

Kick Maneuvers

Circle Kick

(hard)

1st Power Kick

The martial artist builds up power and momentum by spinning in a complete circle before landing the kick, usually on the side of the head or body. If successful, the kick does twice normal damage. If unsuccessful, the martial artist loses his next attack as he tries to recover his balance.

Iron Foot

(hard)

1st Power Kick (constant)

Through toughening exercises, the martial artist has hardened his feet, legs and lower body muscles so much that they feel like steel whenever he is fighting. He can kick at hard objects such as the hardest stone and steel without injuring himself, and he can use his feet and legs for parrying weapon attacks without cutting or hurting himself.

This maneuver is constant and can be used with any other maneuver(s).

Angry Bear Paw

(hard)

2nd Power Kick

Specialisering i kampkunst spark er påkrævet for at kunne udføre denne manøvre. Manøvren kan kun udføres en enkelt gang per runde, og den giver en samtidig skade på X og straf på -X til at ramme med et spark, hvor værdien "X" vælges af kampkunstspecialisten og ikke kan overgå hans niveau eller styrke attribut, hvilken der er lavest.

Begrænsningen på en gang per runde tæller både for denne manøvre, for *Angry Bear Claw* (2nd Power Strike) og for *Smash* (2nd Power Weapon); tilsammen kan de kun bruges en enkelt gang per runde.

Udviklet af Akiyama Sato.

Flying Kick

(hard)

2nd Power Kick

This spectacular kick requires at least five feet of running space. The martial artist leaps high into the air and leads with a powerful kick to the head (or head height for larger than man-sized creatures). If the kick connects, the martial artist does triple normal damage. If unsuccessful, the martial artist falls to the ground next to the intended target and must spend a complex action getting back to his feet, unless he uses *Prone Fighting* or *Instant Stand*.

Backward Kick

(hard/soft)

3rd Power Kick

The martial artist delivers a kick at a creature directly behind him, either kicking his foot over and behind his own head or lashing out straight backward. He does not have to turn around and face his attacker. The kick does normal damage, and a failed attempt has no ill effects.

Scissors Kick

(hard/soft)

3rd Power Kick

The martial artist leaps upward and delivers powerful head or upper-body kicks to two separate targets at the same time. The targets must be within 6 feet of each other. Each attack is made at -2 to hit and does normal damage. If the attacker misses both targets, he loses his next action while he tries to regain his footing and balance. This maneuver works well with styles similar to *Tae Kwon Do*.

Double Kick

(hard/soft)

4th Power Kick

With a single movement using one foot, the attacker may strike two opponents at once, providing that both are within range at the same time. One to-hit roll is made and must be sufficient to strike the opponent with the best Armor Class. If the attack roll misses either opponent, the kick fails utterly and the attacker loses his next action while he tries to regain his footing and balance. This attack does normal damage to both opponents.

Elephant's Kick

(hard)

4th Power Kick (complex)

Through physical exercise and concentration, the character can summon immense strength, speed and hardness into his leg and foot. On a successful to hit roll he can smash objects, crush stones, smash doors, break through walls, crush shields etc., and cause 3d10 plus one point per level of damage on an attack.

This requires great concentration and uses twice the normal number of attack segments.

The character can break through 1 inch of wood, ½ inch of stone, or ¼ inch of metal per level. The items must save vs. crushing blow or shatter completely (this doesn't apply for living targets). A penalty of -1 per 10 points of damage applies to the save.

Windmill Kick "Nidangeri"

(hard/soft)

4th Power Kick

This kick is a rotating jump with both feet aimed to land on one target quickly after one another. Each kick is delivered at -8 to hit. Each kick scores normal damage. If both kicks hit, then the defender must make a physical save, or be stunned for d6 rounds.

One-Two Kick

(hard/soft)

5th Power Kick (complex)

This maneuver is a combination of two kicks, one after the other. The martial artist leads with a powerful kick to the lower part of the opponent's body, usually a leg, doing twice normal damage but at a -4 penalty to hit. If successful, the martial artist follows up with a powerful rotating jump-kick to the upper body or head, doing three times normal damage but at a -8 penalty to hit. If both kicks hit, the defender must make a physical save at a -2 penalty (sg22) or be knocked out and fall unconscious for 2d6 rounds. If the first kick fails, the martial artist loses the second kick while recovering balance.

This maneuver can only be performed against opponents that are up to twice as tall as the martial artist, e.g. a 12 feet tall giant for a 6 feet tall martial artist.

Developed by Elisha de LaFleur for Binasz Arakhran.

Version 3.6

Dragon's Kick**(hard)****6th Power Kick (complex)**

This complex maneuver allows the martial artist to hit a target with tremendous force and speed, causing great damage. The martial artist powers the kick by extending his Ki and Karma just beyond his kicking leg.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause 4d12 points of damage plus one point per level. The kick can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 125 cubic feet or less (e.g. a 5×5×5 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature hit must make a physical or willpower save at a +2 bonus (sg18) or die instantly.

Developed by Mark Wu for Order of the Dragon.

Kick of Death**(hard)****7th Power Kick**

This difficult but deadly maneuver allows the martial artist to hit a target with tremendous force and speed, causing great damage and even death. The martial artist powers the kick by extending his Ki and Karma just beyond his kicking leg. The kick is delivered at -8 to hit and can only be performed once per round.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause normal damage plus one point per level. The kick can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Forcecage*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 125 cubic feet or less (e.g. a 5×5×5 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature hit must make a physical or willpower save at a +2 bonus (sg18) or die instantly.

This maneuver can only be learned by someone already adept at *Iron Foot* and *Dragon's Kick*.

Developed by Mark Wu for Order of the Dragon.

Karma Kick**(hard)****8th Power Kick**

This extremely difficult maneuver is initiated by the martial artist by building up power in a rotating motion, focusing his Ki and Karma just beyond his kicking leg and then landing the kick doing twice normal damage (i.e. 2d8) plus one point per level.

The kick is delivered at -8 to hit and can only be performed once per round.

This maneuver can only be learned by someone already adept at *Circle Kick*, *Iron Foot*, *Windmill Kick* and *Kick of Death*.

Developed by Keflin for Binasz Arakhran.

Also available to Order of the Dragon.

Power Kick**(hard)****9th Power Kick**

This extremely difficult and deadly maneuver allows the martial artist to hit a target with tremendous force and speed, causing great damage and even death. The martial artist powers the kick by extending his Ki and Karma just beyond his kicking leg. The kick is delivered at -8 to hit and can only be performed once per round.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause twice normal damage (i.e. 2d8) plus one point per level. The kick can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Forcecage*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 343 cubic feet or less (e.g. a 7×7×7 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature hit must make a physical or willpower save at a +1 bonus (sg19) or die instantly.

This maneuver can only be learned by someone already adept at *Circle Kick*, *Iron Foot*, *Windmill Kick*, *Kick of Death* and *Karma Kick*.

Developed by Keflin, Jean & Mark Wu for Binasz Arakhran and for Order of the Dragon.

Lock Maneuvers

Choke Hold

(hard/soft)

1st Power Lock (complex)

This teaches the martial artist the correct way of applying pressure to render an opponent unconscious. When using a Choke Hold, a complex lock attack is attempted and if successful the lock must be maintained for an additional two sub-rounds (20 seconds); the martial artist is giving up any additional actions during this time as he is entirely occupied in gripping and holding his opponent; this also gives him the effect of an improved Armor Class as if parrying but only against the victim being choked. The victim can attempt to escape just after the Choke Hold is applied by spending an action and making a successful hit with a -4 penalty. During the next two sub-rounds the victim can spend additional attacks attempting to escape by hitting the choker's parrying Armor Class (i.e. fAC_p), even if he has used all his allowed attacks for the round. If the victim fails to escape, he falls unconscious for d3 rounds. While the victim is being choked he will be unable to use vocal components for spell casting or use any Voice maneuvers. This maneuver is only effective against mortal creatures which breathe or have a blood stream.

Locking Block

(soft)

2nd Power Lock

This action can be attempted instead of a normal attack against other unarmed fighters or melee weapon attacks. A normal to hit roll is made. If successful, the martial artist has trapped his opponent's weapon, arm, or leg in a scissors arm-lock and it cannot be used to make attacks. In addition, so long as the victim is so trapped the martial artist can make attacks (using his legs only) with a +4 on his chance to hit. The victim can break the lock by expending an attack and making a normal to hit roll for success. The Locking Block does not cause damage.

When used against an unarmed fighter, an unsuccessful Locking Block causes no penalty other than the fact that the attack is wasted. When used against a weapon, however, an unsuccessful locking block results in the martial artist taking damage from the weapon, unless he is trained in *Iron Fist*. In attempting to make the block, the martial artist has only managed to get himself hit by the weapon.

Incapacitator

(hard/soft)

3rd Power Lock

By gripping the opponent and twisting the joints, the character can render one finger, arm, or leg useless for 24 hours and cause double normal damage. The effects of incapacitating a limb are explained below. A successful hit must be made and the victim is allowed a physical save. If the save is failed, the appropriate limb is rendered useless. If the save is made, the attack fails. An unsuccessful attack (either a failed hit or a successful save) has no effect on the attacker other than the waste of an attack and the lack of damage done. This maneuver is particularly useful to prevent opponents from escaping or making attacks.

If an arm is withered, the victim can still fight, but he cannot use two-handed weapons. Spells requiring somatic components are cast at a -2 penalty. If a leg is withered, the victim's movement rate is reduced to ¼ of normal. The victim also suffers a -3 penalty to Armor Class and a -4 penalty to hit. A withered limb can be restored by the use of a *Heal*, *Limited Wish*, *Regeneration*, or similar effect.

Immobilizing

(hard/soft)

4th Power Lock

With one hand the martial artist is able to grip and hold an opponent in a way that keeps him from taking any physical action. A successful hit must be made and the attack does no damage. The martial artist is still able to make attacks (using either his feet or his other hand), even applying Immobilizing on another target, or he can instead parry the target's attempts at escape. Immobilized targets can escape by using an action to successfully hit the martial artist (doing no damage), with a -6 penalty to the die roll. An unsuccessful Immobilizing lock results in a -4 penalty on the martial artist's next attack.

Crushing Hug

(hard)

5th Power Lock

This maneuver is a powerful bear-hug hold that inflicts 3d10 hp of damage per round until the victim is slain or breaks free; the damage is inflicted only after the victim has been held for a full round. The victim may break the hold by making a successful hit at -4. An unsuccessful Crushing Hug results in a -4 penalty to the martial artist's next attack roll. The martial artist employing the hold must be strong and massive, having strength of 16 and a minimum weight of 250 pounds, or any weight at strength 18 and above.

Takedown

(hard/soft)

6th Power Lock

This locking throw relies a great deal on leverage and less on strength. The martial artist attempts to put a hold on an opponent and take him down to the ground. The victim suffers normal damage from the attack, and unless he makes a Reflex save at a -6 penalty he will end up on the ground in a hold by the martial artist unable to physically fight back, except if he is trained in *Prone Fighting*.

A target can partially resist this maneuver using *Immovability*; he will suffer only half damage and will not end up on the ground. A successful to hit roll must be made for the Takedown to work. An unsuccessful Takedown results in a -4 penalty on the martial artist's next attack.

A target trained in the *Fall* maneuver will suffer only half damage from this attack, but he will still end up on the ground. Using both *Fall* and *Immovability* together will only halve the damage - not reduce it by 75%.

Once on the ground the martial artist is able to grip and hold the opponent with his legs and one arm in a way that keeps the opponent from taking any physical action. The martial artist is still able to attack the target using his other arm, or he can instead parry the target's attempts at escape. A target can escape the Takedown by using an action to successfully hit the martial artist (doing no damage), with a -6 penalty to the die roll. After the escape the target will still be prone on the ground, and he will have to get up using a complex action or *Instant Stand*, continue fighting on the ground using *Prone Fighting*, or use other forms of attack (spells, devices, psionic attacks etc.)

This maneuver can only be learned by someone already adept at *Prone Fighting* and *Immobilizing*.

This is also a 6th Power Throw maneuver.

Developed by Mark Wu for Order of the Dragon.

Crush of Death**(hard)**7th Power Lock

This difficult but deadly maneuver allows the martial artist to crush a target with tremendous force, causing great damage. The martial artist powers the embrace by extending his Ki and Karma just beyond his own body. The attack is delivered at -8 to hit and can only be performed once per round.

On a successful hit he can crush objects (crush stones, break logs, crush shields and armor, snap swords etc.) and cause normal damage plus one point per level. The attack can crush 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect, provided the martial artist can fully embrace it.

Objects of 125 cubic feet or less (e.g. a 5×5×5 feet cube), that the martial artist is capable of crushing as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature crushed must make a physical or willpower save at a +2 bonus (sg18) or die instantly.

This maneuver can only be learned by someone already adept at *Iron Fist*, *Iron Foot* and *Dragon's Embrace*.

Developed by Mark Wu for Order of the Dragon.

Dragon's Embrace**(hard)**7th Power Lock (complex)

This complex maneuver allows the martial artist to crush a target with tremendous force, causing great damage. The martial artist powers the embrace by extending his Ki and Karma beyond his own body.

On a successful hit he can crush objects (crush stones, break logs, crush shields and armor, snap swords etc.) and cause 5d12 points of damage plus one point per level. The attack can crush 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Forcecage*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect, provided the martial artist can fully embrace it.

Objects of 216 cubic feet or less (e.g. a 6×6×6 feet cube), that the martial artist is capable of crushing as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature embraced must make a physical or willpower save or die instantly.

Developed by Mark Wu for Order of the Dragon.

Mental & Physical Maneuvers

Kata (hard/soft)
1st Power Mental & Physical

By focusing his Ki and performing certain powerful patterns with his body, the martial artist is able to save his Kata focus for later use.

The Kata patterns must be performed for at least 1 turn up to a maximum of 1 turn per level. The Kata focus can then be used reflexively at any time within 2 hours per turn with the following result:

The effect of a single martial or melee attack is maximized as for a d20=20 with maximized damage.

The focus disappears when used or when the time limit expires. The martial artist may use Kata patterns as often as he likes, but only one focus is possible at a time.

Developed by Mark Wu and Tong Po.

Light Step (soft)
1st Power Mental & Physical (constant)

The martial artist possessing this ability is able to walk with a feather-light step. When moving at one-half his normal movement rate, the martial artist is able to walk with the effect of a *Pass without Trace* spell.

Meditation (hard/soft)
1st Power Mental & Physical

Meditation is a state of deep concentration. By meditating, the martial artist focuses and regains his energies. One hour of uninterrupted meditation is as restful as two hours of sleep. While meditating, the martial artist is oblivious to hunger, thirst, heat, and cold. He is still conscious and aware of his surroundings however, so he does not suffer any penalties on surprise or initiative rolls.

Stillness (soft)
1st Power Mental & Physical

Requiring great discipline, Stillness allows the character to remain utterly motionless for one hour per level. Characters using this ability are 80% undetectable if some cover is available. The transition from a still state to an active one is instantaneous. With the proper makeup, the martial artist could easily pass for a mannequin or painted statue.

All-around Sight (soft)
2nd Power Mental & Physical (constant)

The character's training makes him more attuned to his immediate surroundings. He is able to detect opponents on all sides of him, provided they are not invisible. The character can never be struck from behind or suffer a penalty from a back attack. This maneuver is constant.

Balance (soft)
2nd Power Mental & Physical

This maneuver improves the martial artist's sense of balance, giving him the *Rope Walk* skill (dexterity based) with a +1 bonus per karma level. The character can also gain perfect balance temporarily, after a round of concentration. This perfect balance lasts for two to five turns and improves the *Rope Walk* bonus to +19. With perfect balance, he can also carry large awkward objects on the tip of a finger, balance on one hand, or walk on both hands at half normal speed.

Controlled Breathing (soft)
2nd Power Mental & Physical (constant)

The martial artist has studied intensive breathing exercises that allow him to relax his mind and body and moderate his body's other functions. The martial artist gains a +2 bonus to save vs. all forms of fear. The martial artist also acts as if under the effect of a permanent *Endure Cold/Heat* spell because the technique enables him to moderate his body temperature.

Attack Focus (hard/soft)
3rd Power Mental & Physical

This maneuver does the opposite of *Angry Bear Paw/Claw* and *Smash*, by focusing on speed and accuracy the Martial Artist can improve his chance to hit (fAB) but at the same time reducing the amount of damage done.

The maneuver provides a simultaneous to-hit bonus of +X and a damage penalty of -X, where "X" is chosen by the Martial Artist and cannot exceed his level or his Dexterity score, whichever is lower.

The maneuver can only be performed once per round and not in the same round as the opposite maneuvers.

Developed by Keflin.

Pause and Silence (hard/soft)
3rd Power Mental & Physical

When using this skill, the martial artist gives up one martial-arts attack to pause and study his opponent. The martial artist makes an ordinary attack roll; success indicates the martial artist has found a weakness in his opponent's style and thus gains a +2 bonus on all attack rolls against that particular opponent for the duration of the melee. Failing the Pause and Silence attack roll bestows no penalty other than the loss of a melee attack.

The character may perform this maneuver as many times as he wishes, but once the weakness is found in the opponent's style; repeated attempts do not improve the attack bonus above +2. If the same opponent is fought again in a different melee, the +2 bonus is not gained automatically. The Pause and Silence maneuver must be tried anew to find an opponent's weakness.

Mental Resistance (soft)
3rd Power Mental & Physical (constant)

The mental exercises and ordeals of the character's training have toughened and strengthened his mental resistance, thus giving him a +2 bonus to mental saves. This maneuver is constantly in effect.

Summon Strength (hard)
3rd Power Mental & Physical (reflexive)

The martial artist has learned to focus his Ki, so that he by concentrating on his breathing and shouting a "Kiai" increases his strength score to 19 or by +2 (whichever is higher). This effect lasts one round. This power can be used once per turn.

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Suppressed Desire (soft)3rd Power Mental & Physical (constant)

This constant maneuver allows the martial artist to suppress the need for food, water, rest, and sleep for two days per level. After using this ability, he must spend an equal number of days in rest and meditation to recover the ability to use this maneuver again.

Blind Fighting (soft)4th Power Mental & Physical (constant)

The martial artist has trained for long periods while wearing a blindfold or in darkened rooms. This has given him the constant ability to detect his foes with his other senses. The character suffers only a -1 penalty when fighting in darkness, when blinded, or when faced by invisible opponents. However, any of these in combination with a silence spell render the character effectively blind again.

Far Reaching (hard/soft)4th Power Mental & Physical

This maneuver makes it possible for the martial artist to have a range on physical attacks that normally require touch. The range for such attacks is one foot per level. This maneuver counts as one attack and is effective for one round plus one round for each additional five levels (2 at 6th, 3 at 11th ...). Attack bonus and damage is per the normal attack form.

Attacks depending on the Ki of the martial artist directly influencing the victim cannot be "far reached".

Example: *Mystic Touch* cannot be far reached.

Developed by Mark Wu.

Non-Detection (soft)4th Power Mental & Physical (constant)

This constant maneuver makes the martial artist able to resist divination spells, psionic far sensing effects as well as the effects of magic or psionic items with similar abilities, except for those divination spells and effects that merely penetrate illusions. The martial artist gets a will-power save to resist such effects.

Example: *Clairvoyance*, *Clairaudience*, *ESP* and *Crystal Balls* can be resisted with this maneuver, but *Detect Invisibility* can not.

Quick Strike (hard/soft)4th Power Mental & Physical (constant)

This maneuver bestows a -1 bonus to the initiative of the martial artist, even when not using a martial art.

Extended Reaching (hard/soft)5th Power Mental & Physical

This maneuver makes it possible for the martial artist to have a (longer) range on a martial or melee attack. The range is 3 times normal for otherwise ranged attacks, and five feet per level for attacks that are otherwise performed with a range of touch. Attack bonus and damage is as per the normal attack form.

This maneuver counts as one attack, and is effective for only one attack, which must be performed within one round plus one round for each additional five levels of the martial artist (2 at 6th, 3 at 11th ...).

Developed by Mark Wu.

Flowing Water (soft)5th Power Mental & Physical (constant)

The martial artist's Armor Class is improved by +2 through great speed, agility, and evasion techniques.

Iron Skin (hard)5th Power Mental & Physical (constant)

Rigorous physical training has toughened the character's muscles to the point where he can harden them like iron. The armor value of the character is improved by +2 when he is not wearing any type of armor.

Akiyama's Offensive Defense (hard/soft)6th Power Mental & Physical (reflexive)

Denne manøvre kræver koncentration og hurtighed. Udøveren forsværer sig mod alle angreb som en fuld parening, og han kan alligevel selv angribe næsten normalt.

Manøveren kan udføres op til én gang per turn, og varer op til én hel runde.

Jo længere tid udøveren både parerer og angriber, jo sværere bliver det at angribe. Tabellen viser den straf udøveren får til at ramme.

Del-runde	Straf
1. del-runde:	-2
2. del-runde:	-4
3. del-runde:	-8
4. del-runde:	-16
5. del-runde:	-32
6. del-runde:	-64

Udviklet af Akiyama Sato. Begrænset adgang!

Levitation (soft)6th Power Mental & Physical (complex)

This martial arts maneuver requires the utmost of concentration and mental discipline. This maneuver requires one turn of preparation by concentration before it can be done. Thereafter the character can move up, down or sideways at five feet per level per round. He can take no actions while levitating and if his concentration is broken, he falls to the ground. Upon completion of the Levitation, the character must rest for one round before doing any other action.

1S specialization: No preparation is needed. This becomes a complex maneuver requiring 20 AS.

2S specialization: No rest is needed. This becomes a simple maneuver requiring 10 AS.

3S specialization: No concentration is needed.

Daily the character practices at making his body feel lighter, using his mental power to negate his own weight. Finally, the character succeeds in overcoming all his weight. At this point he can levitate.

Resuscitation "Katsu" (soft)6th Power Mental & Physical (complex)

With this complex maneuver the martial artist is able to resuscitate a semiconscious or unconscious person by stimulating the body with gentle taps to spinal nerve centers, and also to awaken a person who is stunned or paralyzed by a martial-arts attack if he makes a successful dexterity check. The martial artist can also revive an unconscious or incapacitated person by making a dexterity check with a -2 penalty. This maneuver is sometimes known in the Orient as *Katsu*.

Slettet: Awareness (hard/soft)¶
5th Power Mental & Physical (constant)¶
Through mental discipline the character has gained the ability to foresee attacks made on him by others (that he is aware of), so that he can react even before the attack is made; He has a -2 to initiative in the first round of any fight (this is accumulative with other bonuses like *Fighting Instinct*).¶

Tornado (hard/soft) 6th Power Mental & Physical (reflexive)

Denne manøvre er en videreudvikling af *Ki* evnen *Hvirvelvind*, men i stedet for at kunne angribe alle indenfor et område, er den begrænset til 3 modstandere ad gangen, som udøveren er i nærkamp med. Udøveren kan med et enkelt angreb eller nærkamps manøvre ramme to eller tre modstandere, i stedet for kun at ramme en enkelt.

Hvis udøveren angriber to modstandere, så får han en straf på -2 til at ramme; hvis han angriber tre modstandere får han en straf på -4 til at ramme. Modstanderne tager normal skade ifølge den anvendte angrebsform.

Hvis denne manøvre bruges uden at være kombineret med *Speed*, *Haste* eller lignende, så kan den bruges ubegrænset, og udøveren kan skifte mellem hvilke nærkamps modstandere han angriber hver del-runde.

Hvis denne manøvre kombineres med *Speed*, *Haste* eller lignende, så kan den højest bruges hver anden del-runde. Sagt på en anden måde, så må udøveren altså holde mindst en del-rundes pause uden at bruge manøvren.

Udviklet af Akiyama Sato.

Blank Out (soft) 7th Power Mental & Physical (complex)

This maneuver requires concentration for twice the normal AS. The martial artist then disappears completely for up to one turn per level.

The martial artist cannot in any way interact with his surroundings while using this maneuver, but he is fully aware of his surroundings, and can hear and see normally.

The martial artist cannot be attacked in any way, since he isn't really there, and he cannot be detected by any means short of a *True Sight* psionic effect, *True Seeing* spell, a *Limited Wish* or by powerful spirit-sensing maneuver.

The martial artist can however do anything that affects only himself and he can also move around as he chooses - no physical boundaries will stop him. This maneuver can be performed once per day.

1S specialization: Use maneuver every hour.

2S specialization: Use maneuver every turn.

3S specialization: Use once per round.

Ki Projection (soft) 7th Power Mental & Physical (complex)

One hour of rest or one turn of uninterrupted *Meditation* is needed to perform this projection.

The martial artist concentrates on a specific life-force known to him (e.g. person animal, plant, monster, undead), or on a specific location which must be no more than 10 feet per level from a life-force (any life-force); the focus of the projection must be a life-force, but it can be anywhere within the same plane.

The martial artist projects a part of his life-force to the chosen location. The projection is a translucent glowing image of himself and his carried equipment, which can see, hear, speak and "move" normally - although it cannot be stopped by physical barriers, and cannot be harmed in any way; it can however be stopped by protective magic like *Protection from Evil/Good*, and forced to return by spells like *Dispel Evil* (but not by *Dispel Magic!*). Partial projection can be maintained for 4 turns unless the martial artist (not the projection) is disturbed.

While projecting the martial artist can choose to project completely to the new location, taking along all his life-force, his body and whatever he likes of his carried equipment - this is a permanent effect, completely moving the martial artist to the new location.

Complete projection is more demanding than partial projection, and can be performed only once per day. Complete projection is instantaneous, but makes the martial artist lose his next action while orientating himself to the new location.

While projecting, the martial artist's body cannot see, hear or speak; all other senses are available though (touch, smell, taste, "6th sense" (*Danger Sense*) ...).

The discipline is much favored by Grand Masters, because it makes it possible to contact any member of their order, and also to "travel without moving".

1S specialization: Rest no longer required. Projection can be done once per hour.

2S specialization: Project into dimensions and planes up to two hops away. Project once per turn.

3S specialization: Focus on a life-force no longer required. Project once per round.

Slowed Aging (soft) 7th Power Mental & Physical (constant)

Through exercises and exotic breathing techniques, the character slows down his own aging process as if he were wearing a *Phylactery of Long Years*, i.e. reducing natural and unnatural aging by -25%.

Undgå Effekt (Ki Defense) (soft)7th Power Mental & Physical (reflexive)

Denne Ki-evne klassificeres som en refleksiv manøvre. Psionikere og mystikere kan lære denne som en Ki-evne allerede ved 1. niveau, mens andre klasser eventuelt kan træne den efter standard regler ved 14. karma niveau.

Udøveren kan en gang per dag eller en gang per turn (kun mystikere) vælge at undgå skade og effekt af et enkelt angreb afhængigt af udøverens niveau. Evnen til igen at kunne modstå angreb på denne måde vender tilbage næste dag eller for mystikere en turn senere.

Udøveren kan modstå effekten af et overnaturligt angreb af op til 7. power, dog ikke en power højere end udøverens eget karma niveau, eller modstå et naturligt angreb af op til 70 HP i skade, dog ikke mere end 10 HP per karma niveau, eller et psionisk angreb af op til 28 PSP i skade, dog ikke mere end 4 PSP per karma nivea.

Overnaturlige angreb af højere power end nævnt kan ikke modstås; man kan ikke delvist modstå et angreb – det er alt eller intet.

For naturlige angreb over 70 HP skade kan man modstå de første 70 HP, dog maks. 10 HP per karma niveau.

For psionisk angreb over 28 PSP skade kan man modstå de første 28 PSP, dog maks. 4 PSP per karma niveau.

Aktive og reaktive Ki-evner

En udøver som både er mystiker og psioniker vil have to af disse Ki-evner, der derfor fungerer ligesom aktive og reaktive magiske/psioniske manifestationer.

Den stærkeste evne, mystiker Ki-evnen, er den aktive evne som først vil modstå et angreb. Når den aktive evne er brugt, vil den reaktive psioniker Ki-evne med det samme blive aktiv, og først en turn senere vil den stærkere mystiker Ki-evne vende tilbage og overtage den aktive rolle.

Begrænsninger

Angreb af højere end 1. orden kan ikke modstås.

Man kan kun modstå noget som kan klassificeres som et angreb, som man prøver at undgå. Man kan f.eks. ikke modstå en *Wall of Force*, *Detect Invisibility* eller andre effekter som ikke er angreb, og man kan heller ikke modstå noget som man samtidigt bevidst prøver at gøre, f.eks. kan man ikke modstå en *Fireball* man selv kaster eller skade fra en *Wall of Fire* som man bevidst går ind i.

Defensive Shift (hard/soft)8th Power Mental & Physical

This maneuver makes it possible to shift the martial artist's focus somewhat from offense to defense, while still being able to attack.

This gives the martial artist a better amour class as he uses his arms, legs, body, weapons, and general movement to confuse and deflect attacks against him, while still at the same time being able to perform his own attacks, although at a reduced chance to hit.

The maneuver provides a simultaneous amour class bonus of +8 and a -8 penalty to hit, but it cannot be combined with any other way of parrying attacks.

Developed by Kefin for Binasz Arakhran.

Also available to Black Avengers.

Dragon Skin (hard)8th Power Mental & Physical (constant)

This maneuver can only be learned as an extension of the *Iron Skin* maneuver. Through immensely hard and secret training the martial artist's muscles is hardened even further than with the *Iron Skin* ability. This maneuver provides an additional +1 bonus to Armor Value, which together with *Iron Skin* means AV=3.

Developed by the monks of Ra-Khati in Kara-Tur.

Floating Cloud (soft)8th Power Mental & Physical (complex)

This maneuver requires even higher mental discipline to achieve than *Levitation*, and can only be learned by someone already adept at *Levitation*. After concentrating for a 20 AS complex action the mystic can fly at a movement rate of 1 per level (up to 24 for a 24th level mystic). The movement rate is halved when ascending straight up and doubled when diving straight down. Flying can be done in any direction corresponding to Maneuverability Class A.

Since this maneuver demands concentration, the mystic can only attack at half his normal rate, i.e. as if he were under the influence of a *Slow* spell, and he cannot perform any other special maneuver unless it is constant or reflexive.

If the mystic is hurt while floating, he must make a mental save to avoid losing concentration and fall; unless he is also 3S specialized in *Levitation*!

Unlike *Levitation* the mystic doesn't need to rest after ending his Floating Cloud.

Developed by the monks of Ra-Khati in Kara-Tur.

Mind Blank (soft)8th Power Mental & Physical (constant)

This constant maneuver protects the mystic from all devices, spells and psionic effects that detect, read or influence emotions and thoughts, or try to divine non-obvious information. It also acts as an external non-elastic mental shield with mAV=32 and a +4 bonus to mAC.

The mystic is protected from all devices, spells and effects, which detect, influence, or read thoughts and emotions. This protects against *Augury*, *Charm*, *Command*, *Confusion*, *Domination*, *Divination*, *Empathy* (all forms), *ESP*, *Fear*, *Feeblemind*, *Magic Jar*, *Mass Suggestion*, *Phantasmal Killer*, *Possessive Switch*, *Rod of Rulership*, *Soul Trap*, *Suggestion*, *True Domination*, and many other effects.

Protection also extends to the prevention of discovery of information, by *Crystal Balls* or other scrying devices, *Commune*, *Contact other Plane*, *Wish*, and similar effects, except for that which can be plainly seen or heard.

Mental communication, that doesn't forcefully read thoughts or emotions, is not blocked by Mind Blank; this includes effects such as *Instant Mind-Link*, *Mind-Link*, *Interplanar Mind-Link*, *Sense-Link*, *Improved Sense-Link*, *Confidante*, *Send Thoughts*, and *Passive Contact*, as well as spells such as *Comprehend Languages* and *Sending*. The Mind Blank enables the mystic to automatically resist such communication however, if he doesn't want to participate.

Mind Blank can be destroyed in mental combat but will automatically regenerate in one hour.

1S specialization: Mind Blank regenerates in 1 turn.

2S specialization: Mind Blank regenerates in 1 round.

Mystic Touch**(soft)**8th Power Mental & Physical (complex)

This discipline can only be performed by mystics of level 16 or more, it requires great discipline and concentration and is a complex action, requiring twice the usual number of AS.

The Mystic Touch must be declared in advance and the mystic must touch the victim within 3 rounds or the power is used to no avail.

After touching the victim the mystic can directly manipulate the life-force of the victim, and choose one of the listed effects within one turn per level after touching the victim, as long as the victim stays on the same plane of existence. The victim must have life-force for this discipline to function, so living or undead can be affected but never constructs or animated objects. A mystic can use the discipline on himself.

A victim whose life-force is under the control of the mystic (after the touch and before activation of effect) can feel the control, but the control may only be broken by entering another plane of existence, or by a full *Wish*. The activation can be chosen instantly by the mystic or be delayed. If delayed, the activation counts as one attack with SF=1.

One of the following effects is chosen:

Death: Completely separates the life-force of the victim from the body, instantly killing the victim. No save is allowed if the mystic's level exceeds the karma level of the victim, otherwise a physical save at a -4 penalty (sg24) negates the effect. The victim cannot be raised or resurrected.

Catalepsy: Temporarily breaks the connection between the victim's life-force and body. The body will collapse and the victim cannot affect the body while cataleptic; the effect lasts for 6 turns plus one turn per level. During this time only a *Wish* or *Resurrection* can negate the effect. No save is allowed if the mystic's level exceeds the karma level of the victim, otherwise a physical save at a -5 penalty (sg25) is allowed.

Harm: Forces the life-force of a living or undead victim into an un-harmonic state harming the body. The victim takes d10 hp of damage per level (max 24d10). No save is allowed.

Heal: Guides the life-force of a living or undead recipient into perfect harmony, completely healing the body and mind of every disease and illness, as well as healing 10 hp of damage per level (max 240 hp). No save is allowed. Using Heal costs 8 SSP from the sigma buffer.

This maneuver can be performed once per day.

1S specialization: Use maneuver every hour.

2S specialization: Use maneuver every turn.

3S specialization: Use once per round.

Perfect Ki Defense**(soft)**9th Power Mental & Physical (reflexive/simple)

Denne manøvre er refleksiv i den udstrækning den forbedrer *Ki Defense*, men er en simpel manøvre når man genopfrisker sin *Ki Defense* ("tanker op"),

Man kan kun lære denne manøvre, hvis man allerede kan mystiker Ki-evnen Undgå Effekt (*Ki Defense*).

Forbedring

Angreb som kan modstås er nu 9. power eller 90 HP eller 36 PSP. Dette er en forbedring af mystiker Ki-evnen, og ikke noget man kan gøre en ekstra gang.

For en udøver som både har mystiker Ki-evnen og psioniker Ki-evnen, vil kun mystiker Ki-evnen blive forbedret. Den anden Ki-evne vil dog stadigvæk være der som en svagere reaktiv reserve Ki-evne.

Genopfriske ("tanke op") [Speed Factor 9]

Man kan bruge 9 SSP i en simpel aktion på at genopfriske den brugte Ki-evne, før den ellers ville forny sig selv.

For en udøver, som både har mystiker Ki-evne og psioniker Ki-evne, kan vedkommende i stedet vælge at bruge en simpel aktion og 7 SSP på at forny den brugte svagere Ki-evne, før den ellers ville forny sig selv.

Power Reaching**(hard/soft)**9th Power Mental & Physical

This maneuver is an enhancement of the 5th power "Extended Reaching", like that it makes it possible for the martial artist to have a (even longer) range on a martial or melee attack. The range is 5 times normal for otherwise ranged attacks, and 10 feet per level for attacks that are otherwise performed with a range of touch. Attack bonus and damage is as per the normal attack form.

This maneuver counts as one attack, and is effective for only one attack, which must be performed within one round plus one round for each additional five levels of the martial artist (2 at 6th 3 at 11th ...).

Developed by Keflin.

Movement Maneuvers

Feint

(hard/soft)

1st Power Movement

Feinting attacks can misdirect and unbalance an opponent, causing no immediate damage. The martial artist must hit AC=10 to succeed, thereby gaining a +4 bonus to hit on his next attack, or the Feint is wasted.

Feather Walk

(soft)

2nd Power Movement (complex)

A character using Feather Walk can cross any surface capable of supporting his weight, moving in complete silence at half his normal movement rate or less. Anyone tracking him does so at a -5 penalty (sg25).

Prone Fighting

(soft)

2nd Power Movement (constant)

Prepared for any circumstance, the character is able to fight effectively even when lying on the ground. This special maneuver is constant; it applies any time the character is knocked from his feet. The only limitation is that the character can perform no other special maneuver (except *Instant Stand*) when prone.

Akiyama's Confusion

(soft)

3rd Power Movement

En angrebsform som forvirrer modstanderen, der i sit efterfølgende angreb har sværere ved at ramme. Dette virker som følger: Udøveren forsøger a ramme sin modstander med et angreb med en straf -X, som han selv bestemmer. Hvis angrebet lykkes, gør det minimum skade og giver modstanderen en tilsvarende straf -X til at ramme i sit næste modangreb. Hvis modstanderen parerer i stedet for at angribe, bliver pareringsbonusen reduceret med -X, udøveren får altså lettere ved at ramme; pareringsbonusen kan dog ikke reduceres til under nul. Straffen X kan ikke overstige hverken pareringsbonus eller behændighed.

Udviklet af Akiyama Sato. Begrænset adgang!

Immobility

(soft)

3rd Power Movement (constant)

By use of careful balancing and muscle control, the character can avoid being knocked, lifted, or thrown off his feet. The character is automatically allowed a physical or reflex save to avoid this. If the save is successful, the character remains where he is.

Missile Deflection

(soft)

4th Power Movement (reflexive)

Relying on the speed of his reflexes, the character can avoid physical missile attacks that he is aware of, if aimed at him or passing within five feet. A reflex save is allowed for each missile. If the save succeeds versus difficulty sg24, the character can catch the missile if so desired. The character may use a weapon for deflecting with a difficulty of sg24. If specialized in this maneuver the difficulties all become sg20.

Up to 2 missiles can be reflexively deflected per sub-round in this way. If the martial artist spends a simple action, up to an additional 2 missiles can be deflected.

Leap

(soft)

5th Power Movement

The martial artist can perform extraordinary leaps by channeling his inner power. From a standing start he can leap five feet into the air and forward (or backward), plus one foot per level. He can flip in mid-air to change his facing if needed, e.g. flip over an opponent, land behind him, and attack from the rear with his next attack. From a running start of ten feet or more, he can leap ten feet up and forward, plus one foot per level. The martial artist must hit AC=10 to land safely; if not, he makes the leap but falls to the ground upon landing.

Akiyama's Full Circle

(hard/soft)

6th Power Movement (reflexive)

Denne manøvre består i at udøveren laver en piruet eller tilsvarende, hvor han forsøger at ramme alle, som han er i nærkamp med. For hver modstander eller mål falder chancen for at ramme idet kraften i angrebet aftager.

Første modstander rammes som sædvanlig og efterfølgende modstandere bliver svære og svære at ramme. Tabellen viser hvilken straf man får til at ramme hvert mål eller modstander.

	Mål	Straf
1. mål:	0	
2. mål:	-2	
3. mål:	-4	
4. mål:	-8	
5. mål:	-16	
6. mål:	-32	

Hvis udøveren rammer ved siden af en modstander, så vil efterfølgende angreb også fejle og udøveren må checke sin behændighed for ikke at falde til jorden. Hvis en modstander rammes tager han minimal skade som d20=1; dog gælder d20=1 kun selve skaden - ikke chancen for at ramme. En udøver, der falder til jorden, skal bruge en kompleks aktion eller *Instant Stand* for at rejse sig op.

Udøveren kan bestemme sig til at han kun angriber en delmængde af dem han er i nærkamp med, hvis han ved med sig selv at han ikke har evner til at ramme dem alle.

Udviklet af Akiyama Sato. Begrænset adgang!

Small Shield

(soft)

6th Power Movement

The Small Shield is a confusing flailing of arms and legs, such that opponents are unable to determine what to hit. Any number of actions can be used for parrying, improving AC to +4 better than the normal parrying Armor Class (i.e. AC = fAC_p+4).

Speed

(hard/soft)

6th Power Movement (reflexive)

The character has developed lightning-fast reflexes in his nervous system and muscles. The character doubles his normal movement rate and gains twice the amount of physical attacks he is normally allowed, e.g. two simple attacks or one complex attack in a sub-round; spells and mental attacks however do not speed up. This maneuver is difficult and tiring. It can only be done once per day and can only be maintained for five rounds. Afterwards he must rest for d3 rounds.

1S specialization: No rest is necessary.

Usable every hour.

2S specialization: Usable every turn.

3S specialization: Speed is 3× normal, but for the first round only.

Slow Resistance (hard/soft)7th Power Movement (constant)

Having developed his body and disciplined his mind, the character is immune to *Slow* effects and to *Haste* effects (unless he chooses to be affected).

Great Shield (hard/soft)8th Power Movement (reflexive)

When using Great Shield the character bursts into a frenzy of activity, blocking or deflecting blows and missiles with perfect success. 10 attacks plus 1 per level can be deflected per round, including attacks that wouldn't otherwise have hit the character. This maneuver can be used for up to one round per level, during which the mystic cannot attack, and can only move within a 10 foot radius circle. Great Shield does not work against blows from creatures more than twice as tall as the martial artist.

The Great Shield works partially but not perfectly against ranged martial attacks that don't use missiles, e.g. *Far Reaching*, *Extended Reaching*, *One Finger*, *Distance Death*, *Extended Death Touch*, *Kiss of Death*, or any of the Sound maneuvers; against such attacks and effects the Great Shield is only as effective as a *Small Shield* maneuver, providing a parrying Armor Class with a +4 bonus.

The Great Shield is totally ineffective against attacks and effects that require no hit roll.

Quad Speed (hard/soft)8th Power Movement (reflexive)

The mystic has further improved his *Speed* training to speedier reflexes in his muscles and nervous system. Only mystics who are already triple specialized in *Speed* can learn this maneuver, which also can be thought of as quadruple specialization in *Speed*, except that it operates as an 8th power effect.

This reflexive maneuver quadruples (×4) his physical speed and rate of physical attacks for the first three sub-round, after which it slows down to a tripled (×3) rate for the next three sub-rounds. Spells and mental attacks however do not speed up.

This maneuver can be automatically and reflexively started even in mid-action if any enemy in combat exceeds twice the normal rate of physical speed (i.e. faster than *Speed* or *Haste*). This maneuver can be performed once per turn and lasts for a maximum of one round; it may however be followed by a *Speed* (at the doubled rate only and for only 4 rounds) if desired.

Developed by Jean St. Just.

Push Maneuvers

Concentrated Push

(soft)

1st Power Push

The character focuses his inner energy into his hands, giving him great results even from a gentle push. On a successful to hit roll the opponent is knocked back one foot per level of the character. If the distance is greater than three feet, the victim must make a successful reflex or physical save to remain on his feet. If the victim hits a solid object, he suffers damage as if he had fallen the same distance, i.e. d6 per 10 feet fallen or pushed. Anyone with the *Immobility* maneuver can resist being knocked back. If the Concentrated Push attack is unsuccessful, all attacks made against the character for the remainder of the round have a +2 on their chance to hit.

Sticking Touch

(soft)

2nd Power Push

The character has so attuned his sense of touch that even by lightly placing his hand on another he can cause it to follow their every move. A normal to hit roll must be made and the touch does no damage. However, so long as the character remains in contact, he gains +2 on all subsequent to hit rolls and his Armor Class improves by +2, since he is able to feel the impending move of his opponent before it happens. The touch can only be broken by the opponent moving in a way or at a speed beyond the abilities of the character. Thus, if the opponent had the *Leap* maneuver he could use this to break contact. However, if both knew this maneuver, the character could automatically choose to leap at the same time as his opponent, keeping his contact unbroken.

One Finger

(soft)

3rd Power Push (complex)

One Finger gives the character the power of *Concentrated Push* without having to touch the target. The character simply concentrates and points his finger at the victim. The range is equal to one foot per character level. One Finger requires great concentration and requires twice the normal AS. A normal to hit roll must be made. If successful, the victim is affected as if hit by a *Concentrated Push*. If unsuccessful, the attack misses and has no effect.

This skill requires long and difficult practice. It is said that the student first learns to push a heavy bell with the touch of a single finger. He concentrates then on touching it lighter and lighter while making the bell swing even more. Finally, he reaches the point where he can make the bell move without actually touching it. His inner power extends from his finger and pushes the bell. At this point he has mastered One Finger.

Reflection

(soft)

4th Power Push

This maneuver allows the martial artist to turn the force of a blow back upon his opponent, provided the opponent's blow is delivered with a blunt weapon (including martial attacks). The opponent's attack roll is automatically considered as a d20=20, with maximal damage unless the Reflection succeeds! If the martial artist using Reflection then makes a successful attack roll in return against the opponents **parrying Armor Class** (fAC_p), then all damage is redirected away from the martial artist back to the opponent. An unsuccessful attack roll results in the martial artist taking maximal damage from the blow. The reflection maneuver is a simple action usable against a single simple or complex attack; the martial artist cannot reflect multiple attacks (except for *Double Kick*, *Windmill Kick*, *Double-Fist Punch* and similar attacks).

Reflection can reflect the following attack types:

Strike	→ LOCK or Throw [or Vital if Specialized]
Kick	→ PUSH or Lock or Throw [or Vital if Specialized]
Vital	→ THROW or Lock [or Vital if Specialized]
Push	→ THROW or Lock [or Vital if Specialized]
Lock	→ THROW [or Vital if Specialized]
Throw	→ LOCK or Throw [or Vital if Specialized]
Blunt Weapon	→ LOCK or Throw [or Vital if Specialized]
Sharp Weapon	→ LOCK or Throw but only if Specialized!
Any Feint	→ Fails! Opponent gets +8 bonus to-hit on next attack. [+4 if 2S specialized] [±0 if 3S specialized].

Note: The martial artist must make a successful attack roll in return against the opponents parrying AC (i.e. the fAC_p) in order to reflect damage. The reflected damage is equal to the martial artist's damage for the resulting reflected attack or the opponent's damage for the attack, whichever is higher.

Strike Maneuvers

Iron Fist**(hard)**1st Power Strike (constant)

Through toughening exercises, the martial artist has hardened his hands, arms and upper body muscles so much that they feel like steel whenever he is fighting. He can strike at hard objects such as the hardest stone and steel without injuring himself, and he can use his hands and arms for parrying weapon attacks without cutting or hurting himself.

This maneuver is constant (as is *Iron Foot*), and can therefore be used with any other maneuver(s).

Angry Bear Claw**(hard)**2nd Power Strike

Specialisering i kampkunst slag er påkrævet for at kunne udføre denne manøvre. Manøveren kan kun udføres en enkelt gang per runde, og den giver en samtidig skade på X og straf på -X til at ramme med et slag, hvor værdien "X" vælges af kampkunstspecialisten og ikke kan overgå hans niveau eller styrke attribut, hvilken der er lavest.

Begrænsningen på en gang per runde tæller både for denne manøvre, for *Angry Bear Paw* (2nd Power Kick) og for *Smash* (2nd Power Weapon); tilsammen kan de kun bruges en enkelt gang per runde.

Udviklet af Akiyama Sato.

Crushing Blow**(hard)**2nd Power Strike (complex)

The character is able to shatter or break hard objects with a blow of his hand. This includes wood, ceramics and masonry but not metal. The character can break ½ inch of wood or ¼ inch of brittle stone per level. The DM can modify this based on the shape, hardness, and age of the object. If used against a living target, the character causes normal damage plus points equal to his level. The Crushing Blow requires great concentration and requires twice the normal amount of AS. In all cases a normal to hit roll must be made. A stationary object has AC=10. If the die roll is failed and the character is striking a hard object (such as a stone), he has seriously hurt his hand, unless he has mastered the *Iron Fist*. He suffers damage equal to what he would do on a normal attack and the hand is unusable for 24 hours.

Eagle Claw**(hard)**3rd Power Strike (complex)

Through physical exercise and concentration, the character can summon immense crushing strength into his hand. On a successful hit he can shatter objects (snap spear shafts, crush stones, etc.), crush metal items, and cause 3d10 points of damage on an attack. Great concentration is required and twice the normal amount of AS.

Double-Fist Punch**(hard/soft)**4th Power Strike

This strike is a two-fisted attack aimed to land virtually simultaneous blows to a single opponent. Each punch is delivered at -8 to hit on its attack roll. Each punch that lands scores normal damage. If both blows hit, then the defender must make a physical save, or be stunned for d6 rounds. If the Double-Fist Punch is aimed at the opponent's head and torso, the maneuver is called a U-Punch or Parallel Punch. If the blows are aimed at the front and back of the opponent, the maneuver is known as a Scissors Punch.

Dragon's Claw**(hard)**4th Power Strike (complex)

Through physical exercise and concentration, the character can summon immense strength, speed and hardness into his arm and hand. On a successful to hit roll he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause 3d10 plus one point per level of damage on an attack. Great focus and concentration is required and twice the normal amount of AS.

The character can break through 1 inch of wood, ½ inch of stone, or ¼ inch of metal per level. The items must save vs. crushing blow or shatter completely (this doesn't apply for living targets). A penalty of -1 per 10 points of damage applies to the save.

Developed by Mark Wu.

Thunder Punch**(hard)**4th Power Strike (complex)

This strike, which uses twice the normal AS, does triple normal damage and forces the opponent to make a physical save or be stunned for d6 rounds. If the attack is unsuccessful, the martial artist loses his next attack as he tries to recover his balance.

Thunder Clap**(hard/soft)**5th Power Strike

The martial artist claps his hands together with great force, creating a concussive wave stunning all creatures within ten feet for d2 rounds, unless a physical save is made. Glass and pottery within ten feet must save vs. crushing blow or be shattered. No hit roll is required.

This is also a 5th Power Sound maneuver.

Dragon's Strike**(hard)****6th Power Strike (complex)**

This complex maneuver allows the martial artist to hit a target with tremendous force and speed, causing great damage. The martial artist powers the strike by extending his Ki and Karma just beyond his striking fist.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause 4d10 points of damage plus one point per level. The strike can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 125 cubic feet or less (e.g. a 5×5×5 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save.

Developed by Mark Wu for Order of the Dragon.

Strike of Death**(hard)****7th Power Strike**

This difficult but deadly maneuver allows the martial artist to hit a target with tremendous force and speed, causing great damage and even death. The martial artist powers the strike by extending his Ki and Karma just beyond his striking fist. The strike is delivered at -8 to hit and can only be performed once per round.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause normal damage plus one point per level. The strike can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Forcecage*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 125 cubic feet or less (e.g. a 5×5×5 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save.

A creature hit must make a physical or willpower save at a +2 bonus (sg18) or die instantly.

This maneuver can only be learned by someone already adept at *Iron Fist* and *Dragon's Strike*.

Developed by Mark Wu for Order of the Dragon.

Karma Strike**(hard)****8th Power Strike**

This extremely difficult maneuver is initiated by the martial artist by building up power in a rotating motion, focusing his Ki and Karma just beyond his striking hand and then landing the strike doing twice normal damage (i.e. 2d6) plus one point per level.

The strike is delivered at -8 to hit and can only be performed once per round.

This maneuver can only be learned by someone already adept at *Iron Fist* and *Strike of Death*.

Developed by Keflin for Binasz Arakhran.

Also available to Order of the Dragon.

Power Strike**(hard)****9th Power Strike**

This extremely difficult and deadly maneuver allows the martial artist to hit a target with tremendous force and speed, causing great damage and even death. The martial artist powers the striking by extending his Ki and Karma just beyond his striking hand. The strike is delivered at -8 to hit and can only be performed once per round.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause twice normal damage (i.e. 2d6) plus one point per level. The strike can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Forcecage*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 343 cubic feet or less (e.g. a 7×7×7 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature hit must make a physical or willpower save at a +1 bonus (sg19) or die instantly.

This maneuver can only be learned by someone already adept at *Iron Fist*, *Strike of Death* and *Karma Strike*.

Developed by Keflin, Jean & Mark Wu for Binasz Arakhran and for Order of the Dragon.

Slettet: Foot

Throw Maneuvers

Fall

(hard/soft)

1st Power Throw (constant)

The first maneuver any student of this style learns is how to fall correctly and roll, taking the impact of the fall on the safest areas of his body. Once learned this maneuver is constantly in effect, and he suffers only half the normal amount of damage from any fall, including when thrown by another martial artist.

Instant Stand

(hard/soft)

2nd Power Throw

After learning to fall the student learns how to quickly gain his feet either by rolling up to a standing position or with an acrobatic jump. Normally a complex action is required for a character to gain his feet, but a martial artist using this maneuver can regain his feet automatically as a simple action by expending an attack.

If the martial artist is merely sitting down, a simple action would normally be required to stand, but using Instant Stand the martial artist can instantly stand and immediately attack without delay.

Hurl

(hard)

3rd Power Throw

This type of throw relies a great deal on strength and less on leverage. The character can attempt to pick up an opponent and throw him to the ground d4 feet away. The victim suffers double damage from the throw. Characters with *Immovability* can resist this maneuver. A successful hit roll must be made for the Hurl to work. If the attack is unsuccessful, the martial artist loses his next attack as he tries to recover his balance.

Great Throw

(soft)

4th Power Throw

Using leverage and his opponent's momentum, the character is able to throw his enemy a great distance. A normal hit roll must be made. If the victim is stationary, the character can throw him one foot per level. If the victim is charging the character, the distance thrown is six feet plus one foot per level. The victim suffers triple normal damage from the throw. Characters with *Immovability* can resist this maneuver. If the attack does not hit, the opponent has countered the move and the character has been knocked off his feet, forcing him to either attack while prone (see *Prone Fighting*), use *Instant Stand* to get up or use a complex action for getting to his feet.

Crushing Drop

(hard)

5th Power Throw

The opponent is dropped to the ground with crushing force, head and shoulders first. On a successful hit, the foe is thrown d2 feet away from the thrower. The thrown victim suffers double damage from the drop, and unless a reflex or physical save is made, the victim is knocked unconscious for 2d4 rounds. If the attack does not hit, the opponent has countered the move and the martial artist has been knocked off his feet, forcing him to either attack while prone (see *Prone Fighting*), use *Instant Stand* to get up or use a complex action for getting to his feet.

Takedown

(hard/soft)

6th Power Throw

This locking throw relies a great deal on leverage and less on strength. The martial artist attempts to put a hold on an opponent and take him down to the ground. The victim suffers normal damage from the attack, and unless he makes a Reflex save at a -6 penalty he will end up on the ground in a hold by the martial artist unable to physically fight back, except if he is trained in *Prone Fighting*.

A target can partially resist this maneuver using *Immovability*; he will suffer only half damage and will not end up on the ground. A successful hit roll must be made for the Takedown to work. An unsuccessful Takedown results in a -4 penalty on the martial artist's next attack.

A target trained in the *Fall* maneuver will suffer only half damage from this attack, but he will still end up on the ground. Using both *Fall* and *Immovability* together will only halve the damage - not reduce it by 75%.

Once on the ground the martial artist is able to grip and hold the opponent with his legs and one arm in a way that keeps the opponent from taking any physical action. The martial artist is still able to attack the target using his other arm, or he can instead parry the target's attempts at escape. A target can escape the Takedown by using an action to successfully hit the martial artist (doing no damage), with a -6 penalty to the die roll. After the escape the target will still be prone on the ground, and he will have to get up using a complex action or *Instant Stand*, continue fighting on the ground using *Prone Fighting*, or use other forms of attack (spells, devices, psionic attacks etc.)

This maneuver can only be learned by someone already adept at *Prone Fighting* and *Immobilizing*.

This is also a 6th Power Lock maneuver.

Developed by Mark Wu for Order of the Dragon.

Vital Area Maneuvers

Pain Touch (soft)

1st Power Vital Area

Simply by pressing his finger against specific points of the body, the character can cause great pain in his victim. This can be done in place of a normal attack. It causes no damage, but if the to hit roll is successful, the victim feels as if he is on fire. Thereafter, he will have a -2 penalty to his attack bonus and his AC. The effect lasts for d3 rounds.

Stunning Touch (soft)

2nd Power Vital Area

With a light slap of his fingers in the correct place, the character can stun and daze his opponent. This can be done in place of a normal attack and causes no damage. A normal to hit roll must be made. If successful, the victim must make a physical save. If the save fails, the victim is stunned for d4 rounds, unable to take any action.

Paralyzing Touch (soft)

3rd Power Vital Area

By placing pressure on specific nerve junctions, the character can paralyze his victim, leaving him unable to move for d6 turns. A normal to hit roll must be made and the victim is allowed a physical save to avoid being paralyzed.

Shattertouch (soft)

3rd Power Vital Area (complex)

With a light touch, the martial artist locates flaws in wood or stone after one action of concentrated study. With a single blow in the following action, the material may be shattered if the martial artist succeeds in hitting AC=20; failure to hit leaves the material unharmed but does 2d4 hp damage to the martial artist, unless he has mastered the *Iron Fist*. Up to one cubic foot of material may be affected.

Distance Death (soft)

4th Power Vital Area (complex)

Distance Death requires great concentration and twice the usual number of AS. It has a range of one foot per level. With it the martial artist can choose to apply the effects of *Pain*, *Stunning*, *Paralyzing* or three times his normal damage on the attack. In all cases a normal to hit roll must be made.

One of the following effects is chosen:

Pain: No damage is caused and no save is allowed. The victim will feel as if he is on fire and will have a -2 penalty to his attack bonus and his AC. The effect lasts for d3 rounds.

Stunning: No damage is caused. If the victim is hit, he must make a physical save at a -2 penalty (sg22), or else be stunned and unable to take any action for d4 rounds.

Paralyzing: No damage is caused. If the victim is hit, he must make a physical save. If the save fails, the victim is paralyzed and unable to move for d6 turns.

Damage: Three times the normal damage is done. AV is ineffective and does not reduce damage.

This maneuver requires great practice and concentration. To learn it, the character must practice at a pool of water, driving his finger at it without touching it. As he does so, he concentrates on his own power, trying to extend it from his finger. When he can hear the echo of his thrust rebound from the water, he has mastered the maneuver.

Death Touch "Dim Mak" (hard/soft)

5th Power Vital Area (complex)

This complex maneuver allows the martial artist to hit an opponent or an object in exactly the right spot to cause great damage. On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause 4d10 plus one point per level of damage on an attack. The character can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force* or similar effect. The items must save vs. disintegration or shatter completely (this doesn't apply for living targets). A penalty of -1 per 10 points of damage applies to the save.

Developed by Mark Wu for Order of the Dragon.

Extended Death Touch (hard/soft)

6th Power Vital Area (complex)

This complex maneuver allows the martial artist to hit a target in exactly the right spot to cause great damage at a distance of one foot per level. On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause 4d10 plus one point per level of damage. The character can break through 2 inches of wood, 1 inch of stone, or ½ inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 125 cubic feet or less (e.g. a 5x5x5 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save.

This maneuver can only be learned by someone already adept at *Far Reaching* and *Death Touch*.

Developed by Mark Wu for Order of the Dragon.

Nerve Block (soft)

6th Power Vital Area

By applying the proper amount of pressure to the right vital area nerve point, the martial artist can block the victim's control over some or all of his own muscles; e.g. one or both legs, one arm, the jaw, everything below the neck and so on. The martial artist is still able to make attacks (using his feet or his other hand) even applying a Nerve Block on another victim. The victim must succeed in a physical save at a -6 penalty (sg26) to avoid the effect of a Nerve Block. The martial artist can stop the Nerve Block at any time and choose to stop the effect also, or he can try to make the effect last for up to one round per level - in this case the victim must make a second save at a -2 penalty (sg22) to resist.

This maneuver developed by Mark Wu can only be learned by someone who is familiar with all the vital areas and how they interact with each other and with muscles; the following maneuvers must be known: *Pain Touch*, *Stunning Touch*, and *Paralyzing Touch*.

Kiss of Death**(hard/soft)**7th Power Vital Area

This difficult but deadly maneuver allows the martial artist to hit a target in exactly the right spot to cause great damage at a distance of five feet per level, bypassing most barriers between himself and the target. Barriers that are too solid to break through are also too solid to bypass however. The attack is delivered at -8 to hit, or -12 to hit if the target cannot be seen through a barrier, and it can only be performed once per round.

On a successful hit he can smash objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause normal damage plus one point per level. The character can break through or bypass 1 inch of wood, ½ inch of stone, or ¼ inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 64 cubic feet or less (e.g. a 4x4x4 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature hit must make a physical or willpower save at a +2 bonus (sg18) or die instantly.

This maneuver can only be learned by someone already adept at *Extended Death Touch*.

Developed by Mark Wu for Order of the Dragon.

The Touch**(soft)**7th Power Vital Area (SF=1...7)

Some vibrations have a certain feel, being the equivalent to a form. Through focus and vibration it is possible to paralyze nerves, shatter bones, set fires, suffocate an enemy or burst his organs. The Touch is directed at a single creature, object or part of an object (up to a ten foot diameter). Range is one foot per level. A hit roll is required.

One of the following effects is chosen:

Painful Touch (SF=1): No damage is caused. Causes great pain by nerve induction for d3 rounds reducing dexterity by -8, with a -4 loss in bonus; no save is allowed.

Stunning Touch (SF=2): No damage is caused. The victim must make a physical save at a -4 penalty (sg24), or be stunned and unable to take any action for d4 rounds.

Paralyzing Touch (SF=3): No damage is caused. The victim must make a physical save at a -2 penalty (sg22), or be paralyzed and unable to move for d6 turns.

Choking Touch (SF=4): No damage is caused. The martial artist chokes one creature by constricting around the throat of the subject with his Ki and Karma force. If the subject has no throat, the martial artist may constrict around a body part controlling breathing access and blood vessels to the brain. The subject can be large (size category 2) or smaller. The subject may resist with a reflex save.

The result of choking someone depends on how long the choke is applied. During the first three sub-rounds the target is able to act, and may try to break free of the Choking by applying strength; if the target wins a confrontation of against a strength of 16, he can break free - this will cost him a complex action, however. The target will be unable to speak or use vocal components for spell casting.

If the target fails to escape, he falls unconscious for d3 rounds. Choking works against mortal creatures that breathe or have a blood stream.

The martial artist may continue to apply the Choking Touch after the target falls unconscious; after two rounds the target's heart will stop beating, and the target dies. The martial artist can release the target at any time, however.

Damaging Touch (SF=5): Crushes target for d6 hp of physical damage per level (max 21d6) with no save and regardless of AV. This effect requires **1S specialization** and is usable once per round.

Burning Touch (SF=5): Burns target for d8 hp of fire damage per level (max 21d8) reducible by AV. A physical save halves the damage. This effect requires **2S specialization** and is usable once per round.

Deadly Touch (SF=6): Suffocates, bursts organs and shatter bones, doing d6 hp of internal damage per level (max 21d6) with no save and regardless of AV. A creature must make a willpower save at a +2 bonus (sg18) or die instantly. This effect requires **3S specialization** and is usable once per round.

Final Touch (SF=7): Suffocates, bursts organs, shatters bones, drains life-force and destroys the mind, doing d8 hp of internal damage per level (max 21d8) with no save and regardless of AV. A creature must make a willpower save at a +1 bonus (sg19) or die instantly. This effect requires **4S specialization** and is usable once per round.

This maneuver can only be learned by someone already adept at *Distance Death*.

Developed by Jean St. Just for Binasz Arakhran.

Karma Touch**(hard/soft)**8th Power Vital Area

Like the 7th power maneuver *The Touch* this maneuver is based on the fact that some vibrations have a certain feel, being the equivalent to a form. Through focus and vibration it is possible to cause great damage to an enemy.

This extremely difficult maneuver requires the martial artist to focus his Ki and Karma and then applying them together with the right vibration thus causing twice normal damage (i.e. 2d10) plus one point per level.

This maneuver is delivered at -8 to hit and can only be performed once per round.

This maneuver can only be learned by someone already adept at *Death Touch* or *Kiss of Death*.

Developed by Keflin for Binasz Arakhran.

Also available to Order of the Dragon.

Power Touch**(hard/soft)**9th Power Vital Area

This extremely difficult and deadly maneuver is based on the fact that some vibrations have a certain feel, being the equivalent to a form. By focusing his Ki and Karma and then applying them together with the right vibration it is possible to cause great damage to an enemy, an object or part of an object.

This maneuver is delivered at -8 to hit and can only be performed once per round.

On a successful hit he can destroy objects (crush stones, smash doors, break through walls, crush shields, snap swords etc.) and cause twice normal damage (2d10) plus one point per level. The character can break through or bypass 1 inch of wood, ½ inch of stone, or ¼ inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

Objects of 343 cubic feet or less (e.g. a 7×7×7 feet cube), that the martial artist is capable of breaking through as described above, must save vs. disintegration or shatter completely; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save. A creature hit must make a physical or willpower save at a +1 bonus (sg19) or die instantly.

This maneuver can only be learned by someone already adept at *Karma Touch*.

Developed by Keflin, Jean & Mark Wu for Binasz Arakhran and for Order of the Dragon.

Weapon Maneuvers

Akiyama's Mark (hard/soft)
1st Power Weapon

Denne manøvre bruges som første angreb i en kamp. Udøveren skærer sit mærke (signatur) i modstanderen, der skal slå for overraskelse eller blive ukampdygtig og miste sin næste aktion. Angrebet giver minimal skade som for d20=1, men der rulles normalt for at se om udøveren rammer sit mål.

Udviklet af Akiyama Sato. Begrænset adgang!

Fencing (soft)
1st Power Weapon

Weapon specialization in the used blade-like weapon is required for this maneuver. The master of this maneuver automatically gets a +3 bonus to Armor Class when parrying with a chosen weapon. Whenever a successful parry is made the fencing master gets a +3 to-hit on his next attack. The maneuver can only be performed in studded leather armor or lighter.

Developed by Fencing Master Tarkhan of Sembia.

Weapon Catch (hard/soft)
1st Power Weapon

All weapons are routinely used to block and parry an opponent. The Weapon Catch maneuver teaches the character how to use a weapon to catch and lock his opponent's weapon in place. This includes not just melee weapons but also the arms and legs of an unarmed opponent. A Weapon Catch is made in place of a normal attack and a to hit roll must be made with a -4 penalty to-hit. If successful, the character has caught the opponent's attack with his weapon and has locked it in place. The opponent cannot use that weapon to fight with. Furthermore, the character can make attacks on the opponent with a +2 on his chance to hit, if he has the correct body part free to make the attack. The opponent can break the catch by either dropping his weapon or spending a melee attack to attempt to break free. If he attempts the latter, he must hit the martial artist's AC to succeed. If the Weapon Catch attempt fails, the character has managed to foul his own weapon on that of the opponent's. With a quick twist the opponent pulls the character's weapon from his grasp, leaving the character disarmed.

Akiyama's Two-Sword Attack (hard)
2nd Power Weapon

Angriber laver et 2 våbenangreb. Angrebet betragtes som et samlet angreb med straf på -4 til at ramme (der rulles én d20). Skaden fra hvert våben adderes til den normale skade bonus, f.eks. d8 + d6 + bonus. Man kan have forskelligt våben i hver hånd, f.eks. en Katana og en Wakizashi, og man får kun den højeste skade bonus for de to våben - ikke summen af skade bonus.

Udviklet af Akiyama Sato. Begrænset adgang!

Smash (hard)
2nd Power Weapon (SF=Weapon+2)

Weapon specialization in the used weapon is required for this maneuver, but any melee weapon can be used. This maneuver can only be used with a single attack in a round. The maneuver provides a simultaneous damage bonus of +X and a to-hit penalty of -X, where "X" is chosen by the smasher and cannot exceed his level or his strength score, whichever is lower.

Developed by Fencing Master Tarkhan of Sembia.

Weapon Breaker (hard/soft)
2nd Power Weapon

Just as martial arts weapons are designed to catch weapons, they are also capable of breaking them. Indeed, students are often taught this art as it gives them an advantage in combat. The breaking action is a swift blow or twist with the weapon. It can only be used against melee weapons, not unarmed fighters. A normal to hit roll must be made. If successful, the opponent's weapon must save vs. crushing blow or be broken. This maneuver does no damage.

Circular Slash (hard/soft)
3rd Power Weapon

This extremely difficult maneuver enables a martial artist to make a circular attack with a two-handed weapon that is at least five feet long and wielded in the center, such as a *Sang Kauw* or *Naginata*. The circular attack delivers powerful blows to two separate targets within 6 feet of each other at more or less the same time. Each attack is made at -2 to hit. A successful hit does normal damage. If the attacker misses both targets, he loses his next melee attack while he tries to regain his grip and balance.

Developed by Mark Wu for Order of the Dragon.

Improved Disarm (hard/soft)
3rd Power Weapon (SF=Weapon+1)

Weapon specialization in the used weapon is required for this maneuver, but any weapon can be used. This is a *Called Shot* with a +1 penalty to Speed Factor and a -4 penalty to-hit. This maneuver is used to more directly attack the opponent's grip on the weapon, and when successful the opponent must make a reflex save at -5 (sg25) to hold on to any one-handed weapon. This maneuver can also be used to disarm an opponent's two-handed weapon, but then the save is at no penalty.

Developed by Fencing Master Tarkhan of Sembia.

Steel Cloth (soft)
3rd Power Weapon

With this maneuver, the character need never be without a weapon. Taking a 6-10 foot piece of cloth, the character whirls and snaps it tight, keeping it in constant motion, giving it the rigidity of a *naginata*. The created weapon is treated as a *naginata*. This maneuver is automatic; no die roll is made for success.

Throwing Mastery

(hard/soft)

3rd Power Weapon

This demanding skill enables the character to throw a martial arts weapon not normally considered a missile weapon. Any weapon from the *Martial Arts Weapons* group may be thrown with this skill. All such weapons have the same range as a thrown dagger. The weapon does normal damage when it strikes.

Akiyama's Reflective Attack

(soft)

4th Power Weapon

Virker kun på våben, som man selv er trænet i.

Udøveren af denne manøvre starter med begge hænder tomme. Når udøveren angribes af en modstander, forsøger han at gribe angriberens våben og vende angrebet mod angriberen selv. Angriberens angreb anses for at være automatisk vellykket som d20=20, med maksimal skade - med mindre det Reflekterende Angreb lykkes! Dette er et simpelt modangreb, hvor udøveren skal ramme angriberens **parerings Armor Class** (fAC_P); hvis modangrebet lykkes, så reflekteres al skade tilbage på angriberen selv, og udøveren kan vælge at forsøge at tage våbnet fra angriberen. Dette håndteres som en konfrontation i styrke og behændighed (hver part vælger sin fortrukne attribut) og det tager en yderligere aktion. Hvis modangrebet mislykkes, så tager udøveren maksimal skade af angrebet.

Udviklet af Akiyama Sato. Begrænset adgang!

Akiyama's Shrieking Steel

(hard)

4th Power Weapon (complex)

Denne manøvre kræver den ypperste koncentration, hvor udøveren skal fokusere sin styrke, hurtighed og våbenfærdighed i våbnet som bruges, og tager dobbelt så lang tid som et normalt angreb. Våbnet skal være skarpt, f.eks. et sværd eller andet blankvåben. Hvis der rammes, gøres der 3 gange normal skade og man kan hugge et objekt af træ, sten eller jern over med et enkelt snit.

Man kan skære i gennem 2 tommer træ, 1 tomme sten eller 1/2 tomme jern. Genstanden må forsøge at undgå et *crushing blow* eller blive skåret i to stykker. For hver 10 point i skade får genstanden -1 i straf til at undgå effekten.

Manøvren kan gøre tredobbelt skade på levende væsner og objekter, men kun planter og objekter kan hugges helt over; f.eks. kan dyr og mennesker ikke hugges over.

Udviklet af Akiyama Sato. Begrænset adgang.

Arrow Cutting "Yadome"

(soft)

4th Power Weapon (reflexive)

Relying on the speed of his reflexes, the character can avoid physical missile attacks that he is aware of, if aimed at him or passing within five feet. A reflex save is allowed for each missile. If the save succeeds versus difficulty sg24, the character can catch the missile if so desired. The character may use his body or another weapon for deflecting with difficulty sg24. If specialized in this maneuver the difficulties all become sg20.

Up to 2 missiles can be reflexively deflected per sub-round in this way. If the martial artist spends a simple action, up to an additional 2 missiles can be deflected.

Dual Weapon Attack

(hard/soft)

4th Power Weapon

This attack is a dual weapon attack aimed to land virtually simultaneous blows to a single opponent with two single-handed weapons; the weapons need not be identical. Each attack is delivered at -8 to hit on its attack roll. Each attack that lands scores normal damage. If both attacks hit, then the defender must make a physical save, or be stunned for d6 rounds.

Developed by Mark Wu for Order of the Dragon.

Akiyama's Bleeding Cut

(hard)

5th Power Weapon

Den manøvre er beregnet til skarpe våben. Udøveren rammer sin modstander på sådan en måde at vedkommende får et kraftigt blødende sår. Hvis der ikke gøres noget ved såret kan modstanderen dø af det med tiden. Der en straf på -4 for at ramme modstanderen. Angrebet giver normal skade. Derudover får modstanderen \downarrow hp i skade per runde, hvis der ikke gøres noget ved såret. Blødningen kan stoppes på normal vis med en aktion som f.eks. *Førstehjælp*, *Doktor*, healing potions eller lignende.

Udviklet af Akiyama Sato. Begrænset adgang!

Akiyama's Throat Cut

(hard)

5th Power Weapon (complex)

Virker kun på menneskelignede modstandere.

Manøvren er en kompleks aktion, hvor udøveren forsøger at halshugge sin modstander, med en straf på -4 til at ramme. Hvis manøvren lykkes, så vil modstanderen tage tredobbelt skade af angrebet (kun basis skade tredobles). Derudover får modstanderen et dræbende sår, medmindre vedkommende lykkes i et fysisk eller reflektivt save. *Dræbende sår* betyder at hit point automatisk reduceres til nul; hit point vil dog selvfølgelig ikke stige til nul, hvis modtageren allerede er døende.

Udviklet af Akiyama Sato. Begrænset adgang!

Cutting Edge

(hard)

6th Power Weapon

This difficult but deadly maneuver allows the martial artist to deliver a blow of tremendous speed, force and precision, causing great damage and even death. The martial artist powers the attack by extending his Ki and Karma just beyond his weapon. The attack is at -6 to hit and can only be performed once per round.

On a successful hit he can penetrate objects (cut through stone, pierce doors, penetrate shields and armor, snap swords etc.) and cause normal damage plus one point per level. The attack can cut through 1 inch of wood, 1/2 inch of stone, or 1/4 inch of metal per level, or even through a *Wall of Force*, *Telekinetic Barrier*, *Wall of Ectoplasm*, or similar effect.

An object hit must save vs. disintegration or be cut in half; this doesn't apply for living targets, however. A penalty of -1 per 10 points of damage applies to the save.

The martial artist can choose whether to decapitate an enemy or pierce his heart thus killing him instantly or merely cut off a limb or other part of the body. The intended victim must make a reflex or physical save at a +2 bonus (sg18) or suffer the full effect; the hit point damage is inflicted even if the save is successful however.

Developed by Jean St. Just for Binasz Arakhran.

Slettet: d8

Sound Maneuvers

Battle Cry “Kiai” (hard/soft)
1st Power Sound (reflexive)

This is an **extra** attack usable once each turn at the same time as another attack. Any human or humanoid opponent must make a mental or physical save or be stunned for 1 round. The range of this effect is ten feet, and no hit roll is required.

Detect Voice (soft)
1st Power Sound (constant)

This basic ability will alert the martial artist to any use of Voice based effects that he can hear. This includes other Voice sound maneuvers, as well as the Voice weapons of dragons, sphinxes, harpies, sirines etc. Magic purely based on the application of Voice, such as Wishes and Power Words, are detected as well, but magic where voice is merely a component of spell casting is not detected.

Developed by Mark Wu for Binasz Arakhran!

Painful Voice (soft)
2nd Power Sound

This sound causes great pain in any human or humanoid victim, making him feel as on fire (by nerve induction). The effect lasts for d3 rounds during which the victim will have a -2 penalty to-hit and to Armor Class. No save is allowed. Range is ten feet.

Developed by Mark Wu for Binasz Arakhran!

Soothing Voice (soft)
2nd Power Sound

This application of Voice calms and soothes any intended creatures within a range of ten feet, making them more comfortable and well-disposed towards the speaker using this effect. This maneuver negates *Painful Voice*, *Painful Touch* and similar effects, and raises the effective charisma of the speaker by four giving a +2 bonus to reactions for the creatures affected. No hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Suggestive Voice (soft)
3rd Power Sound

The subconsciousness of a single creature able to hear and understand the speaker is targeted. The suggestion must be worded in a way that sounds reasonable to the listener. The target can resist the suggestion with a mental save, but as with *Illusions* and *Charms* the save only applies if the target suspects something is wrong. The suggestion automatically wears off after a day, but if the suggestion was something the target wanted to do, he may continue following the suggestion anyway. Wisdom of 20 or above provides immunity to this effect, and immunity to *Charm* effects also negates this effect. No hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Stunning Voice (soft)
3rd Power Sound (SF=1)

This is a shock wave of sound that will stun any human or humanoid opponent for d4 rounds, unless a mental or physical save is made. Range is ten feet, and no hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Paralyzing Voice (soft)
4th Power Sound (SF=1)

This is a powerful shock wave of sound that will paralyze and render unconscious any human or humanoid victim for d6 turns, unless a physical or mental save is made. Range is ten feet, and no hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Persuasive Voice (soft)
4th Power Sound

The subconsciousness of a single creature able to hear and understand the speaker is targeted. The persuasion must be worded in a way that is not completely unacceptable to the listener. The target can resist the persuasion with a mental save, but as with *Illusions* and *Charms* the save only applies if the target suspects something is wrong. If the save fails or none is attempted, the target is affected as by a *Charm Monster* spell, regarding the speaker as a close friend who must be protected, and generally someone whose suggestions and orders must be followed. Any order that is completely contrary to the subjects wishes and personality will trigger another save attempt. The effect lasts for one round per level. Wisdom of 21 or above provides immunity to this effect, and immunity to *Charm* effects also negates this effect. No hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Sleeping Sound (soft)
4th Power Sound (complex)

This complex maneuver is a boring speech, which will cause any human or humanoid victim to fall a sleep for d4 turns, unless a mental save is made. Range is hearing distance, typically 5 feet per level but may vary, and no hit roll is required.

Victims used to long boring speeches gain a 2 bonus to the save, e.g. a politician will have a save of sg18.

Developed by Keflin.

Counter Silence (hard/soft)
5th Power Sound

With the mystic powers of his spirit and voice, the martial artist creates perfect patterns in reality for sound waves, thereby negating any *Silence* or similar effects within a radius of 15 feet for two rounds per level. The silenced area moves with the mystic. This maneuver also makes sound possible in vacuum.

Developed by Mark Wu for Binasz Arakhran!

Demanding Voice (soft)
5th Power Sound

The Ego of a single creature able to hear and understand the speaker is targeted. The target is forced to obey the speaker, unless a mental save is made. If the target doesn't understand the command, he will stop doing anything. The effect only lasts for d4 rounds, and any command which is not suicidal or homicidal must be obeyed by a target who misses his save. No hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Thunder Clap

(hard/soft)

5th Power Sound

The martial artist claps his hands together with great force, creating a concussive wave stunning all creatures within ten feet for d2 rounds, unless a physical save is made. Glass and pottery within ten feet must save vs. crushing blow or be shattered. No hit roll is required.

This is also a 5th Power Strike maneuver.

Analyze Voice

(soft)

6th Power Sound (complex)

This maneuver allows the mystic to detect information about anyone speaking within hearing range. Clues about the person speaking will almost inevitably creep into his voice, and here they can be detected by someone concentrating on using Analyze Voice. No hit roll is required.

Two random bits of information can be gained per round of analyzing: Character classes, level, alignment, honor, charisma, intelligence, wisdom, race, gender, intentions and *Voice Pattern*. If the *Voice Pattern* of a target is known, that target will have a -4 penalty to save against Voice maneuvers performed by the mystic. The *Voice Pattern* of a creature changes when it gains a permanent level or attribute point.

Dragons, sphinxes, harpies, sirines, mystics with Voice training and Magic Users of 8th level and higher all have a chance of suppressing clues in their voice; a confrontation check between the Analyze Voice maneuver and the highest power training of the target is made, unless the target wants these clues to appear in his own voice. Anyone who has trained the Analyze Voice maneuver can automatically withhold any or all clues from his voice, but not fake wrong clues!

Developed by Mark Wu for Binasz Arakhran!

Commanding Voice

(soft)

6th Power Sound

The Ego of a single creature able to hear and understand the speaker is targeted with this compelling attack. The target is forced to obey the speaker, unless a mental save at a -4 penalty (sg24) is made. If the target doesn't understand the command, he will be compelled to stop doing anything. The effect of this sound only lasts for d4 rounds, but **any** command must be obeyed by a victim who misses his save. No hit roll is required.

Developed by Mark Wu for Binasz Arakhran!

Focused Voice

(hard/soft)

7th Power Sound

A powerful focused sound is pointed at a creature or object within a range of 20 feet per level, inflicting d6 hp of damage per level (max 21d6) reducible by AV; a hit roll is required and damage can be halved by a physical save. This maneuver is usable once per hour.

1S specialization: Usable every turn.

2S specialization: Usable every round.

3S specialization: Usable at will.

Developed by Mark Wu for Binasz Arakhran!

The Voice (hard/soft)8th Power Sound (SF=1...4)

Some thoughts have a certain sound, that being the equivalent to a form. Through sound and motion it is possible to paralyze nerves, shatter bones, set fires, suffocate an enemy or burst his organs. The Voice is directed at a single creature, an object or part of an object (up to a ten foot diameter). The range is one foot per level. No hit roll is required.

One of the following effects is chosen:

Painful Word (SF=1): Cause great pain by nerve induction for d3 rounds reducing dexterity by -8, with a resulting -4 loss of dexterity bonus; no save is allowed.

Stunning Word (SF=1): Stun for d4 rounds; unless any save at a -4 penalty (sg24) is made.

Paralyzing Word (SF=1): Paralyze for d6 turns; unless any save at a -2 penalty (sg22) is made.

Burning Word (SF=2): Burns target for d8 hp of fire damage per level (max 24d8) reducible by AV. Any save halves the damage. This effect requires **1S specialization** and is usable once per round.

Killing Word (SF=3): Suffocates, bursts organs and shatter bones, doing d6 hp of internal damage per level (max 24d6) with no save and regardless of AV. A creature must make a willpower save at a +2 bonus (sg18) or die instantly. This effect requires **2S specialization** and is usable once per round.

Final Word (SF=4): Suffocates, bursts organs, shatters bones, drains life-force and destroys the mind, doing d8 hp of internal damage per level (max 24d8) with no save and regardless of AV. A creature must make a willpower save or die instantly. This effect requires **3S specialization** and is usable once per round.

Developed by Mark Wu for a secret purpose.

Voice of Doom (hard/soft)9th Power Sound (SF=1 or SF=9)

The mightiest power of Voice is to bring Doom upon the enemies of the mystic. No hit roll is required. This maneuver is usable once per round.

One of the following effects is chosen:

Word of Doom (SF=1): Suffocates, bursts organs, shatters bones, drains life-force and destroys the mind. This is directed at a single creature, an object or part of an object (up to a 20 foot diameter), within a range of two feet per level, who suffers d8 hp of internal damage per level (max 27d8) with no save and regardless of AV. A creature must make a willpower save at a -2 penalty (sg22) or die instantly. An object must save vs. disintegration at a -2 penalty (sg22) or shatter.

Chant of Doom (SF=9): Suffocates, drains life-force and destroys the mind. This is directed at every chosen enemy within one foot per level, inflicting d6 hp of internal damage per level (max 27d6) with no save and regardless of AV. Victims die instantly unless a willpower save is made.

Developed by Mark Wu for a secret purpose.

Spirit Maneuvers

Spirit Detection (soft)

1st Power Spirit (reflexive)

This reflexive maneuver allows the mystic to detect whether any object or creature, that he is seeing or otherwise sensing, contains a living spirit, an undead spirit or is inanimate. The mystic can also sense by using an action whether something or someone who is currently dead or inanimate once contained a living or undead spirit; this sensing requires a round for each century into the past that the mystic is sensing, so it would e.g. take twenty rounds to detect that a body had not been inhabited by a spirit for the last 2,000 years.

Developed by Mark Wu for a secret purpose.

Spirit Communication (soft)

2nd Power Spirit (reflexive)

This reflexive maneuver allows the mystic to communicate spirit to spirit with another living or undead being. Communication is initiated by touch and can be maintained as long as the communicating spirits remain within one yard per level of the mystic. An unwilling recipient can resist by making a successful willpower save.

Spirit Communication is very fundamental and does not require a common language or even a language at all, and it is absolutely impossible to lie or deceive in this way, as the required mental processes for deception take place at a higher level of consciousness. Whole ideas, feelings and intentions can be communicated in this form – even between a person and an animal or plant; e.g. “I want to be friends and I have no intention of harming you”.

Developed by Mark Wu for a secret purpose.

Spirit Vision (soft)

3rd Power Spirit (reflexive)

This reflexive maneuver allows the mystic to sense the presence and doings of nearby spirits within one yard per level as if he were seeing them, even if they are otherwise invisible. Any living person, animal, plant or undead contains a spirit that can be sensed in this way. This sense is partially blocked by solid matter, so that each 8 inches of wood, 4 inches of stone, or 2 inches of metal cuts the range in half; i.e. a 16th level mystic could still “see” a living person 2 yards away through one foot of solid rock!

Developed by Mark Wu for a secret purpose.

Spirit Harming (soft)

4th Power Spirit

Damage is inflicted by touch to any living or undead spirit and ~~the~~ **the** body it inhabits. Damage is d6 hit points per level up to a maximum of 21d6, with no save and regardless of armor value. This maneuver can be used once per turn; if the mystic is **specialized** in this maneuver it can be used once per round.

Developed by Mark Wu for a secret purpose.

Spirit Blade (hard/soft)

5th Power Spirit

The mystic focuses his spirit into a blade-like force usable as a chosen weapon. The Spirit Blade lasts for a turn and bypasses any armor value to directly harm the life-force of a living or undead victim; it is not however effective against objects and spiritless creatures.

Specialization in this maneuver makes it reflexive.

Developed by Mark Wu for a secret purpose.

Spirit Senses (soft)

5th Power Spirit (constant)

This constant maneuver allows the mystic to sense shape, location, movement and density of physical objects, sense form, flow, power and source of energies and forces, sense location, form, strength and nature of life and life-forces, sense spiritual powers and strengths of the psyche.

These senses demand concentration, or that the mystic refrains from using the sense of sight – unless the senses have been used for more than 10 years. The range of this sense is 10 yards per level, and it is partially blocked by solid matter, so that each 8 feet of wood, 4 feet of stone, or 2 feet of metal cuts the range in half; i.e. a 16th level mystic could still sense a living or undead creature 20 yards away through twelve feet of solid rock!

In the spirit of living creatures there exist senses on every level of consciousness. These senses are not apparent for the untrained, since the five ordinary senses of touch, taste, smell, hearing, and especially sight, are usually so predominant as to completely inhibit the senses of the spirit. In order to rediscover the use of the senses of the spirit one must inhibit the use of the five bodily senses, especially sight, for several years. The reward for rediscovering the Spirit Senses are truly great!

Developed by Mark Wu for a secret purpose.

Spirit Communion (soft)

6th Power Spirit (constant)

This maneuver allows the mystic to establish semi-permanent *Spirit Communication* with another willing being; the communion is permanent as long as the involved spirits remain within the same plane of existence; for each day in different planes of existence a willpower save is necessary to keep the Spirit Communion, with a penalty of -1 per plane border in-between – only one involved spirit needs to make a successful save to continue the communion, but if both fail to save the communion is broken. The ability to perform *Spirit Communication* is a prerequisite for this maneuver, and the effect is as described under *Spirit Communication*.

Developed by Mark Wu for a secret purpose.

Spirit Healing (soft)

6th Power Spirit

This maneuver heals damage by touch to any living or undead spirit and ~~the~~ **the** body it inhabits. 10 hit points of damage per level is healed up to a maximum of 210 hp, with no save. Using Spirit Healing costs 6 SSP from the mystic's sigma buffer.

Developed by Mark Wu for a secret purpose.

Slettet: any

Slettet: any

Spirit Draining (soft)7th Power Spirit (complex)

This complex maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d6 hit points of damage per level of the mystic (max 21d6), with no save and regardless of armor value. The victim must also make a willpower save to avoid being drained of 7 SSP. Half of all hp and SSP are gained by the mystic up to his normal maximum. A victim that falls below 0 SSP will die immediately.

Developed by Mark Wu for a secret purpose.

Karma Harming (soft)8th Power Spirit

This maneuver inflicts damage by touch to any living or undead spirit and ~~the~~ **the** body it inhabits. Damage is d10 hit points per level up to a maximum of 24d10, with no save and regardless of armor value. This maneuver can be used once per turn; if the mystic is **specialized** in this maneuver it can be used once per round.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Spirit Incarnation (soft)8th Power Spirit (complex)

With this complex maneuver the mystic calls the spirit of a dead being back into the body while at the same time guiding the life-force into perfect harmony, completely healing the body and mind of every disease and illness, as well as healing 10 hp of damage per level of the mystic (max 240 hp). This costs 8 SSP from the sigma buffer.

The spirit called cannot have been dead for more than one year per level of the mystic, and even a small fraction of that spirit's old body is sufficient for Spirit Incarnation. An unwilling spirit may resist with a willpower save at a -4 penalty (sg24). If the spirit has been reborn in another body, or if the spirit is residing with a divine being who has other plans, the maneuver automatically fails.

Developed by Mark Wu for a secret purpose.

Power Draining (soft)9th Power Spirit

This maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d6 hit points of damage per level of the mystic (max 27d6), with no save and regardless of armor value. Half of the HPs are gained by the mystic up to his normal maximum.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Enhanced Power Draining (soft)9th Power Spirit (complex)

This complex maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d10 hit points of damage per level of the mystic (max 27d10), with no save and regardless of armor value. Half of the HPs are gained by the mystic up to his normal maximum.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Sigma-Power Draining (soft)9th Power Spirit (complex)

This complex maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d8 hit points of damage per level of the mystic (max 27d8), with no save and regardless of armor value. The victim must also make a willpower save at -2 penalty (sg22) to avoid being drained of 9 SSP. Half of all hp and SSP drained are gained by the mystic up to his normal maximum. A victim that falls below 0 SSP will die immediately.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Sigma Draining (soft)9th Power Spirit (complex)

This complex maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d6 hit points of damage per level of the mystic (max 27d6), with no save and regardless of armor value. The victim must also make a willpower save at -9 penalty (sg29) to avoid being drained of 9 SSP. Half of all hp and SSP drained are gained by the mystic up to his normal maximum. A victim that falls below 0 SSP will die immediately.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Power Harming (soft)9th Power Spirit

This maneuver inflicts damage by touch to any living or undead spirit and ~~the~~ **the** body it inhabits. Damage is d10 hit points per level up to a maximum of 27d10, with no save and regardless of armor value. This maneuver can be used once per turn; if the mystic is **specialized** in this maneuver it can be used once per round.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Spirit Manipulator (soft)9th Power Spirit

This mighty maneuver is similar to *Wish*; by using his Spirit (SSP) the mystic is able to manipulate abilities, specializations, skills etc. on any living or undead creature touched.

Like *Wish* it will drain kXP if a permanent change is attempted; up to 10 kXP can be spent. Limitations and possibilities are similar to *Wish*.

Unlike *Wish*, this maneuver ~~can not be used to duplicate~~ spell effects, but special maneuvers of 8th power and lower can be duplicated without spending kXP.

Any use of this maneuver will drain 9 SSP from the mystic's sigma buffer.

Developed by Keflin.

Slettet: any

Slettet: any

Slettet:

Spirit Blast (hard/soft)9th Power Spirit (complex)

This complex maneuver is a terribly destructive attack on the spirit. The mystic uses any number of SSP from his sigma buffer up to 36 (or 40 if specialized), or all of his SSP if he chooses to let his body die. A single living or undead being in the same plane, which the mystic has sensed with *Spirit Vision* or *Spirit Senses* within the last turn, is targeted for a blast of spiritual energies, no hit roll required.

A successful willpower save at a -4 penalty (sg24) will reduce the effect by half. The full or half amount of SSP is subtracted from the victim's sigma buffer. Any resulting negative amount of SSP immediately kills the victim and becomes permanent damage to his spirit. One kXP per SSP is permanently lost with no possibility of regeneration.

Only a *Prismatic Sphere* or similar protection will block this effect, although a full Spirit Blast of over 36 SSP will bring down even a *Prismatic Sphere*, with the remaining SSP affecting the target; a 10th power protection may totally block the Spirit Blast. A psionic creative shield is unable to block a Spirit Blast, unless created by a grandmaster creator capable of performing mystic spirit maneuvers.

Specialization, which requires the mystic to be at least 20th level, makes this a 10th power Omni maneuver, which cannot be resisted by *Ki Defense*. *Omni Defense* will only resist the first 10 SSP of a blast.

Cost: It has recently been discovered that there are serious costs involved when using this maneuver. The mystic will slowly lose one kXP per SSP used in the attack over the next day, and will gain no kXP from defeating his opponent. This makes it too costly for most uses except as a suicide attack.

Developed by Mark Wu for a secret purpose.

Slettet: **Specialization** makes this a 10th power Omni maneuver, which cannot be resisted by the Ki-ability *Avoid Effect*. A *Perfect Ki Defense* will only resist the first 20 SSP of a blast, draining 10 SSP; any SSP over 20 will blast the target's sigma buffer at full or half effect depending on save.¶

Omni Maneuvers

Instinctive Speed (hard/soft)

10th Power Omni (reflexive)

The mystic has further developed his *Speed* training to even quicker reflexes in his muscles, central nervous system and distributed throughout his body, so that his muscles operate almost independently of his conscious desires.

This reflexive maneuver quintuples (×5) his physical speed and rate of physical attacks for the first sub-round, after which it slows down to a quadrupled (×4) rate for the next two sub-rounds, and then down to a tripled (×3) rate for the next three sub-rounds. Spells and mental attacks however do not speed up.

This maneuver can be automatically and reflexively started even in mid-action if any enemy in combat exceeds twice the normal rate of physical speed (i.e. faster than *Speed* or *Haste*). This maneuver can be performed once per day and lasts for a maximum of one round; it may however be followed by a *Speed* maneuver (at the doubled rate only) if desired.

1S specialization: Usable every hour.

2S specialization: Usable every turn.

Developed by Mark Wu for a secret purpose.

Omni Defense (soft)

10th Power Omni (reflexive/simple)

Man skal kunne *Perfect Ki Defense* for at lære denne.

Forbedring

Angreb som kan modstås er nu 10. power eller 100 HP eller 40 PSP. Dette er en forbedring af mystiker Ki- evnen, og ikke noget man kan gøre en ekstra gang.

Hvis man modstår et simpelt 10. power angreb er denne manøvre reflektiv, men for at modstå et komplekst 10. power angreb må man også bruge en simpel aktion. Har man ikke flere angrebs segmenter tilbage, kan man ikke modstå et komplekst 10. power angreb.

Ultrakomplekse 10. power angreb som f.eks. Omnispis manifestationer og psioniske angreb på 81 PSP og derover og *Elven High Magic (Rituals of Complement/Myriad)* kan ikke modstås med Omni Defense.

For en udøver som både har den basale mystiker Ki- evne og også psioniker Ki- evnen, vil kun mystiker Ki- evnen blive forbedret. Den anden Ki- evne vil dog stadigvæk være der som en svagere reaktiv reserve Ki- evne.

Genopfriske ("tanke op") [Speed Factor 10]

Man kan bruge 10 SSP i en simpel aktion på at genopfriske den brugte Ki- evne, før den ellers ville forny sig selv.

Developed by Keflin.

Omni Draining (soft)

10th Power Omni

This maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d8 hit points of damage per level of the mystic (max 30d8), with no save and regardless of armor value. Half of the HPs are gained by the mystic up to his normal maximum.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Enhanced Omni Draining (soft)

10th Power Omni (complex)

This complex maneuver drains spiritual energies from any living or undead victim touched. The victim suffers d12 hit points of damage per level of the mystic (max 30d12), with no save and regardless of armor value. Half of the HPs are gained by the mystic up to his normal maximum.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Omni Harming (soft)

10th Power Omni

This maneuver inflicts damage by touch to any living or undead spirit and any body it inhabits. Damage is d12 hit points per level up to a maximum of 30d12, with no save and regardless of armor value. This maneuver can be used once per turn; if the mystic is **specialized** in this maneuver it can be used once per round.

Developed by Keflin and Jean for Binasz Arakhran.

Also available to Black Avengers.

Omni Manipulator (soft)

10th Power Omni

This mighty maneuver is similar to Omni Wish; by using his Spirit (SSP) the mystic is able to manipulate abilities, specializations, skills etc. on any living or undead creature touched.

Like Omni Wish it will drain kXP if a permanent change is attempted; up to 40 kXP can be spent. Limitations and possibilities are similar to Omni Wish.

Unlike Omni Wish, this maneuver can not be used to duplicate spell effects, but special maneuvers of 9th power and lower can be duplicated without spending kXP.

Any use of this maneuver will drain 10 SSP from the mystic's sigma buffer.

Developed by Keflin.

Omni Spirit Doom (soft)

10th Power Omni

This mightiest power of Spirit and Voice is to bring down an enemy of the mystic. No hit roll is required. The maneuver is usable once per round.

It suffocates, bursts organs, shatters bones, drains life-force and destroys the mind. Directed at a single creature, an object or part of an object (up to a 25 foot diameter), within a range of 3 feet per level, who suffers d10 hp of internal damage per level (max 30d10) with no save and regardless of AV.

Developed by Keflin for Binasz Arakhran.

Also available to Black Avengers.

Spirit Wrench (soft)10th Power Omni (complex)

This complex maneuver wrenches the spirit out from a living or undead subject within a one yard range, no hit-roll required, and either destroys the subject or sends the spirit to the Astral plane.

A living corporeal subject must make a willpower save at a -10 penalty (sg30), or die as its spirit is sent to the Astral plane. Even if the save succeeds, the subject will be forced to use a full action to resist!

A living non-corporeal subject must make a willpower save at a -10 penalty (sg30), or be sent to the Astral plane, where it will have to find its own way back. Even if the save succeeds, the subject will be forced to use a full action to resist!

An undead corporeal subject will be destroyed and permanently deprived of its undead status without the benefit of a save, unless its karma level is at least half that of the mystic's level. Otherwise, the subject must make a willpower save at a -10 penalty (sg30), or die as its spirit is sent to the Astral plane. Even if the save succeeds, the subject will be forced to use a full action to resist!

An undead non-corporeal subject will be destroyed and permanently deprived of its undead status without the benefit of a save, unless its karma level is at least half that of the mystic's level. Otherwise, the subject must make a willpower save at a -10 penalty (sg30), or be sent to the Astral plane, where it will have to find its own way back. Even if the save succeeds, the subject will be forced to use a full action to resist!

Developed by Mark Wu for a secret purpose.