

Weapons of the Gods Revised Kung Fu Styles

Welcome to the Revised Kung Fu for *Weapons of the Gods*!

Why do this? Well, quite simply, they're an exercise in practicing the new lore from the *Weapons of the Gods Companion* on some old friends – some of the first kung fu styles ever written for *Weapons of the Gods*! They're not errata – they're optional revisions done so you can see exactly how the *Million Style Manual* works – so you can practice your own kung fu engineering.

I'd like to thank Jye Nicolson for his continuing wonderful support – to him goes the editorial credit for this document!

Enjoy!

-- Brad Elliott
Weapons of the Gods Developer



Ironheart Nan displays his dazzling mastery of the fifth Heart Moves The Blade technique – Strong: Fierce Blade.



Uncommon Martial Arts

Bloody Claws

(A System Topic)

Destiny Cost: 10

Uncommon Crimson Chi Style

The Mao-Shan Clan, notable in its matriarchal leadership, has about the most dubious reputation in the Wulin that one can imagine. Why? Because they do seemingly awful things from time to time... and then follow them up with deeds that can only be deemed heroic. When asked about this, the Mao-Shan only smile in an infuriatingly enigmatic fashion.

Signature: this kung fu is disturbing to watch, as the Crimson chi spent manifests as literal blood dripping from your fingers as you wield the claw-like techniques. Perhaps their elite female warriors, wielding their terrible long nails as weapons, is why some call this the 'Hellcat Clan'... but not to their faces.

Type: Artful (Other Artful Kung Fu may be used with Claws)

Default Critical Success: **Disarm** or **Maim**.

I: Bloody Talons (1 point): Your fingernails lengthen when this technique is invoked (indeed, as they do with any Bloody Claws technique), making your hands deadly weapons, granting the following effects:

- ◆ Your hands gain the following Weapon Statistics: +0 Speed, +15 Strike, +5 Damage.
- ◆ Apply the **Bleeding** Combat Effect on a Standard Success (works like **Burning**, only requiring a full action making a Simple Medicine roll or a Free Action tearing clothes and bandaging the wound).
- ◆ Duration: One Round.
- ◆ **Flaw: Too Much Yang** – On the wielder's Initiative, if they do not spend two Free Actions actively promoting their Yin (acting with precision and calculation, indulging in Inspirations, etc.), they suffer a 1 point attribute reduction to their Wu Wei until their Initiative in the following round. This weakness is ignored while they are suffering the *Chilled* Effect (as per Blizzard Fist).

<p>Level 1 - Bloody Talons - (3+1+2=6 pts.) <i>Additional Points: Color Match, Too Much Yang</i></p> <p>II - Living Weapon (+0/+15/+5)</p> <p>II - Combat Effect: Bleed (Standard Success)</p> <p>II - Persistence (Standard)</p>

2: Strength of Blood (2 points): With this technique, you can enhance the power of your blows (or your Might) with your own suffering!

- ◆ Each time damage is taken, add +1 Damage Die to your attacks. This bonus wears off at a rate of one die per minute; if you're caught in two close-together battles, ask your Sage if you have any bonus remaining.
- ◆ Apply the *Terrifying* Combat Effect on a Standard Success.

Level 2 - Strength of Blood - (4*1=5 pts.)
Additional Points: Color Match
III - Channel Suffering
II - Combat Effect: Terrify (Standard Success)



Wounded by Ironheart Nan, Purple Wave invokes the Strength of Blood

3: Flickering Flame Claws (3 points): Similar to *Bloody Talons*, only fiercer and lasts longer! When invoked, the technique has the following effects:

- ◆ Your hands gain the following Weapon Statistics: +0 Speed, +15 Strike, +15 Damage.
- ◆ Apply the *Bleeding* Combat Effect on a Standard Success;
- ◆ Duration: Extend the duration of this technique for as long as the user *Invests* 2 Crimson Chi to maintain it.
- ◆ Flaw: Too Much Yang – On the wielder's Initiative, if they do not spend two Free Actions actively promoting their Yin (acting with precision and calculation, indulging in Inspirations, etc.), they suffer a 1 point attribute reduction to their Wu Wei until their Initiative in the following round. This weakness is ignored while they are suffering the *Chilled* Effect (as per *Blizzard Fist*).
- ◆ Flaw: Principle of Kuan – This technique does not function when attacking, or being attacked by, a character with four or five Deeds of *Kuan* Virtue.

Level 3 - Flickering Flame Claws- (5*1+2+2=10 pts.)
Additional Points: Color Match, Too Much Yang, Principle of Kuan.
III - Living Weapon 2 (+0/+15/+15)
III - Investment (Combined with Crimson Channel)
II - Combat Effect: Bleed (Standard Success)

4: Weapon-Smashing Talon Strike (4 points): This technique makes the Mao-Shan feared by those who treasure their priceless heirloom weapons – for their claws can shatter swords like glass or rend axes asunder! Though god-weapons, of course, are too sturdy for such cavalier treatment. When invoked, the martial artist gains the following effects:

- ◆ On a Critical Success on a Defense, you may make a **Reply**.
- ◆ You may apply the Attack Total as a *Breaking Things* roll after any Defenses are resolved; normally the defender chooses one item that is destroyed. On a standard success, the attacker chooses one item; two items on a Critical (this may apply to the Reply provided by this technique if it takes effect, in which case it is treated as a Standard Success). Compare to the Attack Total to the following difficulties to determine what can be destroyed – Mundane Weapons (35), Quality Weapons (40), and Perfect Weapons (50). However, you must have a Free Action available to employ this effect, in order to wreck the weapon.
- ◆ Apply the **Maim** Combat Effect on a Standard Success.
- ◆ Flaw: *Takes a Moment* – A Free Action is required to destroy a weapon, as noted above.

Level 4 - Weapon Smashing Talon Strike - (6+1+2*1=10 pts.)
Additional Points: Takes a Moment, 2 Bonus, Color Match
IV - Combat Effect: Reply (Critical Success)
IV - Equipment-Destroying (Perfect)
II - Combat Effect: Maim (Standard Success)

5: Sweet Harvest of Blood (5 points): This Bloody Claws technique is both nasty and rare; when used, you go into a blood-spattering frenzy of murder, exulting in the loss of life you apply! When invoked, you gain the following effects:

- ◆ You gain a Major **Fire Influence** (see p. 322 WotG) Hyperactivity that encourages you to fly into a ecstatic state of murderous frenzy, granting you +2 Might and +3 Speed.
Requirement: Attack murderously and without mercy all who oppose you.
- ◆ You are afflicted with a Major **Fire Curse** (see p. 319 WotG) Hyperactivity, that is paired with the Fire Influence noted above; it manifests the will to make murder easy, increasing your Chi Breath by +3 Crimson Chi at the end of every round.
Requirement: Revel in how easy murder is – act as if you're Drunk, intoxicated with the bloodletting!
- ◆ Apply 2 additional damage dice on a successful Attack;
- ◆ All result dice are *Doubled* for the purposes of removing Minions from play.
- ◆ Duration: the technique lasts for a number of rounds equal to the user's levels in Rank.
- ◆ Flaw: *Expended Fortune* – You must spend one point of Joss (either type will do) to activate this technique.
- ◆ Flaw: *Too Much Yang* – On the wielder's Initiative, if they do not spend two Free Actions actively promoting their Yin (acting with precision and calculation, indulging in Inspirations, etc.), they suffer a 1 point attribute reduction to their Wu Wei until their Initiative in the following round. This weakness is ignored while they are suffering the *Chilled* Effect (as per Blizzard Fist).
- ◆ Flaw: *Principle of Kuan* – This technique does not function when attacking a character with four or five Deeds of *Kuan* Virtue.

Level 5 - Sweet Harvest of Blood - (7+1+2+3=14 pts.)
Additional Points: Color Match, Principle of Kuan, Expended Fortune.
V - Major Chi Condition: Fire Influence
V - Major Chi Condition: Fire Curse
IV - Quality Persistence (Ranks Achieved in Rounds)
I - Powerful Blows (+2 Damage Dice)

DESTINY COST

- * **Bonus:** you receive a free *Bloody Claws* Skill equal to the level of the highest technique you've learned.

- 4 **Fortune:** You have an Affiliation with the **Mao-Shan Clan** (pg. 62). If you choose not to participate in the Clan (since most xia warriors will be wary of you, bordering on violent), then you must take the **Unwholesome** Disadvantage to reflect your old clan's dubious reputation. It is not known how the Mao-Shan react to their wayward members, but it's true that such people tend to disappear without a trace after a certain length of time (usually years). If you do not take this Fortune, you must consult with your Sage to determine how you could possibly know this form.

- 5 **Onerous Obligation:** in return for kung fu training, you pick up an extra Disadvantage: the Onerous Obligation to fulfill your duty to the Mao-Shan Clan.
(-5) This is your first or second Disadvantage.

Heart Moves the Blade

(A System Topic)

Destiny Cost: 10

Uncommon Silver Chi Style

An old form of Kung Fu, the “Heart Sword Skill” as it is often called, is considered to be the pinnacle of sword-style martial arts. Truly, one can fight an army and kill just about anyone or anything if this form is practiced to its ultimate limits. But beware – such a powerful form has its perils, and it asks much of its wielder... possibly even their life!

Signature: Afterimages flicker in the air behind the blade as it is swung – the more powerful the technique, the more numerous and distinct the blade-images are.

Type: Artful (Swords Only).

Default Critical Successes: **Disarm** or **Maim**.

1: Ambition: Soaring Blade (1 point): Your ambition to win is so great that it enhances the swiftness of your sword strikes - when this technique is invoked, you get the following effects:

- ◆ You may apply your Silver Chi Bonus as a modifier to your weapon’s Strike;
- ◆ You may apply your Silver Chi Bonus as a modifier to your weapon’s Damage;
- ◆ Apply a -5 modifier to your Opponent’s Armor;
- ◆ You may ready your weapon as a Free Action.

<p>Level 1 - Ambition: Soaring Blade - (3+1*1=5 pts.) <i>Additional Points: 1 Bonus Point, Color Match.</i> III - Str. of Chi (Strike) I - Str. of Chi (Damage) I - Quality Penetration (-5 to Armor) 0 - Weapon Draw</p>
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2: Brutal: Speed Blade (2 points): Channeling your most brutal urges to violence, you can speed your blade’s race to drink your foe’s blood, chilling them to the core with your horrifying speed! Invoke this technique and gain the following effects:

- ◆ You may apply your Silver Chi Bonus as a modifier to your weapon’s Speed.
- ◆ On a successful hit, your target suffers the next higher level of Wound Penalties until the end of the next round. Multiple attacks are not cumulative.
- ◆ Gain a Secondary Attack;
- ◆ Gain an additional die of Damage if you win the Initiative.

<p>Level 2 - Brutal: Speed Blade - (4+1=5 pts.) <i>Additional Points: None.</i> III - Secondary Attack I - Str. of Chi (Speed) I - Chilling 0 - Lucky Blow</p>

3: Heartless: Sharp Blade (3 points): This technique focuses your cold will to see the light of life fade from your foe's eyes as they die. Invoke this technique to gain the following effects:

- ◆ Make an Inspire Roll, which your target opposes with their Confidence;
- ◆ Apply your Silver Chi Bonus as a modifier to your Inspire Roll.
- ◆ This is an Area Attack, which can affect up to your Presence in number of targets;
- ◆ Apply the *Terrifying* Combat Effect on a Standard Success.
- ◆ Flaw: *Expended Fortune* – You must spend one point of Joss (either type will do) to activate this technique.

<p>Level 3 - Heartless: Sharp Blade - (5+3= 8 pts.) <i>Additional Points: Expended Fortune</i> III - Skill Substitution (Inspire) II* - Area Attack [*Presence=# of Targets] II - Combat Effect: Terrify (Standard Success) I - Str. of Chi (Inspire)</p>
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4: Clear: Smart Blade (4 points): The sword of the Kung Fu warrior becomes like unto a sentient thing, deliberately striking through an opponent's defenses and seeking their death. When invoked, you gain the following effects:

- ◆ Your opponent subtracts two dice from their Defense Roll;
- ◆ Apply your Favored Chi Bonus as a negative modifier to your opponent's weapon's Strike;
- ◆ You may apply your Silver Chi Bonus as a modifier to your weapon's Strike for this Attack;
- ◆ *Channel 2* Gold Chi to activate the technique in the next round at no chi cost.
- ◆ Flaw: *Too Much Yin* – On the wielder's Initiative, if they do not spend two Free Actions actively promoting their Yang (tactically useless exercise, indulging in passions, etc.), they suffer a 1 point attribute reduction to their Speed until their Initiative in the following round. This weakness is ignored while they are suffering the *Burning* Combat Effect.

<p>Level 4 - Clear: Smart Blade - (6+1+2= 9 pts.) <i>Additional Points: Color Match, Too Much Yin.</i> IV - Strike Negation (Favored Chi Bonus subtracted from Opponent's Strike) III - Perfect Pressure (-2 dice on Defense) II - Str. of Chi (Strike for Attack Purposes)</p>

5: Anger: Vengeful Blade (5 points): The martial artist channels his rage and lust for vengeance into an explosive attack intended to overwhelm all opposition! Invoke this technique and gain the following effects:

- ◆ Your Attack is an Area Attack with a radius of your Favored Chi in yards, which is defended against as if it were a Ranged Attack.
- ◆ You may apply the Attack Total as a *Breaking Things* roll after any Defenses are resolved; normally the defender chooses one item that is destroyed. On a standard success, the attacker chooses one item; two items on a Critical! Compare the Attack Total to the following difficulties to determine what can be destroyed – Mundane Weapons (35), Quality Weapons (40).
- ◆ Apply the *Terrifying* Combat Effect on a Standard Success.
- ◆ You can **Channel** 2 Gold Chi to extend the radius by two yards per point spent.
- ◆ Flaw: You are *Off-Balance* when you make this Attack, and must take a –5 modifier to your next Defense roll.
- ◆ Flaw: *Stifled Air* – The angry nature of this technique causes the martial artist to lose their breath in their Jade Chi (the energy of rage) for this round only.
- ◆ Flaw: *Weakened Protective Air* – Lose one die of Chi Aura (you must have some Chi Aura in order to invoke this technique).

Level 5 - Anger: Vengeful Blade - (7+1+1+1+2= 12 pts.)
Additional Points: Color Match, Off-Balance, Stifled Air, Weakened Protective Air
V - Area Attack (Ranged)
III - Equipment-Destroying (Quality)
II - Combat Effect: Terrify (Standard Success)
II - Additional Channel (Gold to expand Range)

6: Strong: Fierce Blade (10 points - 6 Silver + 4 Any): This technique is sometimes called “Lion Leaps” because the blade bounds from target to target, defending with a lion’s strength, but attacking with its ferocity... with endless slashing endurance. When invoked, you gain the following effects:

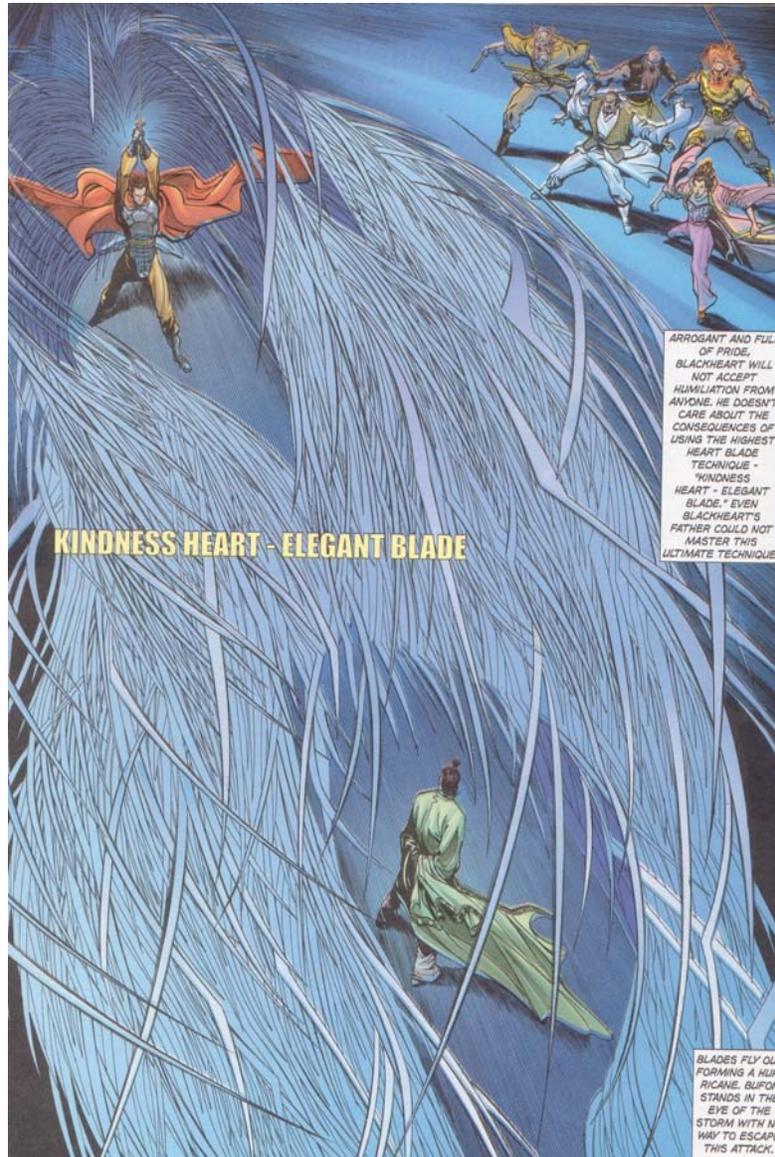
- ◆ You may apply your Silver Chi Bonus as a modifier to your weapon’s Strike.
- ◆ You may apply your Silver Chi Bonus as a modifier to your weapon’s Damage.
- ◆ You may Apply a –15 modifier to the target’s Armor for the purposes of resisting damage from this attack.
- ◆ You can easily escape from tight spots, regardless of the number of attackers trying to corner you. In these situations, you may reposition yourself without a Tactics roll.
- ◆ Duration: Heart Sword Skill in rounds.

Level 6 - Strong: Fierce Blade - (13+1=14 pts.)
Additional Points: Color Match.
V - Str. of Chi (Strike & Damage)
V - Persistence (For Kung Fu Skill in rounds)
III - Quality Penetration (-15 to Armor)
I - Shuffle
See Page 1 for what this technique looks like in action!

7: Kindness: Elegant Blade (15 points - 7 Silver + 8 Any): As all know, ‘Kindness’ has no enemy... and neither does the martial artist, after employing this terrifying form! The king of all blade techniques, when invoked, grants the following effects:

- ◆ The Attack is a Style Roll and cannot be directly defended against. As a Style roll, dice may only be flowed from the River, and Joss may only be used (but not earned) on the roll. The attack’s result dice are calculated by dividing the total value of the attack by 5, rounding up.
- ◆ The Attack may strike a single target up to Short Range;
- ◆ Apply the **Disorienting** Combat Effect on a Standard Success.
- ◆ The target has two less dice on their Defense roll;
- ◆ All result dice are doubled before rolled for damage;
- ◆ On a successful hit, your target suffers the next higher level of Wound Penalties until the end of the next round. Multiple attacks are not cumulative.
- ◆ If you hit and successfully cause damage, your opponent is afflicted with a Major **Dying** Weakness causing a cumulative one point Might reduction for each instance of not acting as if dying (max 5 pts.), lasting until the damage from this attack is healed.
- ◆ Flaw: Expended Fortune – You must spend one point of Joss (either type will do) to activate this technique.
- ◆ Flaw: Off-Balance – You are *Off-Balance* when you make this Attack, and must take a –5 penalty to your next Defense roll.
- ◆ Flaw: No Secondary Attack – Because of the focus required by this technique, you may not make a Secondary Attack in the same round.
- ◆ Flaw: Stifled Air – This form is sufficiently taxing as to cause you to lose your Breath in your White Chi for the round.
- ◆ Flaw: Godly Disfavor – This technique is almost as dangerous to its user as it is to its target – you must defend against the technique as if it were a normal attack (instead of as a Style Roll).

Level 7 - Kindness: Elegant Blade - (18+1+1+3+3+1 =27 pts.)
Additional Points: Color Match, No Secondary Attack, Off-Balance, Expended Fortune, Godly Disfavor <Weakened Slightly>, Stifled Air.
VI - Unparalleled Accomplishment
VI - Spiritual Attack (Applies the *Dying* Condition)
V - Indomitable Blow (all Result dice doubled for damage purposes)
IV - Combat Effect: Disorient (Standard Success)
III - Perfect Pressure (-2 dice on Defense)
I - Ranged Attack (May Attack Single Opponent out to Short Range)
I - Accuracy (Treats Targets as if one Range category closer)
I - Chilling (Any damage applied is treated as next higher level’s Wound penalties)



DESTINY COST

* **Bonus:** you receive a free *Heart Sword* Skill equal to the level of the highest technique you've learned.

5 **Fortune:** You have an Affiliation with the **Nan Clan** (pg. 58). If you do not take this Fortune, you must consult with your Sage to determine how you could possibly know this form.

3+ **Fortune:** You must have some Status in the Nan Clan (if you don't have any, why do you know the Heart Sword Skill?)

5 **Onerous Obligation:** in return for kung fu training, you pick up an extra Disadvantage: the Onerous Obligation to fulfill your duty to the Nan Clan.
 (-5) This is your first or second Disadvantage.

Unfolding Glory

(A System Topic)

Destiny Cost: 10

Uncommon Gold Chi Style

Devised by Ban Zhao and hinted at in her *Admonitions for Girls*, this style is centered around a woman's natural gifts of speed and grace – expressing the power of Gold chi, which can express itself as either Yang or Yin. Drawing on principles of this unbounded mastery, this Kung Fu augments simple circular attacks, throws, and parries with a radiant power. It dazes, blinds, and hurls enemies about. These techniques flow naturally from Yin Chi; a man can learn to practice them, but a character suffering Yin deficiency cannot.

Signature: This kung fu is bright and flaring, with many flourishes that seem overdecorative, but instead are full of meaning and deadly effect; flashes of silver and gold are often seen glimmering through the air as the weapon traces through the air.

Type: Artful/Brutal (Palms, Household Items, Swords of any type).

Default Critical Success: **Down** or **Maim**.

I: How Swift Thy Weapon (1 point): Practitioners of Unfolding Glory kung fu emulate the ways of light itself, developing speed and deftness with their weapons. When invoked, you gain the following effects:

- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon's Speed;
- ◆ Add a die to your Initiative Roll;
- ◆ Apply a -5 modifier to your Opponent's weapon's Strike;
- ◆ Apply a -5 modifier to your Opponent's Armor;
- ◆ And you may draw your Weapon as a Free Action.

Level 1 - How Swift Thy Weapon - (3+1=4 pts.)

Additional Points: Color Match

I - Str. of Chi (Speed)

I - Quality Mastery (+1 Initiative die)

I - Strike Negation (-5 on Defender's Strike)

I - Quality Penetration (-5 to Armor)

0 - Weapon Draw

2: Willow Stance (2 points): As its name suggests, this Defensive technique is based on being as supple as a willow, bending and leaning out of danger, while driving back the wind with your limbs. When this technique is active, you gain the following effects:

- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon's Strike for Blocks;
- ◆ You may apply your Gold Chi Bonus as a modifier to your Dodges;
- ◆ You win any ties Defending (ordinarily, Attackers win ties);
- ◆ Duration: one round.
- ◆ *Channel 2 Silver Chi* to extend the duration of the technique by one round.
- ◆ Flaw: Takes a Moment – You must spend a Free Action each round to assume the Willow Stance.

Level 2 - Willow Stance - (4+1=5 pts.)
Additional Points: Takes A Moment
III - Str. of Chi (Block, Dodge)
II - Standard Persistence (entire round)
0 - Chopping Block

3: Face of the Moon (3 points): The warrior learns how to evoke the brightness of her soul with her chi, dazzling her enemies and setting them up for defeat! Invoke the technique to cause the bright silvery-golden light to blaze forth, and you gain the following effects:

- ◆ Make a Inspire Roll, which your victim opposes with their Awareness;
- ◆ You may apply your Gold Chi Bonus as a modifier to your Inspire Roll.
- ◆ This is an Area Attack with a radius of Favored Chi Rating in yards.
- ◆ Apply the **Stun** Combat Effect to all affected on a Standard Success.
- ◆ Flaw: Weakened Protective Air – Lose one die of Chi Aura (you must have some Chi Aura in order to invoke this technique).
- ◆ Flaw: Principle of Yi – This technique does not function when attacking a character with four or five Deeds of the Yi (Righteousness) Virtue*.

Level 3 - Face of the Moon - (5+1+2+2=10 pts.)
Additional Points: Color Match, Principle of Yi, Weakened Protective Chi.
III - Skill Substitution (Inspire Skill)
III - Area Attack (Artful/Brutal)
III - Combat Effect: Stun (Standard Success)
I - Str. of Chi (to Inspire Skill)

**In the tale of The Three Heroes of Wu (pg. 212 of WotG), it is perhaps the greatest of ironies that the single member of the Three that could have stood against Face of the Moon, Topsy Monk, was the one that was killed by his less-righteous brothers. His Yi was clear; he opposed the unrighteous King's orders, but paid the ultimate price for having brothers too loyal to one interpretation of the Virtue of Zhong.*

4: Dragon Rising (4 points): A supreme defensive technique – the warrior learns to coil her chi inwards, then explode outwards - scattering her attackers like leaves on the wind! When invoked, the technique grants the following effects:

- ◆ On a single chosen defense, you may apply the **Reply** Combat Effect on a Standard Success;
- ◆ The victim of the Reply will also suffer the **Downed** Combat Effect on a Standard Success;
- ◆ **Channel 2** White Chi to activate the technique in the next round at no chi cost.
- ◆ **Flaw: Stifled Air** – The explosive nature of this technique causes the martial artist to lose their breath in their Crimson Chi for this round only.
- ◆ **Flaw: Expended Fortune** – You must spend one point of Joss (either type will do) to activate this technique.

Level 4 - Dragon Rising - (6+1+3=10 pts.)
Additional Points: Stifled Air, Expended Fortune.
VI - Combat Effect: Reply (Standard Success)
II - Combat Effect: Down (Standard Success)
II - Additional Channel (White Chi)

5: Pure Heart Transcendence (5 points): Unfolding Glory kung fu focuses on a woman’s natural grace – with this technique, whenever you take actual damage, you can convert your agony into grace and speed! When in effect, the technique grants the following effects:

- ◆ Add 2 dice to Speed Skill Rolls;
- ◆ Add 2 dice to all Presence Skill Rolls;
- ◆ Duration: One Round.
- ◆ **Channel:** If you suffer at least two points of damage during a round in which this technique is active, its duration is extended by one round.
- ◆ **Flaw: Too Much Yang** – On the wielder’s Initiative, if they do not spend two Free Actions actively promoting their Yin (acting with precision and calculation, indulging in Inspirations, etc.), they suffer a 1 point attribute reduction to their Wu Wei until their Initiative in the following round. This weakness is ignored while they are suffering the *Chilled* Effect (as per Blizzard Fist).
- ◆ **Flaw: Principle of Yi** – This technique does not function when attacking, or being attacked by, a character with four or five Deeds of the *Yi* (Righteousness) Virtue.

Level 5 - Pure Heart Transcendence - (7+2+2+1=12 pts.)
Additional Points: Color Match, Too Much Yang, Principle of Yi.
IV - Mastery (+2 dice to Speed Skill Rolls)
III - Mastery (+2 dice to Presence Skill Rolls)
III - Channel Suffering* (to Duration)
II - Standard Persistence (entire round)

* The use of this maneuver in this fashion represents a unique extension to the core Million Style Manual maneuvers in order to suit the style in question. It is an example of the sort of thing that would normally require Sage approval, and should not be relied upon as a precedent.

6: Yin Principle (10 points - 6 Gold + 4 Any): Sometimes called “The Cycle of Seasons”, this powerful technique allows one to fight for disturbingly long periods of time... for it draws in and absorbs the chi spent by other martial artists in the use of their kung fu! When invoked, it grants the following effects:

- ◆ **Endless Hungry Void** – anyone in personal combat with someone using Yin Principle finds that they must spend an additional point of chi (of that kung fu’s color) to get their kung fu to work (so if a Warrior invokes **Flash of Steel** {Dragon Saber 1} then they must spend 2 Crimson Chi)... and that additional point flows directly into the chi reservoirs of the Cycle of Seasons warrior, up to their usual maximum!
- ◆ **Endless Chilly Void** – all of the Cycle of Seasons Warrior’s attacks cause Breath Loss upon a successful hit, causing them to lose their breath in their Favored Chi for the round.
- ◆ **Channel 2 Any Chi** to activate the technique in the next round at no chi cost.
- ◆ **Flaw: Constant Movement:** Must Cover Ground or Leap each turn while this technique is in effect – failure to do so, or suffering any successful *Downs* or *Knockbacks* cancels the technique.

Level 6 - Yin Principle - (12+2=14 pts.)
Additional Points: Constant Movement.
VIII - Endless Hungry Void** (As noted Above)
IV - Additional Chi Channel (Colorless)
II - Breath Loss

*** The use of this specific effect in this fashion represents a unique extension to the core Million Style Manual maneuvers in order to suit the style in question. They are an example of the sort of thing that would normally require Sage approval, and should not be relied upon as a precedent.*

DESTINY COST

* **Bonus:** you receive a free *Unfolding Glory* Skill equal to the level of the highest technique you’ve learned.

3 **Fortune:** You have an Affiliation with the **Jade Dragon Society**. (pg. 63). If you do not take this Fortune, you must consult with your Sage to determine how you could possibly know this form.

3+ **Fortune:** You must have some Status in the Jade Dragon Society (if you don’t have any, why do you know the *Unfolding Glory* Skill?)

3 **Dragon Health:** Your Character’s body is good at fighting off illness and disease. Whenever your character makes a Hardiness Test to resist the effects of sickness, they receive a +2 Test Bonus. This stacks with **Healthy as an Ox**.

5 **Onerous Obligation:** in return for kung fu training, you pick up an extra Disadvantage: the Onerous Obligation to fulfill your duty to the Jade Dragon Society.

(-5) This is your first or second Disadvantage.

Rare Martial Arts

Limitless Freedom

(A System Topic)

Destiny Cost: 20

Rare Jade Chi Style

Devised by Hong Bei, Ancestor of the Bei Clan, this kung fu was derived from the works of the Daoist Sage Zhuangzhi, and grants considerable power. Handed down from father to son in the strictest of confidence, it can only be taught by the current Head of Bei Clan: Zheng Bei, has recently decided to do what was once thought unthinkable – he has taught the first two forms of this art to a worthy Clan Member not his own son.

Type: Artful/Brutal (Palms or Kwan Dao).

Default Critical Success: **Knockback** or **Stun**.

Form I - Streams Between The Sky (5 points – 5 Jade): Based on Zhuangzhi's observations on the flow of chi through the wind and water of the world, this technique reaches out to those natural flows ('the streams between the sky and land' is the complete phrase from Zhuangzhi) and bends them to empower the martial artist! When invoked, you gain the following effects:

- ◆ You may apply your Jade Chi Bonus as a modifier to your weapon's Speed;
- ◆ You may apply your Jade Chi Bonus as a modifier to your weapon's Strike;
- ◆ You may apply your Jade Chi Bonus as a modifier to your weapon's Damage;
- ◆ Block against Ranged Attacks without the normal penalty or loss of Strike;
- ◆ Add the **Terrifying** Combat Effect on a Standard Success;
- ◆ Duration: one round.
- ◆ *Channel* 2 Crimson Chi to extend the duration of the technique by one round.
- ◆ Flaw: *Expended Fortune* – Lose one die of Chi Aura (you must have some Chi Aura in order to invoke this technique).



Form I - Streams Between The Sky - (8*1+1+2=12 pts.)

Additional Points: Color Match, Off-Balance, Weakened Protective Air

III - Str. of Chi (to Strike)

III - Deflection (Ranged)

II - Combat Effect: Terrify (Standard Success)

II - Standard Persistence (length of round)

I - Str. of Chi (to Speed)

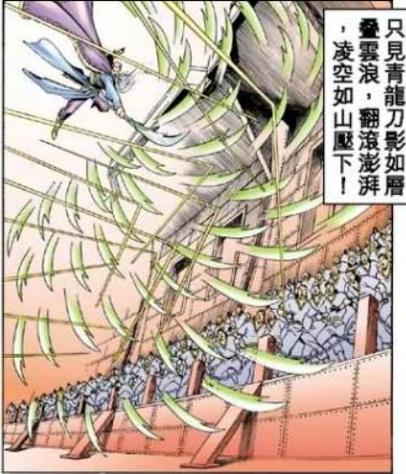
I - Str. of Chi (to Damage)

Form 2 - Yin-Yang Defense (10 points – 6 Jade + 4 Any): This technique can achieve that rarest of effects - it can bolster your Protective Chi! By focusing one's Chi into a powerful protective pattern (which literally appears around them in the shape of the appropriate trigrams of the I Ching!), this form grants the following effects:

- ◆ The kung fu warrior's Chi Aura is doubled, though the additional Chi Aura can only be used to reduce damage;
- ◆ You may apply your Jade Chi Bonus as a modifier to your Armor;
- ◆ You may add another die to your Combat rolls;
- ◆ May Defend against Ranged Attacks without the normal penalty or loss of Strike, even against Unparalleled Area Attacks;
- ◆ Wins any Defensive Ties (usually the Attacker wins).
- ◆ Duration: your levels of Rank achieved in rounds;
- ◆ Flaw: Stifled Air – The strongly aspected Yang Chi of this form causes you to lose your breath in your Silver (Yin) Chi.
- ◆ Flaw: Takes Effort – You must spend both your Free Actions to invoke this form.



Form 2 - Yin-Yang Defense - (13*1+2+2=18 pts.)
Additional Points: Color Match, Takes Effort, Stifled Air.
V - Immaculate Virtue
V - Unparalleled Deflection (Attacks)
IV - Quality Persistence
II - Mastery (Add a die to Combat Rolls)
II - Str. of Chi (Armor)
0 - Chopping Block



Form 3 - *Endless Universe* (15 points – 7 *Jade* + 8 *Any*): Also called *Elastic Shadow*, this technique draws in chi energies from the locality so as to greatly expand the scope of your attack or defense, appearing as if your weapon were duplicating itself in a large area spreading from you as a starting point... hence the nickname. Even more important, all damage done by attacking with this technique is **profound** (note all Rare Styles of Form 2 or higher do such damage). Using *Elastic Shadow*, you can extend your Defense to block an Area Attack, no matter the magnitude or scope! While this technique is invoked, you gain the following effects:

- ◆ The Area Attack is a Style Roll and cannot be directly defended against. As a Style roll, dice may only be flowed from the River, and Joss may only be used (but not earned) on the roll. The attack's result dice are calculated by dividing the total value of the attack by 5, rounding up. The Area Attack can be up to twice your Favored Chi Rating in yards.
- ◆ All result dice are doubled before rolling for damage;
- ◆ You may apply your Jade Chi Bonus as a modifier to your weapon's Damage;
- ◆ May Defend against Ranged Attacks without the normal penalty or loss of Strike, even against Unparalleled Attacks or even Unparalleled Area Attacks.
- ◆ Flaw: *Expended Fortune* – You must spend one point of Joss (either type will do) to activate this technique.

Form 3 - Endless Universe - (18+3=21 pts.)
Additional Points: Expended Fortune.
VII - Area Attack (Unparalleled)
VII - Divine Prowess
VI - Unparalleled Deflection (Area Attacks)
I - Str. of Chi (Damage)

Form 4 - *Eternal Contentment* (20 points— 8 Jade + 12 Any): There has to be some ironic tale concerning the title of this deadly technique, but if there is, the Bei aren't telling it. When you use this form, you focus your chi with a powerful cry, which rips up any loose material – stone, ice, ground, wood, whatever's lying around – and forges it into chains, that lash about the martial artist's opponents, seeking to bind them for the final kill.

- ◆ The Attack is an Area Attack, which is a Style Roll and cannot be directly defended against. As a Style roll, dice may only be flowed from the River, and Joss may only be used (but not earned) on the roll. The attack's result dice are calculated by dividing the total value of the attack by 5, rounding up. The weapon's Strike does apply, and the radius of the Area Attack is twice your Favored Chi Rating in yards.
- ◆ You add five additional damage dice;
- ◆ You apply the **Entangling** Combat Effect on a Standard Success;
- ◆ You apply the **Terrifying** Combat Effect on a Standard Success;
- ◆ All result dice are *Tripled* for the purposes of removing Minions from play;
- ◆ The targets all suffer **Chi Locking**, which prevents any expenditure of Chi by the target during time of effect, which is equal to your Kung Fu Skill in rounds. The victim may roll their Archetype Skill against a difficulty of 40 as a Free Action to cancel the Chi Locking.
- ◆ Flaw: No Secondary Attacks –Due to the focus required to invoke this technique, Secondary Attacks cannot be made in the same round as this form is used.
- ◆ Flaw: Stifled Air – The all-encompassing nature of this technique causes the martial artist to lose their breath in their Gold Chi (the energy of the universe within) for this round only.

Form 4 - *Eternal Contentment* - (23+1+1+1= 26 pts.)
Additional Points: Color Match, No Secondary Attack, Stifled Air.

VIII - Perfect Chi Locking
VII - Unparalleled Area Attack (centered on focus)
IV - Staggeringly Powerful Blow (+5 damage dice)
III - Combat Effect: Entangle (Standard Success)
II - Minion-Destroying (*Triple* Result dice for removing Minions)
II - Combat Effect: Terrify (Standard Success)

DESTINY COST

* **Bonus:** you receive a free *Limitless Freedom* Skill Level equal to the highest technique you've learned.

* **Bonus:** You receive the **Mentor: Zheng Bei 5** Advantage.

5 **Fortune:** You receive an Affiliation with the **Bei Clan**. (pg. 57).

5 **Onerous Obligation:** in return for kung fu training, you pick up an extra Disadvantage: the Onerous Obligation to fulfill your duty to the Bei Clan.

(-5) This is your first or second Disadvantage.



LIFE OR DEATH DEPENDS ON THE SUCCESS OF THIS MOVE.

AH! I'VE NEVER SEEN FATHER PERFORM THIS TECHNIQUE. WE CAN STILL WIN!

THE MORE EARTH LORD STRUGGLES, THE TIGHTER THE CHAINS BECOME. OLD WOUNDS RE-OPEN CAUSING HIM TO BLEED PROFUSELY.

Hell Clan's Lord of the Earth struggles to free himself from the chains of Eternal Contentment – Limitless Freedom's Fourth Form!

One Man Legion

(A System Topic)

Destiny Cost: 15

Rare Gold Chi Style

The Dong Clan prefers Kung Fu that doesn't require weapons – therefore, they're never caught completely by surprise! This form is an extension of their clan focus of slaying in a single blow to the logical conclusion: slay an army with as few blows as possible. Sometimes known as the 'Soul Biter' Skill, it can free the souls of enemies in vast numbers, and only the highest ranked warriors of the Clan are ever taught it. This terrifying martial arts style allows a single individual to multiply his life-destroying blows to wipe out many at once... it takes the normal ability to strike with fist or weapon and expands it through dimensions of space and time to create a veritable barrage of enemy-smashing strikes.

Type: Brutal (Palms or Three-Section Staff)

Default Critical Success: **Disorient** or **Stun**.

Form 1 - Battering Multitude (5 points / 5 Gold): This technique is what preserves the Dong Clan from its enemies - knowing this technique, one can charge into an army – and win! It does have its flaws, however - it is a very offense-based technique, which offers difficulties of its own! But still, when one's blows can fell entire groups of soldiers with a single strike, one learns to overlook such problems. When this technique is invoked, you gain the following effects:

- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon's Strike;
- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon's Damage;
- ◆ You may add another die to your Fight roll;
- ◆ You may make a Secondary Attack at the end of the round;
- ◆ All result dice are *Doubled* for the purposes of removing Minions from play.
- ◆ Duration: your levels of Rank achieved in rounds (4th rank, 2 rounds, 3rd, 3, etc.)
- ◆ Flaw: Furious Charge – You must have Covered Ground for at least 20 yards in a straight line this round to invoke this technique.
- ◆ Flaw: Weakened Protective Air – Lose one die of Chi Aura (you must have some Chi Aura in order to invoke this technique).

Form 1 - Battering Multitude - (8+1+2+2=13 pts.)

Additional Points: Color Match, Furious Charge, Weakened Protective Air.

IV - Quality Persistence (Rank Level in Rounds)

III - Str. of Chi (Strike)

III - Secondary Attack

II - Mastery (Add a die to Combat Rolls)

I - Str. of Chi (Damage)

Form 2 - Shattering Assault (10 points / 6 Gold + 4 Any): Meant to handle ever-larger numbers of opponents (as well as opposing martial artists!), this technique has some common ground with its predecessor, though greater by an order of magnitude and attacking an entire area. When invoked, this technique grants the following effects:

- ◆ Your Attack is an Area Attack with a radius of twice your Favored Chi Rating in yards, which is defended against as if it were a Ranged Attack.
- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon's Strike;
- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon's Damage;
- ◆ All result dice are doubled before rolling for damage;
- ◆ All result dice are *Doubled* for the purposes of removing Minions from play;
- ◆ Apply the **Terrifying** Combat Effect on a Standard Success.
- ◆ Flaw: *Weakened Protective Air* – Lose one die of Chi Aura (you must have some Chi Aura in order to invoke this technique).

Form 2 - Shattering Assault - (13*1+2=16 pts.)
Additional Points: Color Match, Weakened Protective Air.
V - **Area Attack** (Ranged)
V - **Indomitable Blow** (Double Result Dice for Dmg.)
II - **Combat Effect: Terrify** (Standard Success)
II - **Str. of Chi** (Strike for Attack Only)
I - **Str. of Chi** (Damage)
I - **Minion-Destroying** (Double result dice for removing Minions)

Form 3 - Thousand Hand Skill (15 points / 7 Gold + 8 Any): The ultimate expression of Dong Clan kung fu philosophy and practice, this form creates a veritable wall of attacks through which no one is likely to ever pass through unscathed – one’s skill multiplies one’s weapon through time and space as if there are many all striking at once – nevermind that all damage done by attacking with this technique is **profound!** (qv) When invoked, this technique grants the following effects:

- ◆ This is an Area Attack that is a Style Roll and cannot be directly defended against. As a Style roll, dice may only be flowed from the River, and Joss may only be used (but not earned) on the roll. The attack’s result dice are calculated by dividing the total value of the attack by 5, rounding up. The weapon’s Strike does apply, and the radius of the Area Attack is twice your Favored Chi Rating in yards.
- ◆ You may apply your Gold Chi Bonus as a modifier to your weapon’s Strike;
- ◆ Apply the Attack total as a *Breaking Things* roll against a target’s equipment after any Defenses are resolved. Normally the defender chooses one item that is destroyed. On a standard success, the attacker chooses one item; two items on a Critical! Compare to the Attack Total to the following difficulties to determine what can be destroyed – Mundane Weapons (35), Quality Weapons (40), Perfect Weapons, 50; and Class III God Weapons, 65 (pg. 148, *WotG Companion*). Remember that destroying items that have a Destiny investment will result in their replacement or reimbursement in the near future, so take any advantage while you can!
- ◆ All result dice are doubled before rolling for damage;
- ◆ Apply your Gold Chi Bonus as a modifier to your weapon’s Damage;
- ◆ Apply the **Terrifying** Combat Effect on a Standard Success.
- ◆ Flaw: Stifled Air – This form is sufficiently taxing as to cause you to lose your Breath in your Jade Chi for the round.
- ◆ Flaw: Terrible Strain – Due to the agonizing effort this form requires, for one round, you are considered to be Staggering for the purposes of wound penalties if you are at Wounded or better.
- ◆ Flaw: Weakened Protective Air – Lose one die of Chi Aura (you must have some Chi Aura in order to invoke this technique).

Form 3 - Thousand Hand Skill – (18+1+1+2+2+2=26 pts.)
 Additional Points: Color Match, Stifled Air, Takes a Moment, Terrible Strain, Weakened Protective Air.
 VII - **Alea Attack** (Unparalleled)
 VII - **Divine Prowess** (Double Result Dice for all purposes)
 VI - **Equipment-Destroying** (Divine)
 II - **Str. of Chi** (to Strike for Attack Only)
 II - **Combat Effect: Terrify** (Standard Success)
 I - **Str. of Chi** (to Damage)



DESTINY COST

* **Bonus:** you receive a free *One Man Legion* Skill Level equal to the highest technique you've learned.

5 **Fortune:** You have an Affiliation with the **Dong Clan**. (pg. 58). If you do not take this Fortune, you must consult with your Sage to determine how you possibly know this form.

3+ **Fortune:** You must have some Status in the Dong Clan (if you don't have any, why do you know the One Man Legion Form?)

5 **Onerous Obligation:** in return for kung fu training, you pick up an extra Disadvantage: the Onerous Obligation to fulfill your duty to the Dong Clan.

(-5) This is your first or second Disadvantage.