

Field Report #325:
The Chinese
Fighting Arts

FIELD REPORT #325: THE CHINESE FIGHTING ARTS

Sam,

Here's the report you asked for on Chinese kung fu. You had better make sure it stays eyes only. If word gets out that I'm working for a round-eyes, the length of my continued existence here in Shan Fan can be measured in heartbeats.

I've included some general background on our culture. I know you're too busy whining about all the reports you have to write for Denver to actually pick up a book, so I took it upon myself to educate you.

I have to say, I'm pretty dubious about this idea you have to get some Pinkertons trained in the martial arts. First, you have to find a kung fu master who is willing to train Westerners (they're about as common as a nun in a whorehouse). Second, you have to find recruits who are up to the challenge. Nothing against your regular agents, but I doubt most of them have what it takes. You might get lucky with some military veterans, but even they probably won't be able to handle the totally unquestioning discipline required to master the fighting arts.

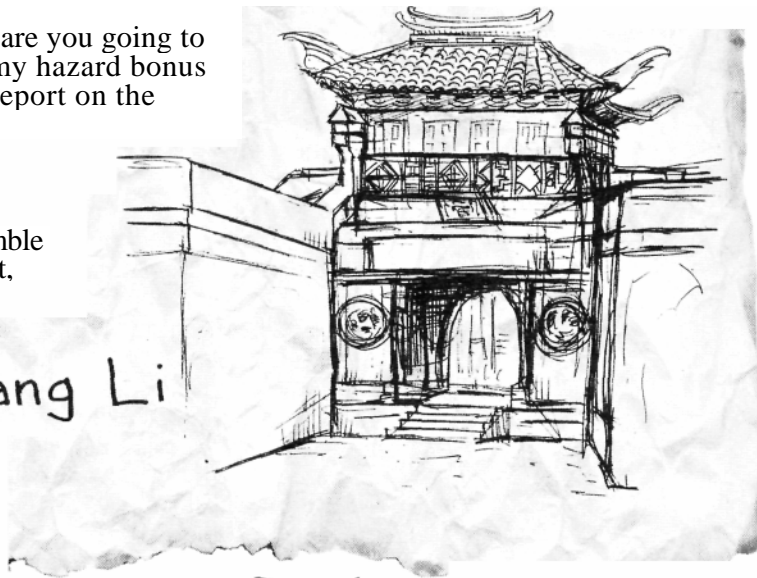
Anyway, I've included information on the basic martial arts and some descriptions of more advanced techniques-you know, the "magical" ones. I also threw in some sketches of people, places, and fighting stances I encountered while putting this report together.

When are you going to pay me my hazard bonus for that report on the triads?

Your humble
servant,

Huang Li

Huang Li



PAGE 1

NEW SECRETS OF SHAOLIN

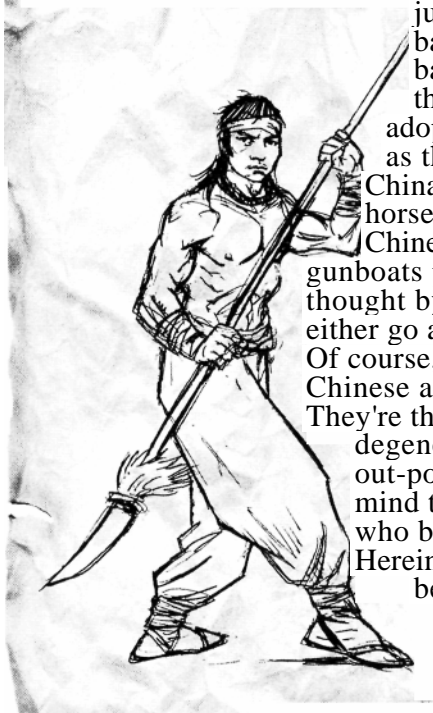
The Chinese inhabitants of the Maze brought secrets with them from their homeland. The most famous of these are those of their ancient fighting arts. For centuries, practitioners of kung fu and other Chinese martial disciplines have made extraordinary claims about their fighting traditions.

According to legend, the most accomplished martial artists can perform acts of superhuman power. Since the Reckoning, those claims have been proven. Legendary powers are now within reach of ordinary folk. Good students progress much faster in these disciplines than they ever did before.

SO WHO'S SUPERIOR?

Anyone raised in 19th-century Chinese culture has been ingrained with the assumption that this culture is clearly and obviously superior to that of the arrogant Westerners. Chinese civilization goes back for over 2,000 years. The Chinese Emperor is like a god, and when things are right with the Emperor, perfection abounds. Many of the inventions you take for granted were discovered in China—paper and gunpowder, for example.

China is the center of perfection in the world, so why would it be interesting to expand past the borders of an enormous country



just to bring their culture to the barbarian hordes outside? When the barbarians have invaded China, they've proven this point by adopting Chinese culture and values as their own. The current rulers of China, the Manchus, are barbarian horsemen trying to out-Chinese the Chinese. The Europeans whose gunboats pound on China's shores are thought by its elite to be gnats that will either go away or adopt Chinese ways. Of course, many Westerners view the Chinese as a corrupt and decadent people. They're thought of as opium-smoking degenerates who plan to come over and out-populate the white man. (Never mind the fact that it was the Europeans who brought opium addiction to China.) Herein lies the main source of friction between the two cultures.

just like with the Indians, it turns out the people Westerners lump together as Chinese see themselves as belonging to a whole lot of different groups. Although there are a large number of these racial groups, almost all Chinese in the Maze are of the Han persuasion.

Just to confuse matters further, a single racial group might speak a number of mutually incomprehensible languages or dialects. Cantonese is the dialect of the vast majority of Chinese Mizers, who hail from the southern province called Canton. If you think you have all that figured out, consider that the more than 30 different Chinese dialects all use the same form of writing: the ideograms called hanzi.

CHINESE PIONEERS

The Chinese immigrants in the Maze are not typical of their countrymen because they took the unusual step of leaving China. Most Chinese are reluctant to leave China at this time. First, the average Chinese person sees the rest of the world as full of uncouth barbarians.

Second, there is the importance of ancestor worship to Chinese culture. People believe the spirits of their ancestors are keeping an eye on them and they must pay proper homage to their ancestors. To do so, one must be near the graves of one's ancestors to clean the graves of dead kinfolk every year. Those who come to the Maze are turning their backs on this sacred obligation. Some feel guilty about this, and some fear retribution from the spirits.

Others, though, have come here precisely to deal with the issue of suffering ancestor spirits. Immediately after the Great Quake, large numbers of Chinese people started having weird dreams about the Maze. In these dreams, they saw their ancestors trapped in the Maze, an ocean away from where they ought to be. The ancestors cried out that they were prevented from reincarnating, as they ought to do, by some terrible supernatural happening.

Most people discounted the dreams, but others took them seriously. They came to rescue their ancestors from eternal doom and are here to see what's what.

Third, the oppressive Manchu government takes a dim view of emigration. If people who leave China come back, they're subject to beheading. The bureaucrats behind the government are obsessively concerned with face, you see, and take it as an insult that anyone would try to leave their perfect land. ("Face" means the appearance of respect, and it keeps Chinese in line the way guilt keeps Christians contained. To be the recipient of private disrespect may be bad, but the shame of public disrespect is devastating.)

THE GENERAL AWFULNESS OF CHINA

On the other hand, there are good reasons for Chinese to migrate.

First of all, the government is oppressive. It's run by the Manchu Dynasty, a pack of former Mongol bandits from the north who took over the Emperor's throne several centuries back. Like any nouveau riche, the Manchus are trying to be more Chinese than the Chinese.

The Manchus are considered no-good, outsider invaders by the Han Chinese, and lately they've been living up to that billing by turning decadent and cruel. China has been wracked by a series of terrible revolts, with millions killed and just as many others displaced. One of these incidents, called the Taiping Rebellion, killed more people than any other war in human history. It makes the War Between the States look like a Texas chili cook-off. The countryside is lawless, and in the cities you can get your head chopped off for wearing your hair the wrong way.

CHINESE IN THE MAZE NOW

When they heard of the first gold strike back in '48, a number of Chinese immigrants came over here to make their fortunes. The Chinese were treated badly, almost worse than the Indians.

In the wake of the second wave of Chinese immigration, there are maybe 30,000 Chinese people in the Maze, all told. As the number of Chinese grow, discrimination against them seems to be waning. This could be due to Westerners becoming more familiar with Chinese culture, but it's most likely due to strength in numbers. It may also have to do with the martial prowess of the Chinese. People have become less brave about mistreating Chinese folks—they never know who might be packing a spin kick with their name on it.

VALUES

Chinese culture has certain core values which most Chinese have drummed into their heads from the time they can pick up a pair of chopsticks.

RESPECT FOR SUPERIORS

One of the major schools of thought in Chinese life is Confucianism, a philosophy with religious undertones. It teaches respect for tradition and for one's elders and social superiors.

In many ways, this tradition of respect is totally at odds with the "every man for himself" spirit of the frontier in general and the Maze in particular.

SELF-SACRIFICE

Most Chinese see themselves as a member of a group first and an individual second. They are intensely loyal to any groups or causes to which they belong and are much more willing to sacrifice themselves for the sake of the group than your average Westerner might be.

RELIGIOUS TRADITIONS

There are a number of different religious traditions in China; the most common of these are Buddhism and Taoism. These two religions co-exist in China, where the boundaries between beliefs aren't as hard and fast as in Western cultures. Many ordinary folk follow some Taoist practices and some Buddhist ones.



BUDDHISM

Buddhism is an import from India which is now widespread throughout Asia. Its aim is to detach the worshipper from an illusory world full of distracting concerns and to attain a state of bliss called nirvana. The tools for achieving this are humility, self-deprivation, and meditation. Many martial arts schools are also Buddhist orders—the Shaolin monks are the foremost example of this.

You may be asking yourself, how does kung fu combat tie into Buddhism? First, China is a place where the pure of heart have to defend themselves. Second, the ability to fight is seen as merely a by-product; the religious use of kung fu training is that it teaches you the severe self-discipline necessary for spiritual progress. The most spiritually evolved practitioners could boot you into the next century, but choose not to.

TAOISM

Taoism (sound the "t" as a "d") is native to China. Its ultimate aim is to achieve a state of harmony with nature, one of simplicity and spontaneity. Many followers of this system are less philosophers and more practitioners of folk Taoism, which includes elements of traditional medicine, exorcism, and even alchemy.



KUNG-FU!

MAKING A MARTIAL ARTIST

Enough palavering. Here are the new rules for martial arts heroes.

Your martial artist must have the *martial arts training* Edge. You must also take the *fightin'* Aptitude with a concentration in one of the martial arts styles listed in the sidebar.

Once these minimum requirements are met, your hero can buy any of the martial arts Edges, maneuvers, and ch'i powers listed below.

Buying a power costs double the level it is purchased at, so level 1 costs 2 points, level 2 costs 4 points, etc. This can add up pretty quick, so we've also included some martial-artist-only Hindrances. Up to 10 points of these can be taken in addition to your normal 10 points of Hindrances.

FIGHTIN' STYLES

While most folks out West think there's only one way to fight someone—dirty—the Chinese have actually developed all sorts of subtly different styles. If your hero's taken the *martial arts training* Edge, then she must also pick up a *fightin'* Aptitude with one of the following Chinese-style concentrations.

Your character's choice of style doesn't restrict your choice of other Aptitudes or powers listed in this book. Each special Aptitude was discovered by a particular school, but techniques don't remain secret for long in the world of martial arts. Any martial arts teacher knows moves from a variety of

different styles. Heroes *may* also have picked up some moves by observing other martial artists in action.

Unlike standard *fightin'* concentrations, each of the Chinese kind allows the use of a variety of weapons.

MARTIAL ARTS FIGHTIN' CONCENTRATIONS

Drunken Style: Masters weave around like they're out of their tree on firewater, making their moves hard to follow and predict.

Eagle Claw: This is a fast, vicious style in which the hands are held like claws, whaling away on opponents' pressure points.

Mantis: In this style, hands are held in a hook-like manner. Users move from mesmerizing stillness to sudden striking.

Monkey: Based on the movements of apes, in this style the martial artist hunkers down, screws up her face, and then moves with sneakiness and speed. This surprises opponents who've underestimated them because they look so dang funny.

Shaolin Temple: Moves are based on five animal styles. The Crane jabs at people with fingers pressed together in a beak-like manner; also, you stand on one leg a lot. The Snake is sneaky and fluid. The Dragon is a punching style in

which sheer force is used to exert good, old-fashioned crushing damage. The Leopard works with knuckles. The Tiger style is all about ripping away at opponent's muscles.

Shuai Chiao: This Chinese form of wrasslin' bends the eyes when one tries to watch it. The practitioner grabs or throws his opponent while sneaking in all kinds of highly-directed rabbit punches.

Tai Ch'i: Practitioners focus something called ch'i, or internal energy, which then allows them to smack their opponents halfway to Philadelphia. Their internal organs are also in exceptional shape and can move around inside their bodies body to avoid taking wounds. (Heroes gain no actual game benefits for this effect, but that doesn't stop them from constantly bragging about it.)



Tan Tui. In this style, users mostly kick their opponents. Some have taken to calling this kickboxing. Up in Shan Fan, where martial arts prize-fights are held all the time, Tan Tui is very popular.

Wing Chun. This style emphasizes power and big flurries of punches at the opponent. Its moves are both offensive and defensive at the same time.

MANO A MANO

Since martial artists spend more time fighting up close and personal than your average cowpoke, we thought we'd clarify and expand some of the fighting rules-in particular being stunned and being prone (voluntarily or otherwise).

STUN

As you know, stunned characters cannot take any offensive action against their opponents. They are also at a disadvantage when it comes to defending themselves. Someone who is seeing stars cannot vamoose and does not add her *fightin'* level to her opponent's TN in hand-to-hand combat.

PRONE

We covered the effects of being prone against shootin' attacks in the *Deadlands* rulebook, but we didn't say much about how it affected

people trying to stomp your character flat. Needless to say, laying down in front of such unfriendly types is not a good idea.

Prone combatants suffer a -4 penalty to *fightin'* attacks, and if they do happen to connect, they subtract -4 from the hit location roll. Fighters who have someone lying at their feet get a +2 to *their fightin'* rolls against that easy target. It doesn't cost anything to throw yourself on the ground, but getting back to your feet requires an action.

NEW EDGES

We've got a few new Edges for you. Some of them are even good for folks that don't truck with Chinese fighting.

"DON'T GET 'M RILED" 2

People shouldn't get you hero mad. They especially shouldn't get hurt you in a fight. When that happens, you get like a cornered wildcat. You fight like a maniac or fights dirty. Or both.

Add Xd4 to your hero's hand-to-hand damage, with X equaling her highest current wound level sustained in the current combat. For instance, if she's taken a serious wound, that would be 3 wound levels, and she'd add +3d4 to her damage rolls.

Anyone may buy this Edge.

ENLIGHTENED

2

You've achieved the spiritual discipline necessary to focus and control your ch'i energy.

Enlightened characters may purchase any ch'i power (more on these in a bit). If you want your hero to use these powers, you must also buy at least one level in the *ch'i* Aptitude.

Your hero must have the *martial arts training* Edge to purchase this Edge.

MARTIAL ARTS TRAINING

3

You have trained for years in the martial arts, under the tutelage of a *sifu* (master). The *sifu* may have been the well-respected head of a renowned school of martial artists. Or maybe he was a poor, wandering wise man that unknowing folk might mistake for a saddletramp.

The *sifu* taught your hero the secrets of fighting, both standard and mystical. She also taught him a spiritual philosophy which he can use to achieve harmony with nature and to spout poetical-type proverbs that make him sound really wise and peaceful just before he goes out to crack skulls.

To better enable him to crack those skulls, he deals additional damage when fighting hand-to-hand. That's STR+1d6 damage when striking



with a hand or foot. This damage may be brawling-type damage or lethal damage-your choice. He can also use his *fightin':martial arts* Aptitude with a Chinese-style sword.

Your hero can't take this Edge without also taking the *fightin'* skill with one of the Chinese concentrations described earlier.

This Edge also entitles him to pick the other goodies detailed in this book.

QUICK THINKER

2

Maybe you've been trained to avoid situations in which you might be surprised, or maybe you just don't seize up under pressure like most.

Either way, there's a tiny part of you that always expects an ambush.

When making *Cognition* rolls to see if your hero has been surprised, he never faces a Target Number higher than 5. Even if he fails that roll, he still gets 1 action during the round in which he is supposedly surprised. In any case, he's never surprised past the first round.

Anyone may buy this Edge.

MARTIAL ARTS HINDRANCES

The following Hindrances are available only if your hero has *martial arts training*.

THE CUP OVERFLOWS 3

Your ch'i energy is powerful. A mite too powerful in fact. Whenever you use *fightin'*: (*any martial-arts concentration*) or any of the powers described in this book, your internal energy goes all external and wreaks high holy havoc on the surrounding terrain.

If your hero uses *monkey goes to the mountain* to fly down a sandy hillside, clods of earth explode beneath her as if somebody's planted the hill with firecrackers. When she leaps into the air to kick a body, winds whip up all around her, whirling sand and leaves all over. Every time she

lands a punch, it sounds like a thunderclap going off; folks can hear the blows she lands for miles around. Crackling energy patterns surround her when she fires up a power.

In short, she stands out like a circus clown at a funeral. Anyone who sees her in action knows there's something not right about her. If they're regular folks, they run in terror, as if she's some kind of abomination.

If somebody watching her knows about martial arts, he knows what she's all about and likely targets her as the person to shoot first in a fight. And believe me, anybody with any experience of the weirdness lurking behind the surface of the Maze is going to know all about martial arts. She also gets challenged by other fu-artists and shunned as some kind of twisted freak by ordinary folk.

On the upside, she has an easier time replenishing her store of ch'i points (see **Focusing Your Ch'i** on page 17). All *ch'i* rolls made for this purpose are made against an Easy (3) Target Number. This is not without a drawback however. If she should gain more ch'i points than she can store, she immediately takes 1 wound to her guts, plus an additional wound for every 5 points by which the ch'i gained exceeded her maximum.

"MY KUNG FU IS SUPERIOR!" 1-3

You're easily challenged to a fight, especially if the so-called challenger has the cojones to claim to be a better fighter than you.

Your hero is so proud of his martial arts abilities that he turns three shades of purple when anyone dares to question his prowess. Not only that, but there's something about the way he carries himself that attracts other hotheads with bone-headed attitudes similar to his own. And for some reason, challengers are extra likely to approach him at a moment of maximum possible inconvenience.

His ability to resist a challenge is determined by how many points of this Hindrance you select.

MY KUNG FU IS SUPERIOR!

Value Level

- 1 To turn down a challenge, make an Onerous (9) *Smarts* roll.
- 2 To turn down a challenge, make an Incredible (11) *Smarts* roll.
- 3 Forget it, pardner. Your hero has to fight each and every time he's challenged.

"SIFU SIFU" 2-4

You are still in contact with your sifu, the master who trained you. Whenever you see him, you must bow before him and otherwise act as if you're a miserable bug and the sun shines out of his patoot.

Your hero must show his sifu this treatment even in public or in front of friends.

Although your hero can expect the sifu to constantly castigate him for not living up to some impossible Confucian ideal of behavior, he's not allowed to give any lip. There is no amount of humiliation he isn't willing to endure to show his devotion to your sifu.

The Marshal should know that it's okay to threaten your hero's sifu, thus motivating him



to go out and save the old bugger on a regular basis. On the other hand, she should try not to let the sifu kick the bucket.

Sometimes, though, a Marshal can't keep an extra alive without blowing her credibility all to bits. If the sifu does take one too many Winchester rounds to the head, the hero's required to go through a lengthy period of weeping and wailing. If you don't then buy off the Hindrance (see *The Quick and the Dead* for how to do this), the sifu's sifu shows up and immediately commences bossing your hero around and



otherwise making sure that he continues get the full kick out of this Hindrance.

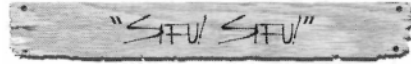
Although the sifu has more kung fu in his little pinkie than your hero has in his whole body, for some reason he never ends up helping out much. If your hero asks for his assistance on a mission, he has other things to do. If he's along on a fight, he likely gets himself wounded in the first scene and needs protecting throughout the adventure. (This is when the hero cries "Sifu! Sifu!")

If the sifu's still healthy by the time he meets the bad guys, he turns up his nose and refuses to engage such measly opponents. In other words, you can't use this Hindrance as a back-door method of having your hero's bacon saved whenever he gets into trouble. The sifu isn't the cavalry.

Of course, if your Marshal has already decided to pull your hero's hash out of the fire and needs a justification for it, having the sifu show up to knock heads isn't a bad way to do it. But that's the Marshal's call, not yours.

The value of this Hindrance decides how big a role the sifu plays in your hero's life. If you're thinking of taking a 4-point "Sifu! Sifu!" talk it over with your Marshal and fellow players first. If the sifu is forever showing up and

ordering your hero out on missions or getting himself into scrapes, that's going to affect the direction of the entire campaign.



Value Effect

- 2 The sifu shows up infrequently. He only rarely sends your hero on missions and only rarely requires rescuing.
- 3 The sifu shows up once every couple of sessions. He requires a mission or rescue about one out of four sessions.
- 4 The sifu shows up every session. Almost every adventure is a mission picked by him: a rescue attempt or somesuch.

SCHOOL RIVALRY 2

There are countless different schools of Chinese martial arts. These organizations have long histories, and those histories almost invariably include a deadly, ancient grudge against another school. Entire adventures might center around the feuding between rival schools.

It's up to you to pick the name of your hero's school. You can choose one described

in Chapter Three of *The Great Maze*, or you can just make one up. If you use one of the former, you already have a built-in rival school. If you make up your own, you've got to make up the name of a rival school as well.

Every member of that rival school is guaranteed to hate your hero's guts. They can identify her as a member of her school just by watching her moves when she's fighting.

And wouldn't you know it, it just so happens that she seems to constantly be running into members of this rival school, no matter how rare it is. She isn't obligated to fight them, but they might feel obligated to fight her. When combined with "*My kungfu is superior!*" this can be a dilly of a Hindrance.

STYLE VULNERABILITY 1-3

Although you may have learned moves from a number of disciplines, your sifu mainly trained you in one particular style of fighting arts.

This adherence to tradition is a big part of the spiritual essence of kung fu. It also makes martial arts easier to teach to large numbers of students, seeing as it uses set formulas and techniques. The disadvantage of this training method is that your hero's a sucker for the classic moves associated with certain other schools.

Choose up to three different styles described under **Fightin' Styles**. When fighting an opponent that just happens to be using a concentration in one of the styles you have chosen, her Target Number to hit your hero is reduced by 3. You get 1 point for each style you so designate.

MARTIAL ARTS MANEUVERS

Kung fu masters can do more than just beat the snot out of their opponents. Most schools teach a variety of special maneuvers which allow the martial artist to look good doing it. It's assumed all characters with martial arts training know some form of each these basic maneuvers. Unless otherwise specified, use a character's *fightiri: martial arts* concentration for any needed rolls.

DISARM

Associated Trait: *Deftness*

This is a special form of vamoosin'. If your hero has an Action Card available when attacked in hand-to-hand combat by an armed opponent, you may spend the card to make a *disarm* roll.

Then, just compare your hero's *disarm* check to the opponent's attack roll. If the enemy's roll is higher, he hits

your hero. If your total is higher, the attack misses. Make an opposed *Strength* roll; your hero adds +2 for each raise you get on the *disarm* roll. If the attacker loses the *Strength* contest, he drops his weapon.

FLYING KICK

Your hero may launch herself through the air at her opponent, leaping a distance equal to her total movement toward the target this round.

She's at -4 to hit with this attack, but if she connects, she does an extra *1d6* damage and adds +2 to the hit location roll. If she misses, she must make a Fair (5) *Nimbleness* roll to avoid coming down hard and losing *1d6* Wind.

SPIN KICK

This is a powerful kick with a lot of speed behind it. Your hero suffers a -2 penalty to hit with this attack, but if it hits, he gets to add +*1d4* to the damage roll.

SWEEP

This is a non-damaging attack, but your hero gets +4 to hit with it. If it hits, the foe is knocked off his feet and must spend an action to get up.

THROWN'

This maneuver can be used to attack or (if your hero has an unused Action Card) as an

active defense. Either way, if your hero hits your opponent, she can chuck him to the ground anywhere within six feet of you. He takes no damage from this attack. However, he must make an Easy (3) *Vigor* check to avoid being stunned. This Target Number increases by +2 for every raise you get on your roll. Even if he's not stunned, he must spend an action to get to his feet.

GET UP

If somebody knocked your hero down, he can use this maneuver to pop right back up and take an action on the same card. This normally requires a Fair (5) roll, but the Marshal may adjust this for treacherous footing, high winds, and so on.

NEW APTITUDES

Ch'i

Associated Trait: *Spirit*

Your hero must have the *enlightened* Edge to take this Aptitude. This skill is a measure of the martial artist's ability to tap into the spiritual power of the Hunting Grounds. This Aptitude is not required, but without it, a fu fighter cannot generate the energy needed to use special ch'i powers (see below for more details).

FIGHTIN': FLYING CLAW

Associated Trait: *Nimbleness*

This Aptitude allows your hero to use the deadly flying claw—a nasty metal claw attached to a length of chain—as a normal melee weapon. To use this weapon to its fullest kung fu potential, your hero also needs the *flying claw* ch'i power.

FIGHTIN': FLYING CRESCENT

Associated Trait: *Nimbleness*

This Aptitude allows your hero to use the flying crescent—a metal blade attached to a length of chain—as a normal melee weapon. (Sure it's like the flying claw, but different.) To use this weapon to its fullest kung fu potential, your hero also needs *the flying crescent* ch'i power.



MEDICINE:
CHINESE TRADITIONAL

Associated Trait: *Knowledge*

This new concentration of the *medicine* Aptitude is not a martial arts Aptitude. Any character can take it, although generally only Chinese folks have it. Otherwise, your Marshal may call on you to explain how your hero learned it, especially if it seems out of step with his history.

A practitioner of Chinese traditional medicine, like a general practitioner in the Western style, can heal anything up to a heavy wound, unless that wound was inflicted by or on a martial artist. In that case, the Chinese practitioner can heal up to a serious wound. He can also cure martial-arts related ailments such as the lingering effects of a *venom punch*.

THROWN: BULLET

Associated Trait: *Deftness*

This Aptitude is really only useful if your hero has the *seize the pearl o' death* ch'i power. She can try chucking bullets at your foes without it, but it probably won't amount to much.

THROWN: FLYING GUILLOTINE

Associated Trait: *Deftness*

This doesn't do your hero a lick of good unless he also gets the associated ch'i power. But then it's wicked.

NEW HAND-TO-
HAND WEAPONS

Chinese martial artists have brought with them a number of weapons not commonly seen in the Weird West. They're each listed on the Chinese Weapons Table below.

CHINESE WEAPONS

| Weapon | Defensive Bonus | Speed | Damage | Cost |
|-------------------|-----------------|-------|----------------------|--------------------|
| Flying Claw | - | 2 | STR+2d4 | \$30 |
| Flying Crescent | - | 2 | STR+2d8 | \$50 |
| Flying Guillotine | - | 3 | special ¹ | \$150 ² |
| Pole. 10-Foot | +3 | 1 | STR+2d6 | \$2 |
| Pole. 5-Foot | +2 | 1 | STR+1d6 | \$1 |
| Chinese sword | +2 | 1 | STR+2d8 | \$15 |

¹ See the *flying guillotine* ch'i power description.

² Must be specially manufactured by an unscrupulous metalworker familiar with the cruel and ancient techniques of its manufacture.

CH'I POWERS

If your hero is enlightened enough to tap his ch'i, you may select for him any of the following powers. Each has an Activation Cost, Maintenance Cost, Speed, and description.



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PURCHASING POWERS

Buying or increasing power costs two times the level purchased. Each level must be bought before the next one may be reached, so increasing a power from 3 to 5 costs 18 points (8 for level 4, and 10 for level 5). The maximum level for a power is 5.

A martial artist needs three things to learn a new ch'i power: a willing teacher (characters with *sifu! sifu!* at 3 points or better can assume their sifu is willing to teach them), time to learn, and 10 Bounty Points.

The teacher must have the power at level 3 or higher. It takes a number of weeks equal to the power's base Activation Cost to learn it. At the end of this period, the martial artist pays the 10 Bounty Points and makes a Hard (9) *ch'i* roll. If successful, the hero now has the power at level 1. If the roll is failed, she must start over.

FOCUSING YOUR CH'I

The thing that really separates the martial artist from your typical barroom brawler is his ability to tap into his ch'i power and use it to perform truly superhuman feats.

To the martial artist, ch'i is the internal energy which all possess and can learn to focus and tap. The spiritual and physical discipline learned through martial arts training is the key to using this power. There's a little more to it than that, but that's something only Marshals need to know. All the kung fu masters know is that since 1863 they have seen their powers increase tremendously.



KI-YA-HH!

Your martial artist has a store of ch'i energy upon which he can draw to activate her kung fu powers. In game terms, this is represented by Ch'i Points. Ch'i points are spent to activate and maintain powers. Once his pool of Ch'i Points is exhausted, your warrior must spend time in rest and meditation to restore this power.

To do this, you must spend a Fate Chip. Once the chip has been spent, make a *ch'i* roll against an Onerous (7) TN. Your hero gains a certain number of Ch'i Points for each success on this roll—the exact amount depends on the color of the chip spent.

If your hero goes bust, he not only doesn't gain any new Ch'i Points, but all stored points are lost.

Your martial artist must spend a half hour in quiet meditation for every 5 points gained. If he's interrupted, he gets the points he's completed meditation for, and he can go back and concentrate on the others when he has less pressing matters at hand.

In combat, your hero's Ch'i Pool may change often, so we recommend using some sort of markers (pennies, glass beads) to keep track of those Ch'i Points—a different colored paper clip on your Wind track

works well. In between fights, you can simply mark them down on your character sheet.

There is a maximum number of Ch'i Points your character can store. This is equal to your hero's *Spirit* die type times her Coordination in that Trait.

A fighter with a 2d8 *Spirit*, for example, could store 16 Ch'i Points. Someone with a 3d8 *Spirit* could store 24 points. A martial artist with a 3d12 *Spirit* could store 36!

Any Ch'i Points gained in excess of a character's maximum are lost.



| Fate Chip Spent | Ch'i Points Gained |
|-----------------|--------------------|
| White | 3 per success |
| Red | 5 per success |
| Blue | 10 per success |

THE POWERS

The Activation Cost is the number of Ch'i Points which must be spent to make the power active.

The Maintenance Cost is listed for those powers which may be continued over a period of time.

A power's **Speed** is how long it takes to activate the power. Powers with a speed of "Instant" take no time to activate. A speed of "Vamoose"

indicates that the power may be used as a vamoose action, assuming the martial artist has a spare Action Card.

The description outlines the exact game effects of the power.

ABUNDANCE OF PECKING BIRDS

Activation Cost: 1 + 1/target
Maintenance Cost: —
Speed: Instant

This ability allows your hero to string and fire multiple arrows simultaneously. At lower levels, these arrows must all be aimed at a single target. Higher levels of mastery allow your hero to divide his arrows between multiple targets. Make a *bow* roll against the opponent with the highest TN to hit. If the roll is successful, all the arrows hit. If the roll fails, all arrows fired miss their targets.

If he fires multiple arrows at a single target, roll a separate hit location for each.



| Level | No. of Arrows | No. of Targets |
|-------|---------------|----------------|
| 1 | 2 | 1 |
| 2 | 3 | 1 |
| 3 | 3 | 3 |
| 4 | 4 | 3 |
| 5 | 5 | 5 |

BLOOD OF GOLD

Activation Cost: 3/wound level

Maintenance Cost: —

Speed: Varies with level

Some people can use their *ch'i* to accelerate healing.

To use *blood of gold*, pick a wounded location and pay the appropriate Activation Cost. Make a *Vigor* roll against the wound's TN (figure this as if you were trying to heal it normally). Each success on this roll reduces the wound level of the selected location by one.

If a hero is wounded in multiple areas, each area must be treated separately. This power only heals damage. It does not restore limbs, cure blindness, and the like.



BLOOD OF GOLD

| Level | Speed |
|-------|------------|
| 1 | 1 hour |
| 2 | 30 minutes |
| 3 | 10 minutes |
| 4 | 5 minutes |
| 5 | 1 minute |

COBRA STRIKE

Activation Cost: 2/stored card

Maintenance Cost: —

Speed: Varies

The character's sifu taught her to wait patiently and conserve her energy until the enemy presents her with an opening-then attack with a single, powerful strike.

Any time during a combat, you may declare that your hero is preparing for a *cobra strike*. Once begun, no other actions may be taken on your Action Cards-other than walking at half Pace-until the *cobra strike* is unleashed. As each card comes up, set it aside.

Your martial artist may unleash the *strike* on any action. When she does, she lashes out in a lightning-fast, hand-to-hand attack at +2 to hit and damage for each Action Card set aside earlier.

You may only set aside a number of cards equal to your hero's *cobra strike* level. After this limit, you may continue to set aside cards while waiting

for someone to move within range, but your hero doesn't receive any bonus for them.

If your hero takes any action other than moving at half Pace, all cards set aside are lost. If she is attacked in hand-to-hand combat while preparing, she gets her normal defense but may not vamoose without negating the power.

CLOSING THE GATE

Activation Cost: 1/d6 Wind restored

Maintenance Cost: —

Speed: Varies with level

This ability allows the user to recover lost Wind. While using it, the character is involved in intense, focused meditation. This may be done during a fight, but a hero can't do anything else while *closing the gate*. They can't *dodge*, for example, and they do not add their *fightin'* to their foe's TN for any hand-to-hand attacks made against them. If your character takes damage before completing his meditation, he must begin again from scratch.

If your hero completes the required meditation time, you may spend as many Ch'i Points as you like on this power. Roll 1d6 for each point spent, and add them up (you may reroll aces). The total is the amount of Wind your hombre recovers. This may not increase your hero's Wind above its normal maximum.

CLOSING THE GATE

| Level | Speed |
|-------|---------|
| 1 | 4 |
| 2 | 3 |
| 3 | 2 |
| 4 | 1 |
| 5 | Instant |

CRANE GUIDES THE ARROW

Activation Cost: 3
Maintenance Cost: -
Speed: Instant

This power can only be used in conjunction with *throwiri* or *bow*. It can't be used with a gun, hex, or any other kind of weird nonsense. You must declare the use of this power and pay the Activation Cost before your hero's attack roll is made. If the shot hits, you may modify the hit location roll by an amount equal to the martial artist's level with *crane guides the arrow*. This is in addition to any modifications due to raises on the attack roll.

CRUMBLING DAM

Activation Cost: 3
Maintenance Cost. -
Speed: 1

With the fu power known as *crumbling dam*, some folks can actively use their ch'i to negate the ch'i of others.

Your fu-fighter may make a *crumbling dam* attack in place of a normal martial arts attack. Roll *fightiri: martial arts* to hit

as normal. This attack does no physical damage, but if it hits, make an opposed *ch'i* roll against your opponent. Add the character's *crumbling dam* level to this roll. The opponent loses 1d6 Ch'i Points for every success and raise you get on this roll.

This power has absolutely no effect on characters who are not *enlightened*.

DEVA-STATING APE STRIKE

Activation Cost: 5/added
 damage die
Maintenance Cost: —
Speed: Instant

This power allows the invoker to transfer additional ch'i energy from her body to that of her opponent, causing him no end of hurt.

Use *devastating ape strike* immediately after your hero successfully hits an opponent using any *martial arts fightin'* concentration. For every 5 Ch'i Points spent on a *devastating ape strike*, add an additional die to your martial artist's damage roll. The die type depends on her level with this power.

This sudden transfer of ch'i energy is quite hard on the user of this ability. Your martial artist takes Wind equal to the number of dice added to the damage roll.

This has led some martial artists to call it the *desperate ape strike*.



| Level | Die Type |
|-------|----------|
| 1 | d4 |
| 2 | d6 |
| 3 | d8 |
| 4 | d10 |
| 5 | d12 |

FANGS OF THE SERPENT

Activation Cost: 5

Maintenance Cost: —

Speed: 1

Your hero may make a *fangs of the serpent* attack in place of a normal martial arts attack. Roll *fightiri: martial arts* to hit. This attack does no physical damage, but if it connects, make an opposed *ch'i* roll against the opponent. Add the hero's *fangs* level to your roll. The opponent loses 4 Ch'i Points for every success you get. Your martial artist gains 1 Ch'i Point for every 2 drained from the opponent.

This power has absolutely no effect on characters who do not have the *enlightened Edge*.

FLYING CLAW

Activation Cost: 5

Maintenance Cost: —

Speed: Instant

This power allows your hero to use the flying claw to its full potential. He must have at least 1 level in *fightin': flying claw* to purchase this power.

The flying claw is a metal claw on the end of a long chain. It can be used as a normal melee weapon against opponents within 10', or if the Activation Cost is paid, it can be propelled through the air at an opponent.

There are no range modifiers. Simply make a normal *fightin'* roll to hit. If the claw causes at least one wound to the target, a user can yank on the chain on his next action. This pulls the opponent back through the air to land at the claw user's feet, where he can lay a regular whipping on her.

The maximum range at which this feat can be performed is equal to 5 yards times the power level.

FLYING CRESCENT

Activation Cost: 2

Maintenance Cost: —

Speed: Instant

This is another weapon which requires some spiritual power to use to its fullest. Your character must have at least 1 level in *fightin': flying crescent* to purchase this power.

The flying crescent is a big, pole-arm-style blade on a chain. It can be used as a regular melee weapon against any opponents within 10'.

When powered by your hero's *ch'i*, she can chuck it at opponents (like a fisherman casting a fishing lure) and hit

them with its huge blade. On her next action, she can then whiz the blade back to herself, so she can go a-chucking it again. There are no range modifiers; simply make a normal *fightin'* roll to hit. Although slower to use than a bow and arrow, it deals plumb awful damage to those it hits.

The maximum range for this weapon is equal to 5 yards times the hero's power level.

FLYING GUILLOTINE

Activation Cost: 10

Maintenance Cost: -

Speed: Instant

Only martial artists who want to identify themselves as Pure Evil on a Stick use the dreaded flying guillotine. It's a wire mesh bag attached to a ring. Inside the ring are a series of telescoping, ultra-sharp blades. The ring is attached to a long, steel chain.

Using the guillotine is sort of like a ring toss. If a wielder succeeds in tossing the ring over an opponent's head, he then yanks the chain tight, activating the blades inside the ring. The blades slice right on through the opponent's neck. The user is left with a head in the wire mesh bag which can be jerked back to him. The opponent is left headless and spurting lots of blood all over the sagebrush.

Your character must have at least 1 level in *throwin': flying*



guillotine to purchase this power. All attempts to hit with a flying guillotine suffer at least a -6 penalty for the required called shot to the head, but you may add your character's level with *the flying guillotine* power to the total. The Marshal may assess further penalties if the intended victim is hiding under eaves, wearing large hats, or otherwise impeding the flow of the ring over her head.

If your hero succeeds with a flying guillotine hit, the target suffers a maiming wound to the head. And that's why they call him Evil.

Some martial artists who specialize in fighting undead have begun using this weapon.

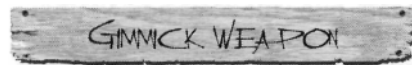
This flying guillotine has a Range Increment of 5 and a maximum range of 30.

GIMMICK WEAPON

Activation Cost: 1
Maintenance Cost: 1/round
Speed: Instant

Your character is able to use an object not normally considered a hand-to-hand weapon when fighting. That weapon might be an umbrella, a suitcase, your own hair (assuming it's long enough), or any other odd weapon. You have to be able to describe how to use it as a weapon to your Marshal, who is allowed to disqualify anything she finds too unbelievable.

For all the (possibly) gory details on your *gimmick weapon* power, check out the table below.



| | | Defensive |
|-------|----------|-----------|
| Level | Damage | Bonus |
| 1 | STR+1d6 | - |
| 2 | STR+1d6 | +1 |
| 3 | STR+1d8 | +1 |
| 4 | STR+1d10 | +2 |
| 5 | STR+1d12 | +2 |

HELL'S THUNDERCLAP

Activation Cost: 3
Maintenance Cost: —
Speed: Instant

Use this power immediately after making an unarmed strike to an opponent's head. Instead of causing damage, your fu-fighter flattens her

palms *and* claps them over her opponent's ears. Not only does this set up a ringing in his ears, but it temporarily severs his connection to his ancestors, the source of his prosperity and good fortune.

The game effect of this is that the target suffers a penalty equal to your hero's *hell's thunderclap* level to all rolls for the next 1d6 rounds (rolled secretly by the Marshal).

In some cases, the Marshal may determine that a target has been cursed by his ancestors. This most often happens when a Chinese person fails to engage in the proper honorific rituals. If someone disrupts a character's ancestral curse, the *hell's thunderclap* level is applied as a positive modifier!

JADE KING'S STANCE

Activation Cost: 5
Maintenance Cost: 2/round
Speed: 1

By striking the ancient and mystic pose of the Jade King, your hero can intimidate his enemies and make it difficult to for them to attack him. This applies even to those inferior sorts who don't know the Jade King from a jackrabbit. While this power is active, any enemies within 30 yards who wish to attack your hero must make a *Spirit* roll. The Target Number is determined by your level with this power.

If the roll is failed, the assailant is overcome by your hero's majesty and cannot attack. If the roll succeeds, he can attack but suffers a negative modifier equal to your hero's power level. Your hero can speak and use other powers which do not require him to move while *jade king's stance* is in effect, but if he alters his pose in any way, the power is immediately canceled. This includes dodging or using *fightin'* to defend himself-or actually being hit.

While the power is active, your hero may spend an action to make an *overawe* attempt against all enemies within 30 yards. Add your hero's Jade King Stance level to the *overawe* total.



JADE KING'S STANCE

| Level | Enemy TN |
|-------|----------|
| 1 | 3 |
| 2 | 5 |
| 3 | 7 |
| 4 | 9 |
| 5 | 11 |

THE SLITHERING EEL

Activation Cost: 3

Maintenance Cost: 1/round

Speed: 1

Your hero can wrap rope around an opponent so that it entangles. He needs nice, thick rope, like the kind used in shipping-at least 20 feet of it.

Your hombre doesn't tie it or anything. He just runs up to a foe and uses his superior manipulation abilities to wrap him up tightly. Make a normal *fightin' attack*. If the attack hits, the target is entangled in the rope and incapable of attacking or using any skill which requires the use of arms or legs. This lasts until he takes an action to free himself of the rope. At that point, make an opposed roll, your hero's *ch'i* plus *slithering eel* level versus the foe's *Spirit*. He wriggles free if he beats your hero's total. If your hero cuts off the power, the victim can free himself automatically.

LEOPARD AND HER CUBS

Activation Cost: 5 + 2 per recipient

Maintenance Cost: 2/round
Speed: 1

This power allows your hero to connect her ch'i energy to that of her companions in a field of positive juju. It is often used by Rung fu masters to aid their students in a fight. During a fight, choose a number of characters fighting on your hero's side and make a *ch'i* roll. The Target Number is 3, +2 for every chosen character.

If the roll succeeds, your character has harmonized her ch'i with that of the recipients. This field of resonating ch'i empowers those affected by it and makes them more resistant to damage. All those involved gain an effective +2 to their Size. Your character's level with this power is the maximum number of people she may harmonize her ch'i energy with. A single group or person may only harmonize their ch'i with one martial artist at a time.

MANTIS PINCH

Activation Cost: 3

Maintenance Cost: -

Speed: Instant

Your fighter may activate this power immediately after striking an opponent barehanded in hand-to-hand combat. The blow does not cause damage but hits critical

nerve junctions and impairs the flow of ch'i energies in the opponent's body. By choosing which nerve junctions to hit, your character can decide which of her opponent's Traits to temporarily reduce.

Pick a Trait and make an opposed *ch'i* roll against the target's *Vigor*. Add the *mantis pinch* level to your hero's roll. For each success scored, the target's die type in that Trait is reduced by one step. A Trait can't be reduced below a d4. This reduction lasts for a number of rounds equal to your hero's *mantis pinch* level. Aptitudes used with the affected Trait are reduced accordingly.

MANY ARMS OF THE SPIDER

Activation Cost: 2 + 2/attack

Maintenance Cost: —

Speed: 1

Many Westerners do not follow the unwritten rule that only one opponent may attack you at a time.

Many arms of the spider allows your martial artist to teach them some manners. With this ability, a fellow can crack multiple heads at once or one head many times.

Activate this power on any action. When activated, your hero may perform as many hand-to-hand attacks on that action as they have unused Action Cards. You must discard a number of Action Cards-

highest first— equal to the number of attacks performed. Your fighter may attack as many different opponents on this single action (provided they are within range) as her *many arms of the spider* level.

MERCIFUL SPARROW

Activation Cost: 3

Maintenance Cost: —

Speed: Vamoose

Is an opponent fixing to make a ranged attack on someone your character would rather not see perforated? (Said person can be the hero or someone else.) With this ability, your hombre can forfeit his next action (assuming he still has one this round) to kick or throw a nearby object between the opponent and his target and throw off his aim.

You must be able to describe to the Marshal a suitable object that would logically be available to your character. Examples include floor tiles, rocks, tree branches, lengths of rope, spittoons, horseshoes, or small, woodland animals.

To use the power, make an opposed *Deftness* roll against the attack roll. Add your martial artist's *merciful sparrow* level to your roll. If your hombre wins, the attack is blocked. The maximum die type which can be blocked with this power is d!2— no deflecting cannon balls.



MIND OF QUICKSILVER

Activation Cost: 5 +

Activation Cost of copied power

Maintenance Cost: -

Speed: 1

Your fu-fighter's masters trained him to carefully observe other fighters and pick up their tricks. Whenever your character sees someone using a ch'i power or martial arts maneuver in an actual, we're-in-genuine-danger-here fight, she may take an action to make a *mind of quicksilver* roll.

Roll the hero's *Smarts* versus a Target Number of 5 plus the target's level in the power observed. If your hero succeeds, she gains the use of that power for a number of rounds equal to her level with *mind of quicksilver*. During the

fight, she can use the power at the same level as the character from which she copied it—or her *mind of quicksilver* level, whichever is lower. *Mind of quicksilver* cannot temporarily increase the level of a power already known.

MONKEY GOES
TO THE MOUNTAIN

Activation Cost: 4
Maintenance Cost: -
Speed: Instant

Your martial artist can travel great distances in the course of one action. Although it looks like he's flying, he's



actually leaping. Your hero must occasionally touch down on objects as he leaps, although these objects don't have to be strong enough to support his weight normally. They can be treetops, branches, or lampposts, for example. Doing this requires a Nimbleness roll against a Target Number of 1, +2 for every 5 yards your character wishes to travel. Add your hero's level with *monkey goes to the mountain* to this roll. If the roll is successful, he covered the distance and looked good doing it. Your character may make a normal attack at the end of his leap.

If the roll fails, the poor sod runs out of juice in mid-leap and comes crashing back to Buddha's green earth. For each point of difference between the actual result and the Target Number, your hero takes Id4 Wind. To stay on his feet, he must also make a Nimbleness roll against a TN equal to the amount of Wind taken.

PALM OF PREVENTION

Activation Cost: 3
Maintenance Cost: -
Speed: 1

This power is preferred by pacifist monk types. They use it to humiliate evil-doers without actually hurting them. Using open-handed slaps, holds, and the occasional trip, they throw their opponents

about, preventing them from taking any hostile action. This does no physical damage to the opponent. Her pride, on the other hand, may be severely injured.

Using *palm of prevention* takes an action. Your hero must be in hand-to-hand range of his opponent. Make a normal attack with your *hombre's fightin': martial arts* and add his level with *palm of prevention* to the total. For each success, his opponent loses her next remaining action. Sleeve cards go last.

If as the result of a single successful use of *palm of prevention* the target is reduced to zero actions for a round (she must have had actions to lose), your hero may immediately make an *overawe* roll against her. This does not take an action. If the foe is broken, she is demoralized and withdraws from combat. If she is attacked while she retreats, the effect is canceled, and she may freely attack once again.

RIGHT-TEOUS REVERSAL

Activation Cost: 3
Maintenance Cost: -
Speed: Instant

Your hero's *ch'i* is so strong that she can inflict a form of backlash on anyone rude enough to attack her. When your character is forced to make a stun check, she may use this power to force her

attacker to make the stun check instead of her. Make a *ch'i* roll, adding her level in *righteous reversal*; the Target Number is 5, +1 for each 10 yards between her and the attacker.

If she succeeds, the target must make a stun check. The TN for this check is 5 plus your character's level with *righteous reversal*. If the target fails the stun check, he must make a recovery roll at the same TN before doing anything.

If your hero fails, she is stunned and loses an additional 2d6 *Ch'i* Points.

RIVER FLOWS UPHILL

Activation Cost: 1
Maintenance Cost: -
Speed: Vamoose

Even the best *fu*-masters can't avoid every hit. With this power, they can at least have a say in where the blow lands

When your hero is hit in combat, he can use this power to change the location of the hit (no, the location can't be moved off the body). Your martial artist must sacrifice his next action to do this. Once activated, your hero can modify the hit location roll in either direction by an amount equal to his level with this power.

Use of this power must be declared before the hit location roll is made. If your character has no actions remaining, he can't use this power.

SEIZE THE PEARL OF DEATH

Activation Cost: 4 + 2/bullet
Maintenance Cost: — **Speed:** Vamoose

If your martial artist is being shot at with a gun of any kind, he can spend his highest Action to use this special active defense. It doesn't look like he's vamoosing. He's standing still, plucking any bullets being fired at him out of the air as they whiz toward his noggin. This power lasts until his next action. He can't do anything else while *seizing the pearl of death*.

Announce your character's intention to use *seize the pearl of death* as soon as he's been shot, but before hit location or damage has been rolled. Make a *ch'i* roll against a Target Number equal to the gun's damage die type (e.g., if he's trying to catch a round from a 4d10 buffalo rifle, his TN is 10). If he succeeds, he has caught the bullet and is unharmed.

If he fails, roll a d6. If it comes up odd, your hombre takes full damage to his right hand (left hand, if he's a southpaw) in addition to taking damage to the rolled location.

If your martial artist catches a bullet, he may immediately throw it at an enemy using the *throwin': bullet* aptitude. Thrown-bullet attacks have a Range Increment of 5 and do

damage as if fired from the gun they came from. If the bullet is not thrown immediately after being caught, the opportunity is lost.

Your hero's level with *seize the pearl of death* determines the largest bullet he can catch. Shotgun, scattergun and canister rounds can't be *seized*.



| Level | Maximum Die Type |
|-------|------------------|
| 1 | d4 |
| 2 | d6 |
| 3 | d8 |
| 4 | d10 |
| 5 | d12 |

STEP BACK TO WARD OFF MONKEY

Activation Cost: 5
Maintenance Cost: -
Speed: 1

Step back to ward off monkey is useful when being shot at or when deadly objects are being chucked in your hero's direction. It's a series of body movements which confuse the eye. It takes an action to use. Once activated, the Target Numbers of all opponents' ranged attacks against your character are increased by his *step back to ward off monkey* level for the remainder of the round.

TEN-FOOT PUNCH

Activation Cost: 5
Maintenance Cost: 2/round
Speed: 1

Your character's kung fu is so powerful she can beat on an opponent many feet away. Once she takes an action to focus her ch'i energy, your hero may use her *fightin': martial arts* Aptitude to attack opponents outside of normal hand-to-hand range. The exact distance at which she can perform this feat depends on her level with *ten-foot punch*. *Ten-foot punch* does not work with weapons. Your character may only make normal bare-handed (or bare-footed) attacks with this ability.



| Level | Range |
|-------|----------|
| 1 | 2 yards |
| 2 | 5 yards |
| 3 | 10 yards |
| 4 | 15 yards |
| 5 | 20 yards |

THUNDER STRUMS THE PIPA

Activation Cost: 3
Maintenance Cost: —
Speed: Instant

When your enlightened one strikes an opponent in hand-to-hand combat, you may declare he is using this power

instead of causing normal damage. This causes the hero to land a flurry of lightning-fast blows designed to sap the opponent's strength. Make an opposed *fightin': martial arts* roll against the opponent's *Vigor*. Add your hero's *thunder strums the pipa* level to the roll. If your fighter wins, the target subtracts the difference between results from his *Wind*. He must also make a *stun* check against a TN equal to the amount of *Wind* lost.

TIGER SHAKES ITS MANE

Activation Cost: 4
Maintenance Cost: 2/round
Speed: 1

Your character's master taught him to manipulate the flow of ch'i energy through his body, allowing him to shake off the effects of pain and shock.

Whenever your character is stunned, he may take an action



to activate this power and automatically shake it off without making a *Vigor* roll. Also, as long as *tiger shakes its mane* is active, he is only affected by penalties for wound levels over and above his level with this power.

VENOM PUNCH

Activation Cost: 10
Maintenance Cost: —
Speed: 1

When your martial artist punches an opponent with her bare hand (or, if you prefer, kicks him with her bare foot), she may introduce a small amount of her own ch'i energy into his system. This ch'i acts as an irritant, in effect becoming a poison that causes harm to the victim over a period of time.

The Activation Cost for this power must be paid prior to making the attack roll. Once activated, the attacking hand or foot crackles with visible ch'i energy. Use *fightin': martial arts* to hit as usual.

If the attack misses, the ch'i energy dissipates and is lost.

If the attack hits, it inflicts normal damage, and your hero must make an opposed roll: her *ch'i* against her opponent's *Vigor*. This does not require an action. If she succeeds, her ch'i has entered her opponent's system. This causes additional damage, as determined by the hero's level with *venom punch*.

The target takes this damage when the punch lands, and then again at the beginning of each round. This damage tapers off as the target's system adjusts to the foreign ch'i. Reduce the damage die by one step each round.



| Level | Damage |
|-------|--------|
| 1 | 2d4 |
| 2 | 2d6 |
| 3 | 2d8 |
| 4 | 2d10 |
| 5 | 2d12 |

WIND BLOWS OVER THE EARTH

Activation Cost: 2
Maintenance Cost: —
Speed: Instant

If your hero successfully hits an opponent using a martial arts concentration of *fightin'*, he can elect to throw her instead of doing damage to her. For each success scored on the *fightin'* roll, he can throw her 3 yards.

Unless he's thrown his opponent off a cliff or into a pit of alligators, the victim doesn't suffer any permanent damage. She does, however, take 2d6 Wind. She is also knocked down and must make a stun check against a TN of 5, plus your character's *wind blows over the earth* level.