

Fu schticks

There are twelve schools divided in four categories – offensive, defensive, modifying and special. Each school has its own advantage through RANKS that they value high. One speaks of quickness, another of burning strength, a third avoids damage from firearms and so on. You will create your own PATH by combining ranks from different schools.

Cost of the path

A path takes 3 shots to activate and it normally cost 3 Fu. These costs can be lowered by using the modifying schools.

Naming your path

Each school consists of at most three RANKS, like Flaming Tiger Strike is the name of rank 1 (Flaming), rank 2 (Tiger) and rank 3 (Strike). You buy these ranks with schticks to create your own path, but you don't buy a school straight off. Instead, you combine ranks from different schools. For example, you can't have Tiger or Strike in a path if you already got Flaming.

You must buy a rank 1 in a path to buy rank 2 and a rank 2 to buy rank 3 in the same path. Some rank 2 schticks from either one or two schools are prerequisites to pick a rank 3 schtick. For example, you must have a path with Rat and one with Metal to pick Bite to either one. A path can only consist of a maximum of three ranks, and as a finishing touch you put "Path of the..." before the name of the path that you choosed.

Example of paths

Path of the Flaming Snake Dance
Damage: Strength + 2 for the rest of the sequence and cost 1 Fu.

Path of the Graceful Snake Stance
Costs 2 shots, 1 Fu and gives an automatically fail for the attacker.

Path of the Shadow Tiger
Can see in darkness and the Damage is Strength + 4. Cost 3 shots and 3 Fu. Note that you don't have to choose three ranks to your path.

Path of the Silent Tiger Wrecker
Damage: Strength + 4. Can break objects and all attacks are completely noiseless. Cost 3 shots and 3 Fu. To choose the Wrecker (rank 3) you must also have a path containing Turtle.

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Prerequisites (to rank 3 schticks)

Metal and Rat: Bite
Metal, Rat or Wood: Senses
Tiger and Wood: Missile
Tiger and Monkey: Aggression
Tiger and Rat: Climb
Tiger and Turtle: Wrecker
Tiger and Water: Vengeance
Earth and Ox: Shelter
Water: Spirit
Dragon or Snake: Nest
Dragon: of Kindess
Dragon: of Strength
Dragon: of Fortune
Dragon: of Wisdom

RANK: A schtick in a school.
SCHOOL: A collection of ranks.
PATH: A combination of ranks from different schools.

Offensive

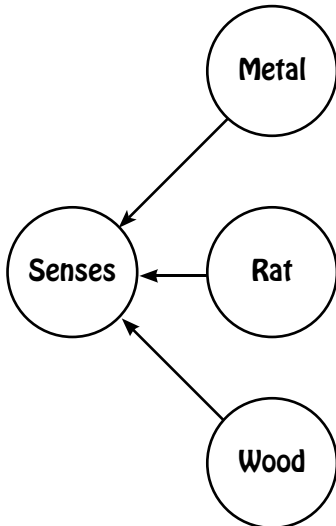
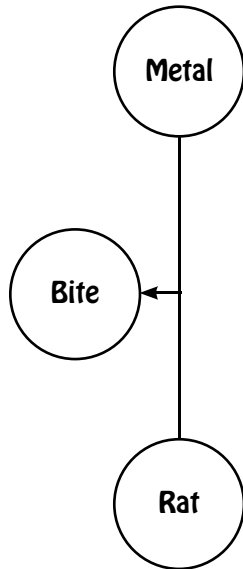
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Forged Metal

Forged gives a +3 bonus on Damage with a hand-to-hand weapon of your choice. This object can't be destroyed or be lost and if you and the weapon would go separate roads, it will turn up sooner or later. This rank never cost any Fu and is always activated. A side effect is that you must use this weapon in your attacks to get this rank's advantage, but that's hardly anything to worry about.

Metal is used for attacking two opponents in one attack. How it's described is up to you, but it doesn't have to be an attack with any weapon. You can, for example, cut something that falls on their head or you can disarm one of the guys to shoot the other. You roll against the highest Action Value of the two opponents.

Shadow Rat

Shadow walks in darkness without being affected of it. You can even see in a pitch-black environment. This rank never cost any Fu to activate and gives you a +1 bonus if you're fighting in a dimmed area. If it's pitch-dark, you will instead get a +2 bonus because you draw advantage of the darkness.

Rat will continue doing attacks at the same opponent as long as you succeed with your attack rolls. This attack spends all of your shots for the rest of the sequence. An active dodge is only effective against one of the attacks.

Bite is a powerful whirlwind attack. You may attack another opponent that you haven't attacked during this action, as long as you succeeds with the attack rolls. This attack spends all your shots for the rest of the sequence.

Prerequisites for Bite: Metal and Rat.

Silent Wood

Silent makes attacks that are absolutely quiet. This rank never cost any Fu and is always activated. In addition, you can spend any number of Fu to decrease everyone's Perception with the same number if they're trying to catch you sneaking. This effect stands for as many hours in real life as Fu that you spend.

Wood can control objects in the air. If you throw any weapon, it will return to your hand.

Senses gives a +3 bonus on your Martial Arts.

Prerequisite for Senses: Metal, Rat or Wood.

Flaming Tiger Strike

Flaming gives Strength + 2 in Damage with your bare hands and fire is flaming up when you hit something. Flaming can be changed to anything, like Lightning, Poison, Thunder, Fuming or anything else that you think is cool. Thunder could for example do damage through sound waves. One suggestion, if you combine Flaming with Water, is that you change Flaming to Frozen instead.

Tiger gives Strength + 4 i Damage with barehanded attacks. The monkey has a tendency to always annoy the tiger, and therefore no rank from Flaming Tiger Strike can be combined with any rank from Drunken Monkey Stance.

Strike gives Strength + 6 in Damage with barehanded attacks. For more information, see Flaming.

Missile shoots fire or whatever you decided (see Flaming). Try to be as creative as you can. The attack can be described as reflections of the sun that burns, electricity that shoots out from the wires or a sound that breaks and hurls glass against a victim.

Prerequisites for Missile: Tiger and Wood.

Aggression stands for the rest of the sequence. Any impairment that you got or is going to receive in this sequence is instead added to your Action Value. Note that you still can't combine the Tiger school with the the Monkey school, but you can have two different paths that uses those two.

Prerequisites for Aggression: Tiger and Monkey.

Climb can crawl up the walls. In addition, you can run up a wall and jump out against an opponent. Spend any number of the shots that you got left and add those to the Damage.

Prerequisites for Climb: Tiger and Rat.

Wrecker doesn't like material that are shaped by human hand. You can destroy a fabricated object (i.e. not a tree or a rock that's formed by nature) with this rank. Roll against a given Difficulty and add your Damage to the Outcome. If it reaches 10 or more then the object breaks. As a guideline, an objects difficulty should be the Damage it can bring (see core book, page 139). In other word, the Difficulty should be 10 for a gun, 15 for a car or a door and 20 for a bus or a wall.

Prerequisites for Wrecker: Tiger and Turtle.

Vengeance can do counter-attacks if you get hit, like a normal attack is made. This roll is made before any death checks.

Prerequisites for Vengeance: Tiger and Water.

Defensive

Indestructive Turtle

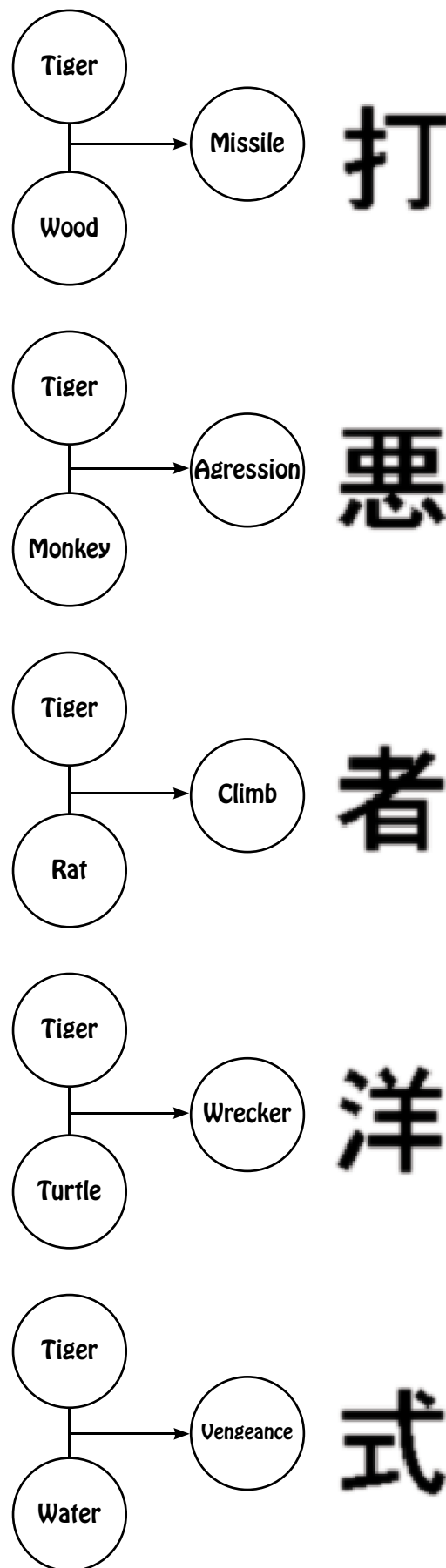
Indestructive can't be hurt by attacks that are made by the skill Guns; even if they throw things at you with the skill Guns (if they're using Martial Arts, you suffer Damage).

Turtle can channel your chi to reverse the kinetic energy into destroying the weapon that fired against you. If it's a thrown weapon it destroys when it hits you. Just as Indestructive, you can only use this rank if the attacker is using Guns. You still receive damage if the attack is succeeded.

Drunken Monkey Stance

Drunken gives you a +2 bonus on Dodge or +3 if you're drunk. You're moving in a pattern that are hard to predict.

Monkey gives you a +4 bonus on Dodge or +5 if you're drunk. We're all behaving like monkeys when we're drunk, but with this rank you can use that to your advantage.



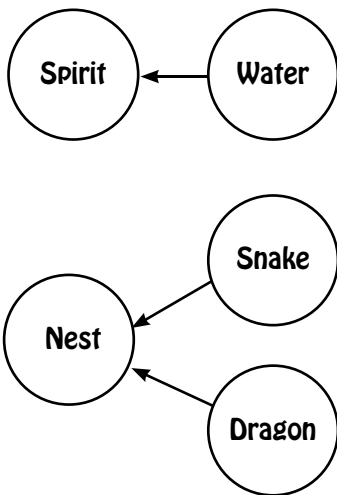
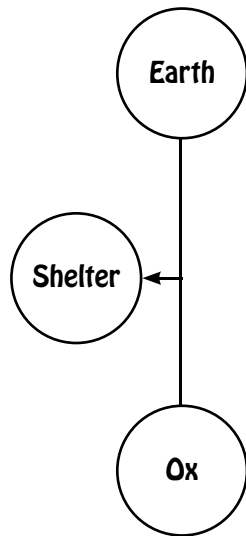
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The monkey is a natural prey to the tiger and therefore no rank from Flaming Tiger Strike can be combined with any rank from Drunken Monkey Stance.

Stance is an ancient technique where the user is standing still but shakes in hardly noticeable motions. The illusion is so contradicting that all attackers automatically miss their attacks. The attackers will have trouble to focus on the person and has to either look away or feel seasick.

Immutable Earth

Immutable makes a person with arcanowave devices to spontaneously mutate or can prevent yourself to mutate. Roll your Martial Arts against the opponents Arcanowave Device as Difficulty.

Earth is an ancient creature that always is fighting against the technology that human kind has created, and always sees it's chance to help creatures that is exposed to the side effects of the technology. A successful Martial Arts roll lowers the creatures mutation check Outcome to zero. The Difficulty is the creatures Outcome (see core book, page 124).

Storm Ox

Storm has a natural resistance against magic. Whenever you do anything against a sorcerer, you will receive a +2 bonus on your Action Value, whether you will attack, defend or resist magic.

Ox is stubborn and always continue fighting. A spell that targets you but fails can be redirected to someone else instead. *Prerequisite for Ox: Storm.*

Shelter will not be damaged of either magic or arcanowave devices.

Prerequisites for Shelter: Earth and Ox.

Modifying

Graceful Water Dance

Graceful shortens the shot cost for a path with one.

Water shortens the shot cost for a path with two.

Dance extends a paths effect to the rest of the sequence.

Spirit is superb if you roll a low initiative. This rank will move you to the same shot as the one who has the highest initiative and you may act out at the same time as that person.

Prerequisite for Spirit: Water.

Sensual Snake

Sensual lowers the Fu cost with one.

Snake lowers the Fu cost with two.

Nest offers safety and a dwelling place in any of the five elements – fire, earth, metal, wood or water (choose one). Whenever you are close or surrounded of this element your Fu cost for this path will be zero. You will even get back one Fu for every shot you spend in your element.

Prerequisite for Nest: Snake or Dragon.

Special

The ranks in these special schools can only be combined with the ranks from the modifying schools.

Generous Dragon

Generous gives someone else the same value in Fu as your own present Fu value. Many people has the wisdom to appease dragons with knowledge. In addition, you can use this rank to find out someones paths, skills or attributes and the action values that comes with them. You can only find out one of these things (all relevant skills, all relevant attributes) with this skill.

Dragon can share it treasures or knowledge to others or take knowledge from others. Until the end of the sequence, you can either block an opponents paths or give someone else one of your paths. The Fu cost depends on what path that you either give or take. The person who receives a path must have Fu to activate the path more then once during the sequence. You've already paid for the first use.

Of Kindness heal other people. Roll Martial Arts and your Outcome tells you how much Damage you will heal.

Prerequisite for ...of Kindness: Dragon.

Of Strength can replace your Body with your full Fu rating, even if you already has spent Fu.

Prerequisite for ...of Strength: Dragon.

Of Fortune will give you the option to use your remaining Fu as Fortune points until the end of the sequence.

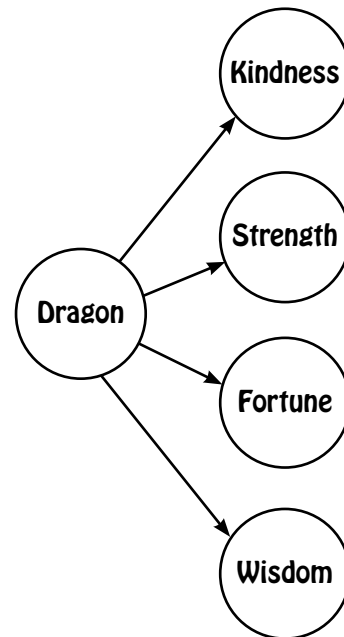
Prerequisite for ...of Fortune: Dragon.

Of Wisdom can combine two paths in one action. This rank is often combined with Dragon so that the you can share the path that you're using to a friend. The fu cost is the total cost of the two paths.

Prerequisite for ...of Wisdom: Dragon.

Leaping

Leaping can make you jump additional Move in yards. The rank 2 schick will make you jump your tripled Move in yards and rank 3 four times your Move . In addition, you can also fall from high heights without being hurt. Rank 1 will make you fall one floor, rank 2 will make you fall two floors and rank 3 will, of course, make you fall three floors without even get hurt.



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