve in order to use this ability. For example, if the martial artist had a base of 140 Chi, then he must maintain 3 points of Chi in reserve in order to use this technique.

Body Replacement Technique

Name: Kawarimi no Jutsu, 変わり身の術, literally "Body Replacement Technique",

"Change of Body Technique", "Change of Stance Technique", or "Replacement Technique", English TV "Replacement Jutsu" or "Substitution Jutsu" This technique is sometimes referred to as the Art of Projection ("Utsusemi no Jutsu").

Type: E-rank, Supplementary

Users: All Ninja Academy graduates
This jutsu lets the user quickly switch places with another nearby object, such as a plant (normally a section of a log), an animal, or even another person within reach, leaving the opponent open to a counter-attack. Explosive tags can be attached to the replacement for an added surprise. Fundamentally, all ninja know this technique. Additionally, the normal practice of switching places with a section of log is done in several places that have no such thing anywhere nearby. Cost in chi: 4 points Mind trick lasts: 3 attacks (about 6-8 seconds)
Attacks used: 1 (can be used as a dodge)
Chance of success: 50% +3% per level (rolled by the PC) Note: This art must be combined also with prowl or another art of invisibility to avoid being seen. generally how it works is one attack is used to dodge (no bonus or penalty to dodge), one attack is used to hide (while enemy is confused and looking around) and one attack to take some action (run, fight, etc.) This art also can shield ninja from Chi awareness and Zanshin if the chi is doubled. (shields only for the 3 attacks)

Chakra Absorption Technique

Yoroi drains Sasuke's chakra.

Name: Chakra Kyūin Jutsu, チャクラ吸引術, literally "Chakra Absorption Technique"

Type: Unknown

Users: Yoroi Akado, Jirobo

This jutsu allows the user to absorb the physical and spiritual energy of an opponent. The user doesn't have to actually touch the opponent, since it is also possible to use it through other media, as Jirobo did with his Earth Release

Barrier: Dungeon Chamber of Nothingness. The only necessary condition is some medium through which chakra can be channeled.

The Chakra Absorption Technique is not truly considered a jutsu since it has never been given an entry in any of the databooks, but more of a special ability; however, it is not considered a kekkei genkai ability, either. (cost: 10 chi per action activated absorbs 100chi per action used) also know as Happo

En Satsu POSITIVE OR NEGATIVE:

An legendary technique for draining chi from ones opponent and using it as one pleases (this is one of the few instances a persons Chi can be greater than their usual maximum, however there are still limits, the maximum that can be drained is double the artists maximum chi).

There are some conditions to this power. It is not a learned power exactly, first an Ateimi Master must spend atleast one hour every day for one month performing a series of metabolism alteration through pressure points. After the treatment is completed, the artist will then be able to drain other peoples chi through any circular object (the reason it's called the En Satsu is because the object used is commonly an En coin). Normally, the user of this technique can only be used on people with intention to

fight (GM's call on this). The rate of Chi drain is 10 points every target every melee, and the user can drain a number of targets equal to double their level of experience. In some cases, the user can drain from targets who have no intent of combat, but the drain is only 2 points every melee, and can only be used on one target. If not used soon (within 10 minutes), the Chi fades at a rate of 5 per melee.

Cloak of Invisibility Technique
Konohamaru uses Cloak of Invisibility in an attempt to fool Naruto.

Name: Kakuremino no Jutsu, 隠れ蓑の術, literally "Cloak of Invisibility Technique"

Type: E-rank, Supplementary

Users: All Ninja Academy graduates
This jutsu allows a ninja to take a cloak or a piece of cloth and blend into an object, making them invisible. This art combines the arts of hiding and dimensional cloak : Dimensional Cloak
Cost: 20 PPE/Chi/ISP. Duration: 10 minutes

per level. Permanent statistic change: Sense dimensional anomalies, rifts etc. Originally used for evil and perverse purposes, it is hoped that someday the name of this technique will have the original taint purged through noble actions. It is doubtful. The user becomes invisible as he has removed himself from our plane of existence. He can see, hear, and talk but has no other ability to interact with the people he watches as long as he employs this technique. Physical barriers also seem immaterial to a user of this technique. Magical, psionic, and dimensional barriers seem to reflect themselves into whatever dimensional hole the martial artist has thrown himself and will stop bar his

progress. Of course he is also invulnerable and undetectable (unless you're a Shifter, Temporal Wizard etc.). Variants: Time does not seem to affect to user in that place. It might even be possible to hibernate or go into some state of suspended animation and just wait out a bad millenium or two.

Art of Hiding or Inpo: Training in the art of hiding in volves studying the essential characteristics of all kinds of objects. For example, how does one move when hiding in long grass so as not to be different from the surrounding blades? The character learns to become "One" with another object, remaining motionless, and moving imperceptibly when necessary. There is usually no chance that the character will be detected while hiding. However, if the area is well lit or subject to careful inspection, then the chance of remain ing undetected is 43% + 3% per level.

This ability works only as long as the character stays motionless and has something to hide behind or among. The character can stay motionless for hours, and even days, using this technique. However, the moment he or she moves to attack, the character is completely visible. The character cannot hide while in clear view and being watched.

Clone Technique

Name: Bunshin no Jutsu, 分身の術, literally "Clone Technique", English TV "Clone

Jutsu", UK DVD "Art of Body Splitting"

Type: E-rank, Supplementary

Users: All Ninja Academy graduates
This technique creates intangible clones of the user. The clones are simply illusions and will dissipate when they come into contact with something. The

illusions can be seen through by the Byakugan and the Sharingan. A person with normal eyes can also distinguish the clones from the original, since the clones will not disrupt the area around themselves with their movement (won't kick up dust, crush grass, etc.). (10 chi per min to activate) creates 4 +4/lv images of fighter when multi-image is active opponents need a natural 18 strike roll to actually hit the real fighter, image is destroyed as soon as it is hit

Dead Soul Technique

Name: Shikon no Jutsu, 死魂の術, literally "Dead Soul Technique", English TV "Dead Soul Jutsu"

Type: B-rank, Supplementary, Short to mid-range (0-10m)

Users: Kabuto Yakushi

Using this jutsu, a person can temporarily reanimate a corpse, creating the

illusion of a living person. This is achieved by causing the heart to beat once more, allowing the user to control the corpse. The reanimated corpse can serve as either a short-time ally or an effective decoy. (100 chi to activate)

Fire Release: Ash Product Burning

Name: Katon: Haisekishō, 火遁・灰積焼, literally "Fire Release: Ash Product Burning"

Type: Unknown

Users: Asuma Sarutobi

Unlike other fire-based jutsu, this jutsu allows the user to breathe out a cloud of superheated ash capable of causing third-degree burns. Because it is ash and not flame, the ash remains in the air around the target, and therefore remains potent for a longer period.

Fire Release: Dragon Fire Technique Sasuke using Dragon Fire Technique

Name: Katon: Ryūka no Jutsu, 火遁・龍火の術, literally "Fire Release: Dragon Fire

Technique", English TV "Fire Style: Dragon Flame Jutsu"

Type: C-rank, Offensive, Mid-range (5-10m)

Users: Sasuke Uchiha, Anko Mitarashi
The user breathes fire along a cord or any other type of long object. While the technique is shown in the anime to be even larger and more devastating than Fire

Release: Great Fireball Technique, in the manga it is shown to be nothing more than a small burst of flame running along a line of wire. 1/h 1-1d10*10 +1d10*10/lv 1-10ft 4000ft +5s can be used to counter an attack if you have anticipation skill only along a wire (5 chi per wire and blast)

Fire Release: Fire Dragon Flame Missile The Third Hokage using Fire Dragon Flame Missile

Name: Katon: Karyū Endan, 火遁・火龍炎弾, literally "Fire Release: Fire Dragon Flame

Missile", English TV "Fire Style: Dragon Flame Bomb"

Type: B-rank, Offensive, Short to mid-range (0-10m)

Users: Third Hokage (10 chi per blast)
This technique exhales a long stream of incredibly hot fire from the users mouth, not unlike that of a flamethrower. 1-1d10*10 +1d10*10/lv 4000ft +5s can be used to counter an attack if you have anticipation skill

Fire Release: Great Fireball Technique Sasuke using Great Fireball Technique

Name: Katon: Gōkakyū no Jutsu, 火遁
・豪火球の術, literally "Fire Release:
Great

Fireball Technique", Viz "Fire Style:
Blaze Of Glory", English TV "Fire
Style:

Fireball Jutsu"

Type: C-rank, Offensive, Short range
(0-5m)

Users: Most Uchiha clan members,
Jiraiya, Aoba Yamashiro, Oki, Kakashi
Hatake

Utilizing a large amount of chakra, a
large ball of flame is exhaled from the
user's mouth. When an Uchiha clan
member masters this technique, they are
recognized as an adult. This technique
also seems to be fairly common amongst
Konoha's Chunin-level ninja. (20 chi per
blast) 1-1d10*10 +1d10*10/lv 1-10ft
4000ft +5s can be used to counter an
attack if you have anticipation skill

Fire Release: Phoenix Immortal Fire
Technique

Sasuke using Fire Release: Phoenix
Immortal Fire Jutsu.

Name: Katon: Hōsenka no Jutsu, 火遁
・鳳仙火の術, literally "Fire Release:
Phoenix

Immortal Fire Technique", English TV
"Fire Style: Phoenix Flower Jutsu", Viz
"Fire Style - Art of the Dragon's
Breath, Phoenix Technique"

Type: C-rank, Offensive, Short range
(0-5m)

Users: Sasuke Uchiha, Oki

This jutsu sends multiple balls of fire at
a target. It is also possible to hide
shurikens within the fireballs, creating
an unexpected secondary surprise
attack. For the most part, this jutsu is
used as a distraction. (200 chi to
activate) 10/h 1-1d10*10 +1d10*10/lv
1-10ft 4000ft +5s can be used to
counter

an attack if you have anticipation skill

Four Legs Technique

Name: Shikyaku no Jutsu, 四脚の術,
literally "Four Legs Technique" (a.k.a.
"Down on All Fours Technique"),
English TV "Beast Mimicry: All-Fours
Jutsu"

Type: D-rank, Supplementary

Users: Kiba Inuzuka

This technique gives some increase of
strength and speed to the user, as well as
lengthening their nails into claws. Travel
in this mode is somewhat akin to a
dog's fast run. Users of this technique
tend to act more feral when using it.(20
chi to use per min active also know as
animal combat mastery: Animal Combat
Mastery

You know those fancy types of Kung Fu
that have animal names? Well, they were
all ripped off from the Joketsuzoku (or,
at least, that's what they'd have you
believe).

By selecting one Animal Mastery type,
the character (usually a male Amazon;
again, females don't consider this art
worth learning) may select katas based
on their animal type, gaining one
whenever a martial arts power could be
selected. In addition, the character gets
one free technique from that list when
Animal Mastery is chosen. The animal
types follow:

Feline||Duo-Claw Strike (Fu-Chiao Pai),
Black Tiger Claw Strike (Shang
Tung),Leopard stance

Simian|Drunken Monkey Kata, Lost
Monkey Kata, Tall Monkey Kata, Stone
Monkey
Kata, Wood Monkey Kata (all from
Monkey Style Kung Fu)

Dragon||Dragon Chi (Chi Mastery),
Dragon Line Kata (Chi Katas)

Bovine/Ursine/Equine||Stone Ox Kata
(Body Hardening Exercises), Eight
Horse Stomp Kata (Martial Arts
techniques), Bear Stance Kata (Choy-Li-
Fut Kung Fu)

Practitioners of Animal Mastery tend to
gain both physical and mental features
of their animal patron; avians become
tall and thin, with a penchant for
attacking from high places; felines doze
in the sun, but instantly come awake if
threatened; dragons are calm and wise,
but slow in coming to decisions. Their
martial arts style will also look similar to
those that their bias are chosen
from (ie: you may be attacking with
Joketsuzoku, but it looks like Black
Tiger Kung Fu, or whatever).

Harem Technique

Naruto using the Harem Technique

Name: Hāremu no Jutsu, ハーレム
の術, literally "Harem Technique", Viz
"Ninja Harem",

English TV "Harem Jutsu"

Type: A-rank, Supplementary

Users: Naruto Uzumaki

This jutsu combines the Shadow Clone
Technique and the Sexy Technique to
create multiple of clones of a beautiful,
nude woman (or in a bathing suit, as in
some filler episodes and the video
games). Naruto uses a modified form of
this technique when he transforms into
dozens of clones of Sakura (still clothed)
in order to confuse Rock Lee.

Shadow Clone Technique

Naruto using the Shadow Clone
Technique.

Name: Kage Bunshin no Jutsu, 影分身
の術, literally "Shadow Clone
Technique",

"Shadow Doppelganger Technique", or
"Shadow Replication Technique", Early
Viz

"Art of the Doppelganger", Recent Viz
"Art of the Shadow Doppelganger",
English TV "Shadow Clone Jutsu", UK
DVD "Art of Shadow Body Splitting"

Type: B-rank, Supplementary

Users: Naruto Uzumaki, Third Hokage,
some Jonin-level ninja

Similar to the Clone Technique, this
jutsu creates clones of the user. Unlike
the Clone Technique, these clones are
actual copies, not illusions. The user's
chakra is evenly distributed among every
clone, giving each clone an equal
fraction of the user's overall power. The
clones are capable of performing jutsu
on their own and can even bleed, but
will usually disperse after one or two
solid blows. They can also disperse on
their own. Unlike other clones, they
can't be detected by the Byakugan
because the clones have the exact same
amount of chakra and aren't made from
any other substance, making them
indistinguishable from the actual person.
Sasuke Uchiha claims that the Sharingan
can tell the difference during his battle
with Naruto at the Valley of the End.
Any experience the clones gain during
their existence is transferred to the user
once they are dispersed. This makes the
technique ideal for spying, since the
user can simply send a clone to spy on a
target, then have the clone disperse
itself without returning to pass the
information back to the user. It's also
useful for training purposes, since the
total amount of experience the user
gains is multiplied by the total number
of clones being used to train. Using it

in this manner is far more difficult, however, since a large number of clones are needed to make a significant difference in the training time. It's unclear if other types of clones possess this advantage.

This technique is considered dangerous because of the manner in which the clones are created. Because the user divides their chakra among the clones, the user could potentially use up all their chakra fairly quickly if the user is low on chakra or makes too many clones, such as Naruto does with Multiple Shadow Clone Technique, this jutsu's enhanced (and forbidden) form. Naruto is able to use this technique to the extremes that he does because of his tailed beast, the nine-tailed demon fox, which gives him an abnormally high chakra level. Even without the demon fox's chakra, Naruto can make quite a few clones, but nowhere near on the level he can when he has access to the demon fox's chakra. The technique can also be dangerous if the user is injured or has some otherwise debilitating physical condition at the time of the cloning, since all of the clones will be created in roughly the same state.

(cost-50/double+5/hr+2/double can switch places between doubles) creates live solid duplicates of self out of the chi, duration = 4hr/lv+#of points spent, all doubles have same gear(non magical only) and same aura as you and do same dmg as you all can also do every thing you can do and can do every thing you do or something different than what you are doing as wished all have a telepathic link to creator and can't be turned Against creator, mind-controlled, or dispelled but can be reabsorbed at any time wished al so all have the same stats of creator and same abilities except the doppelganger skill. =

Multiple Shadow Clone Technique ===
Naruto using Multiple Shadow Clone Technique.

Name: Tajū Kage Bunshin no Jutsu, 多重影分身の術, literally "Multiple Shadow Clone

Technique" or "Mass Shadow Replication Technique", English TV "Multi Shadow Clone Jutsu"

Type: A-rank, Supplementary

Users: Naruto Uzumaki, Kakashi Hatake

This jutsu is basically a massive version of the Shadow Clone Technique. Instead of a few clones, it creates a few hundred clones (or a number of equal grandeur). This is considered a forbidden technique, because it can potentially be dangerous to the person performing it, seeing as how all of the clones are given an equal amount of chakra directly from the user. Naruto learned the technique from the scroll of forbidden seals written by the First Hokage and used it to save Iruka from Mizuki. Few people are able to use this technique effectively, due to the large amount of chakra it consumes. This weakness does not apply to Naruto due to his demon fox chakra, which allows him to create upwards of 2,000 clones while maintaining a decent supply of chakra in each one. This technique is also used by Naruto to train quickly, since all the clones share their experiences with Naruto, but it causes extreme fatigue with repeated use. (cost-100/2 double+5/hr+2/20 double can switch places between doubles) creates live solid duplicates of self out of the chi, dur=4hr/lv+#of points spent,all doubles have same gear(non maghical only) and same aura as you and do same dmg as you all can also do every thing you can do and can do every thing you do or something

different than what you are doing as wished all have a telepathic link to creator and can't be turned Against creator, mind-controlled, or dispelled but can be reabsorbed at any time wished all so all have the same stats of creator and same abilities except the doppelganger skill. =

Clone Great Explosion

Name: Bunshin Daibakuha, 分身大爆破, literally "Clone Great Explosion"

Type: A-rank, Offensive, Short range (0-5m)

Users: Itachi Uchiha

This jutsu works in combination with the Shadow Clone Technique to create a shadow clone that will explode on command. The blast created is considerable, and could potentially kill an attacker engaged in hand-to-hand combat. (50chi) 1d10x100 1-20ft radius

Shuriken Shadow Clone Technique

Name: Shuriken Kage Bunshin no Jutsu, 手裏剣影分身の術, literally "Shuriken Shadow

Clone Technique" or "Shuriken Shadow Replication Technique" English "Shuriken

Shadow Clone Jutsu"

Type: A-rank, Offensive, Short to mid-range (0-10m)

Users: Third Hokage

A modification of the Shadow Clone Technique, the user throws one shuriken at the victim and then uses this jutsu to create multiple copies of the shuriken to make the attack more powerful. (5 chi per shuriken made)

Shuriken Shadow Clone Technique

Name: Shuriken Kage Bunshin no Jutsu, 手裏剣影分身の術, literally "Shuriken Shadow

Clone Technique" or "Shuriken Shadow Replication Technique" English "Shuriken

Shadow Clone Jutsu"

Type: A-rank, Offensive, Short to mid-range (0-10m)

Users: Third Hokage

A modification of the Shuriken Shadow Clone Technique the user throws one shuriken at the victim and then uses this jutsu to create multiple copies of the shuriken that will explode on command to make the attack more powerful. 1d10x10 explosion damage 1-10 ft radius per shuriken (10chi per clone)

Iron Body

Kakuzu in Iron Body form

Name: Kurogane Karada, 鉄ボディ, literally "Iron Body"

Type: Unknown

Users: Kakuzu

This earth-based jutsu causes Kakuzu's skin to harden, making him virtually invulnerable to physical attacks and enhancing his strength. Lightning-based jutsu can penetrate it, however, due to the natural weakness earth-based jutsu have to lightning.

(20 chi to activate) 4 +4hrs/lv, +5 parry/dodge/roll with punch/fall/impact -2int/damage/attack + impervious to magic/psionic/MDC & normal fire/cold or electrical attacks and take ½ dmg from all kinetic attacks +120x100 MDC +1d10x10 punch dmg and +1d20*10 kick dmg ar13 +1/2lvs body is like diamond, must have inner strength to gain +6ps/pe/spd +8 to all saving throws +30% vs. coma no fear/hunger/thirst/fatigue/pain for duration

Leech All Creation: Attack Prevention Technique

Orochimaru merges with a tree.

Name: Hiru Banshō: Bōka no Jutsu, 蛭
万象・防火の術, literally "Leech All
Creation:

Attack Prevention Technique"

Type: Unknown

Users: Orochimaru, Nagare, Zetsu

Using this jutsu, the user can merge with
another object and take on its
properties to avoid any damage.

Orochimaru uses this to merge with a
tree just before his battle with his former
student, Anko Mitarashi. He, however,
does not give it a name.

Manipulating Windmill Triple Blades

Orochimaru is caught by Sasuke's

Manipulating Windmill Triple Blades.

Name: Sōfūshasan no Tachi, 操風車三
ノ大刀, literally "Manipulating
Windmill Triple

Blades", English TV "Sharingan
Windmill Triple Attack"

Type: C-rank, Offensive, Mid-range (5-
10m)

Users: Sasuke Uchiha

Utilizing the abilities of the Sharingan,
the user is able to control shuriken
that have wire cords attached to them
(two held with the hands and one with
the mouth) and manipulate their paths to
tie an opponent to a nearby large object,
binding them. If there is no object, the
shuriken will impale the opponent.

Mystical Palm Technique

Name: Shōsen Jutsu, 掌仙術, literally
"Mystical Palm Technique", English
games

"Supernatural Palm Jutsu"

Type: A-rank, Supplementary, Short
range (0-5m)

Users: All medical ninja

This jutsu is a multi-purpose medical
technique used by medic-nin to heal
wounds and perform surgery. For the

former, the user concentrates chakra to
their hand and applies it to a wound,
speeding up cell regeneration. For the
latter, the user focuses their chakra into a
blade to make cuts where necessary.

Because it is done with chakra, the user
doesn't need to cut through their target's
skin to reach muscles and organs. For
this to be applied effectively in healing,
a large amount of chakra is required.

Using it to cut seems to be less chakra-
intensive. This cutting aspect of this
jutsu can also be used in combat, though
it requires incredible precision on the
user's part to be effective. Gives abilities
of :

Foxes Blessing= <300 chi> instantly
heal self and up to 2 people touched of
all damage, Curses, diseases or ailments.
Shikomi-Zue= <1 chi> 1/h-f ps +punch/
kick +1d10/lv

Vital strike= <5 chi> can be a layered
attack does no damage and bypasses
armor effects are: blind(-10 combat),
mute(-1 combat and no verbal spells),
deafen(-2 combat), pain(-3 combat),
convulsions(-4 combat), ¶lysis(no
movement), also can do the skill of=
Release: The attacker manipulates the
victim's pressure points in such a way
that the victim either vomits or defecates
(this is a real-life ability BTW). This
attack requires a natural Strike roll of 14
or better. The attacker chooses the effect.
If the attack is successful, the victim
loses initiative, and 1D6 melee actions.
Elemental vital strike= <-15p-/ +10 chi>
vital strike that can hurt anybody or
anyone and bypasses any form of natural
defense opponent has.

Death strike= <min 30 chi to use uses all
isp you have> bypasses armor, never
misses auto natural 20 strike 80% instant
kill shot or 1d20*2000 +total paralysis
1d20*20 min +-1/2 all combat bonuses

& speed 1d20*20 minutes more, user is in a coma for 24hrs then -½ combat bonuses and cant use any ninja techs for 12hrs more
Shatter fist= <50> completely shatters any object struck that is not a rune or glyph item can be layered.

One Thousand Birds

Name: Chidori, 千鳥, literally "One Thousand Birds", English "Chidori" or "One

Thousand Birds" (used interchangeably)

Type: A-rank, Offensive, Short range (0-5m)

Users: Kakashi Hatake, Sasuke Uchiha
This jutsu is Kakashi's only original technique, though he now uses an S-ranked version known as the Lightning Blade. He created it around the time he was promoted to Jonin, and later taught it to Sasuke. This jutsu channels a large amount of chakra into the user's arm. The amount of chakra is so great that it becomes visible to the naked eye. The technique actually alters the nature of the user's chakra, effectively converting it into electricity. As a side effect of the conversion process, the large amount of chakra, and the speed at which the user moves, this technique makes a loud noise similar to many birds chirping, hence the name (if the user is not in motion, it merely makes an electric crackling sound). Once the technique is completed, the user charges forward and stabs their enemy with it. The amount of thrust combined with the large concentration of chakra allows the user to stab through almost anything; as such it is usually fatal to the enemy. This technique is classified as an assassination technique because of the speed at which it is performed, despite

the loud noise it produces. (100chi to activate)

This jutsu has a major drawback, however. The speed at which the attack must be done, combined with the fact that the user must run in a straight line, causes a tunnel vision-like effect for the user. This allows their enemy to easily counter the attack, making it a potentially lethal move for the user. Though this drawback would seem to make learning the technique fairly pointless, Sasuke and Kakashi are able to avoid the drawback because of their Sharingan eyes, which take in every detail regardless of how fast the user is moving. As an additional drawback, the large amount of chakra required limits its use to a few times a day (two for Sasuke, four for Kakashi). Sasuke can manage one more than normal with the use of his cursed seal. Should the user attempt to go beyond their limit, all of their chakra will be drained and their very life force could go along with it, killing them. An additional problem, though not necessarily a debilitating one, is the fact that the large amount of chakra can also injure the user's hand if they put too much force into the attack. Sasuke does this while battling his brother, Itachi, causing some of the skin to peel from his hand and leaving it slightly smoldering after the attack was finished. 1/h-f ps +punch/kick +1d10/lv +1-1d10*10 +1d10*10/lv 1-5ft electric damage

Poison Extraction Technique

Name: Dokunuki no Jutsu, 毒抜き の 術, literally "Poison Extraction Technique"

Type: Unknown

Users: Sakura Haruno

This ornate jutsu uses chakra to literally pull foreign materials from someone's

body, no doubt requiring precise control on the user's part to avoid causing further internal injuries to their patient. Sakura uses this technique to remove Sasori's poison from Kankuro after their battle. None of the medic-nin on hand could perform the technique, so it is no doubt quite difficult to perform properly.

Projectile Weapons

A kunai being summoned

Name: Tobidōgu, 飛道具, literally "Projectile Weapons"

Type: Unknown

Users: Most ninja

In order to store and use items or weapons that the user would never be capable of carrying normally, the user can keep them contained within summoning scrolls. Puppets commonly have such scrolls attached to hidden compartments to produce extra arms and other similar features. Like the Summoning Technique, a small donation of blood is required to summon the items. also know as hammer space mastery: Hidden Weapons (Lesser) Cost: 3 PPE per summons. Requirements: Chi Control. With this skill the user can hide and summon 11 major item/weapon per level experience. and 55 smaller/lesser items per level experience in a pocket dimension or subspace and summon them at will(counts as 1 melee attack/action). They will appear instantly in his hands and does not require and action. The character also has the fast draw skill when dealing with summoning any summoned weapons. These items are fixed and cannot be changed without several weeks of training. Roll half martial arts analysis skill once per week. A success indicated you have learned to store a specific item in a particular "place" in

subspace(normally the "place" is located so where around the persons body so it can easily be reached). NOTE: Magical items/weapons & projectile weapons count as a major item. Non-magical items/weapons count as lesser items.

Hidden Weapons (Greater)

Cost: 5 PPE per summons.

Requirements: 15 IQ, Chi

Control. Same as above except character may store 55 major item/weapons per level experience and 100 minor items/weapons per level experience. There are no fixed slots. The character may store whatever he wishes in the appropriate "location". And gives the abilities of :

Psi sword= <15 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Laser sword= <25 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Ice sword= < 25 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Sonic sword= < 25 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Lightning sword= <25 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Plasma sword= < 25 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Ultimate sword= <100 > 1/h 2hr/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular sword

Psi weapon= <20 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Laser weapon= <30 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Ice weapon= < 30 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Sonic weapon= < 30 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Lightning weapon= < 30 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Plasma weapon= < 30 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Ultimate weapon= <200 > 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int
can be linked to a regular weapon

Psi dagger= < 5 > 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular dagger

Laser dagger= <15>3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular dagger

Ice dagger= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular dagger

Sonic dagger= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular dagger

Lightning dagger= <15> 3/h 5min
+5min/lv 1d10*10 +1d10*10/lv
+5p/s/int can be linked to a regular
dagger

Plasma dagger= < 15 > 3/h 5min
+5min/lv 1d10*10 +1d10*10/lv
+5p/s/int can be linked to a regular
dagger

Ultimate dagger= <85> 3/h 5min +5min/
lv 1d10*10 +1d10*10/lv +5p/s/int can
be linked to a regular dagger

Psi stars= <5> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular star

Laser Stars= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular star

Ice Stars= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular star

Sonic Stars= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular star

Lightning Stars= <15> 3/h 5min
+5min/lv 1d10*10 +1d10*10/lv
+5p/s/int can be linked to a regular star

Plasma Stars= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular star

Ultimate Stars= <85> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int can be
linked to a regular star

Energy weapon= <30> 1/h 15min/lv
1d20*10+10 +1d20*10+10/lv +5p/s/int,

Energy star= <15> 3/h 5min +5min/lv
1d10*10 +1d10*10/lv +5p/s/int,

Elemental energy weapon'= <-10p-/40>
energy weapon that can hurt anybody or
anyone and bypasses any form of natural
defense opponent has, must have energy
weapon to gain

Elemental energy star'= <-10p-/25>
energy star weapon that can hurt
anybody or anyone and bypasses any
form of natural defense opponent has,
must have energy
star to gain

===Summoning: Food Cart Destroyer
Technique ===

Name: Kuchiyose: Yatai Kuzushi no
Jutsu, 口寄せ・屋台崩しの術, literally

"Summoning:

Food Cart Destroyer Technique"

English TV "Summoning: Bring Down
the House

Jutsu"

Type: B-rank, Offensive, All ranges

Users: Jiraiya

The jutsu summons a giant toad in
midair to crash upon a target.

===Summoning Technique ===

Kakashi performs a summoning.

Name: Kuchiyose no Jutsu, 口寄せの
術, literally "Summoning Technique",
Viz "Shinobi

Conjuration", English TV "Ninja Art:
Summoning Jutsu"

Type: C-rank, Offensive, Defensive,
Supplementary

Users: Many ninja, usually above
Genin rank

The basic form of all summoning
techniques, this jutsu uses a contract,
hand seals, and the user's blood to
summon an animal from another
dimension. As an alternative to the
normal hand seals, the same contract that
appears on the ground during the
summoning can be drawn by hand and
activated, producing the same result. The
type of animal summoned is determined
by the contract. The blood is used as a
signature to make the contract, which
can be written on a scroll or tattoo, valid.
Once summoned, the animal can
perform a task or help the user in battle.
The summon usually is subservient to
the summoner; however, the more
powerful summons, such as Gamabunta
and Manda, demand respect and loyalty
from their summoners. Manda even
demands hundreds of live human
sacrifices.

===(TAIJUTSU TECHNIQUES): ===

===Technique Neutralize ===

Name: Jutsu Shō, 術消, literally

"Technique Neutralize"

Type: Unknown

Users: Third Hokage

This jutsu cancels or impedes the
occurring of the opponent's technique. It
uses the same amount of chakra as the
jutsu it intends to cancel. Must have
anticipation skill to gain

== Byakugan ==

Neji's Byakugan

The Byakugan (白眼, Byakugan?
literally "White Eye," Viz "Evil Eye") is
a special pupil condition (瞳術,
Dōjutsu?, literally "eye technique") that
naturally occurs in members of the
Hyuga clan (and thus only characters
from the Hyuga clan possess it).

Byakugan users are characterized by their lavender, pupil-less eyes. When the Byakugan is activated, their pupils somewhat appear and the veins near their temples bulge.

A person with the Byakugan has a nearly 360 degree field of vision, except for a small blind spot behind the first thoracic vertebra (near the back of the neck), which is its only known weakness.

Byakugan users can detect anything around them within a 50-meter radius (although Neji Hyuga manages to increase the radius to over 800 meters during the timeskip), making them close-range combat experts.

The Byakugan also gives the user the ability to see through basically any matter over extremely long distances.

This seems to be a combination of x-ray and thermographic vision, as Hinata Hyuga notes in the Bikochu filler arc that objects can be difficult to see if their temperature is the same as the objects around them. A small degree of telescopic vision is also present, as a Byakugan user can focus on a single object at any point within their range of vision. The degree of focus seems to be dependent on the skill of the user. The Byakugan's sight cannot be blocked, except in the case of something like Ranmaru's kekkei genkai ability, unlike the Sharingan, which can be blocked by any sufficiently opaque substance. It is however, possible to impede it slightly through the use of certain powerful seals. The Byakugan's insight capacity makes it useful for searching, tracking, and identifying targets.

One of the most powerful aspects of the Byakugan is the ability to see the inner chakra coil system, which is the key aspect of using the Gentle Fist style to attack said system. If sufficiently developed, the Byakugan is able to see

individual chakra points, potentially allowing the user to shut off the opponent's chakra flow completely, such that the opponent cannot perform techniques that require chakra. However, the user can increase chakra flow as well, though this has yet to be used. Seasoned Byakugan users are even capable of killing with a single blow. Protection of the Byakugan ability is very important to the Hyuga clan, and has led to the development of an elaborate family hierarchy. The Hyuga clan is divided into two houses: the main house (宗家, sō-ke?) and the branch house (分家, bun-ke?). The branch house's main purpose is to protect the main house and the secrets of the Byakugan. Branch house members' abilities and freedom are restricted through the means of a cursed seal that is placed on every branch house member's forehead. Through the means of a special technique that only main house members know, the seal can be activated, destroying the brain cells of the person branded with the seal. This allows the main house to make the branch house subordinate to its wishes. In addition, whenever a branch house member dies, the cursed seal will also seal the Byakugan ability so that enemies will not be able to discover the secrets of the bloodline limit if Konoha's hunter-nin are unable to find and dispose the body before the enemy finds it. There are several techniques developed specifically for Byakugan users, which complement and make use of the Byakugan's abilities – most notable among which are the defensive barrier technique Eight Trigrams Palms Heavenly Spin and the high-speed precision attack Eight Trigrams Sixty-Four Palms (10 chi per min to use)

Eight Trigrams One Hundred Twenty-Eight Palms

· Name: Hakke Hyaku Nijūhachi Shō, 八卦百二十八掌, literally "Eight Trigrams One Hundred Twenty-Eight Palms" (a.k.a. "Divination Field: Divine One Hundred-Twenty Eight Strikes")
· Type: Unknown
· Users: Hyuga clan

This jutsu is essentially a doubled version of Eight Trigrams Sixty-Four Palms. Like the former, it closes off the opponent's chakra points in an exponentially increasing number of quick successive strikes. Unlike the former, it closes off twice as many at twice the speed. Alternatively, it can be used to hit a great number of targets very quickly. It has a slightly different stance than the lesser form in which the upper body is slightly rotated to the right. This stance activates the characters at the edge of the divination field to begin the technique. : (100 chi to use uses all attacks for the melee round) 128hit +1d6+ps dmg per hit can be layered with other techniques, never misses, must be first attack of the round and removes all (P.P.E/I.S.P./Chi from the opponent)1-144 hour duration.

Leaf Rising Wind

· Name: Konoha Shōfū, 木ノ葉昇風, literally "Leaf Rising Wind", English Video Games
"Heavenly Dance of the Falling Leaves"
· Type: Unknown
· Users: Rock Lee, Sasuke Uchiha
Using quickness and agility, the user will do a swift upwards kick at their opponent or at a weapon the opponent is wielding. 1d10x10 + ps + auto disarm

Leaf Whirlwind

· Name: Konoha Senpū, 木ノ葉旋風, literally "Leaf Whirlwind", Viz "Konoha Hurricane" (a.k.a. "Konoha Whirlwind"), English TV "Leaf Hurricane"
· Type: D-rank, Offensive, Short range (0-5m)
· Users: Rock Lee, Might Guy, Naruto Uzumaki (Naruto: Narutimate Hero 3)
This jutsu is a set-up attack for a stronger jutsu. It consists of a simple, but very fast, duck followed by a powerful upward kick, which sends the opponent flying. When Guy uses this attack, he covers his foot in chakra to enhance it, making his version B-ranked: 1d10x10 + ps + auto knock down + knock back and up 1-100 ft + auto-dodge next attack

Leaf Great Whirlwind

· Name: Konoha Daisenpū, 木ノ葉大旋風, literally "Leaf Great Whirlwind", English TV "Leaf Hurricane"
· Type: C-rank, Offensive, Short range (0-5m)
· Users: Rock Lee, Might Guy
This jutsu involves a powerful leap forward followed by a spinning kick with both legs in succession, the second kick being aimed lower in case the intended target ducks the first:
1d10*10/lv +kick *4 +PS hits 4 times

Leaf Gale

· Name: Konoha Reppū, 木ノ葉烈風, literally "Leaf Gale" (a.k.a. "Konoha Gale" or "Konoha Strong Wind"), English TV "Leaf Whirlwind"
· Type: D-rank, Offensive, Short range (0-5m)
· Users: Rock Lee, Naruto Uzumaki (Naruto: Narutimate Hero 3)
Using his quickness and agility, Lee performs a spinning kick to sweep his

opponent off their feet: 1d10x10 + ps
+auto knockdown

Eight Trigrams Sixty-Four Palms

· Name: Hakke Rokujūyon Shō, 八卦六十四掌, literally "Eight Trigrams Sixty-Four Palms"

· Type: Hiden, No rank, Offensive, Short range (0-5m)

· Users: Hyuga clan

This jutsu closes off sixty-four specific chakra points (tenketsu) on an opponent's body with the Gentle Fist style, effectively eliminating their ability to use chakra for quite some time and making it quite difficult for them to move. It begins with the closing of two chakra points, followed by four more, then eight, then sixteen, then thirty-two, and then sixty-four strikes. Each set of strikes is done at an increasing pace. In the anime, Neji Hyuga uses a doubled version of this attack. The symbol that appears beneath the user while performing this technique is the Taoist symbol, Bagua.

In the Naruto video games the number of strikes is approximately halved, with the number of strikes adding up to sixty-four rather than the final blow consisting of sixty-four individual strikes: (50 chi to activate) Uses all attacks for the melee round 64 hit +1d6+ps dmg per hit can be layered with other techniques, never misses, must be first attack of the round and removes ½ of opponents (P.P.E./I.S.P./Chi) 1-144 hour duration

Eight Trigrams Palms Heavenly Spin

· Name: Hakkeshō Kaiten, 八卦掌回天, literally "Eight Trigrams Palms Heavenly Spin", English TV "Eight Trigrams Palm Rotation"

· Type: Hiden, No rank, Defensive, Short range (0-5m)

· Users: Hyuga clan

This jutsu utilizes the chakra control gained through Gentle Fist training to release a huge amount of chakra from the user's chakra points when struck. The released chakra blocks any possible attack. The user then spins themselves rapidly to parry the attack, both creating a shield of chakra around themselves and tossing away any would-be attackers. The spin also allows the user to defend the blindspot in their Byakugan: PE+ME x100+100+100/lv 1-100fr +5parry no actions possible while the technique is in action while up 1hr+1hr/lv.

Eight Trigrams Empty Palm

· Name: Hakke Kūshō, 八卦空掌, literally "Eight Trigrams Empty Palm" or "Eight Trigrams Vacuum Palm" or "Eight Trigrams Air Palm"

· Type: Unknown

· Users: Neji Hyuga

This jutsu is similar in practice to Eight Trigrams Palms Heavenly Spin, but has a specific target rather than a general area. To perform it, Neji does a palm thrust at an opponent while expelling a large burst of chakra from his palm. This violently pushes the opponent away. The opponent does not need to be within his reach for the attack to be effective, this attack does no damage and bypasses armor effects are: blind(-10 combat), mute(-1combat and no verbal spells), deafen(-2 combat), pain(-3 combat), convulsions(-4 combat), ¶lysis(no movement), also can do the skill of= Release: The attacker manipulates the victim's pressure points in such a way that the victim either vomits or defecates (this is a real-life ability BTW). This attack requires a

natural Strike roll of 14 or better. The attacker chooses the effect. If the attack is successful, the victim loses initiative, and 1D6 melee actions, and this attack pushes opponent back 1-100 ft per time hit.

Leaf Strong Whirlwind

· Name: Konoha Gōriki Senpū, 木ノ葉剛力旋風, literally "Leaf Strong Whirlwind" English TV "Severe Leaf Hurricane"

· Type: B-rank, Offensive, Short range (0-5m)

· Users: Might Guy, Rock Lee

This jutsu is basically the same as the Leaf Great Whirlwind, only more damaging: 1d10*10/lv +kick *4 +PS hits 40 times

Front Lotus

· Name: Omote Renge, 表蓮華, literally "Front Lotus", Viz "Forward Lotus" (a.k.a. "Initial Lotus"), English TV "Primary Lotus"

· Type: B-rank, Offensive, Short range (0-5m)

· Users: Might Guy, Rock Lee, Kakashi Hatake, Naruto Uzumaki (Naruto: Ultimate Ninja 2)

This jutsu requires opening the first chakra gate, giving the user five times their normal strength. The user kicks his opponent into the air, and then performs Shadow of the Dancing Leaf. Once he is behind his opponent, he then wraps the arm bandages around them, and grabs them in a bear hug, then piledrives them into the ground while spinning rapidly. The resulting impact will likely kill his opponent, though this has yet to happen due to extenuating circumstances. Because it uses one of the chakra gates, the user is left extremely fatigued, making this jutsu a "double-edged sword." Guy's version

involves him uppercutting the opponent, jumping up after them, grabbing them (breaking their bones), and slamming them head first into the ground. In the third episode of Naruto: Shippūden, Kakashi displayed his own version of this ability; while it worked the same way as Lee's version, Kakashi managed to wrap up to three opponents, which were actually three of Naruto Uzumaki's shadow clones. Naruto's version is exactly like Lee's version but lacks the arm bandages.

The word renga puns with reneki (連撃), which means "combo." 3 hit combo doing 3d20 x 30 + psx5