

ACID BREATH *

(Street Fighter Main Rule Book pg. 126) *The fighter spews highly acidic liquid onto his opponent*

Focus Maneuver

To Learn: {focus 3}

Power Points: any 4

System: The spray has a range equal to the fighter's Stamina rating, and the fighter must have line-of-sight to his victim. Once the acid spray hits, it immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the acid breath has been immersed in water or some other measure has been taken, the acid continues to burn the victim's body. At the very end of the combat turn, after all action have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages again for the last time, using the -3 damage modifier. Characters hit more than once with the acid attack could suffer many damage tests at the end of each turn. Acid breath may be dodged like any other projectile attack.

Modifiers: cost: 1 chi, speed -2, damage +3, +0, -3, move -1

AIR BLAST

(Player's Guide, page 91) *The fighter fires a blast of air at an opponent*

Focus Maneuver

To Learn / Training Notes: : First, the practitioner must learn Air Blast {punch 1, focus 2, elemental 2}. He may then move on to learn Push {focus 3, elemental 3, air blast} and / or...

First, the character must learn Air Blast {punch 1, focus 2, elemental 2}. He is then ready to move on to Vacuum {focus 3, elemental 4, Air Blast}

Power Points: Elemental (air) 3

System: the range of the blast equals the fighter's Intelligence + Elemental Background, in hexes. While the air blast is a projectile, it is not readily visible, and to interrupt this maneuver requires a successful Blind Fighting (Perception + Blind Fighting) check.

Modifiers: cost: 1 chi, speed -1, damage +3, move: none

Notes: This maneuver checks out, with no changes from the original version, using the CHAMPS system.

AIR HURRICANE KICK

(Street Fighter Main Rule Book, page 111) *The fighter leaps up, then breaks into a hurricane kick*

Kick Maneuver

To Learn: Jump {athletics 1} and Hurricane Kick {Kick 4, Athletics 3} must first be learned, but not necessarily in that order, then Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}

Power Points: shotokan karate, kung fu, wu shu, majestic crow kung fu 1

System: This maneuver acts just like a hurricane kick, but may also be used as a Jump to avoid projectiles.

Modifiers: Cost: 1 Chi, 1 Willpower, speed -1, damage -1, move +1

Notes: This maneuver checks out, with no changes from the original version, using the CHAMPS system.

AIR HURRICANE STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: Jump {athletics 1} and Hurricane Strike {proper weapon technique 4, Athletics 3} must first be learned, but not necessarily in that order, then Air Hurricane Strike {proper weapon technique 4, athletics 3, jump, hurricane strike}

Power Points: paired swords, sword, chain/whip, spear, flail, rapier, staff, axe, nunckaku 2

Description: The fighter leaps up, then breaks into a hurricane strike

System: This maneuver acts just like a hurricane kick, but may also be used as a Jump to avoid projectiles.

Modifiers: Cost: 1 Chi, 1 Willpower, speed -1, damage -1, move +1

AIR SMASH*

(sf 122) *The fighter leaps up and falls on his opponent.*

Simple yet effective

Athletics Maneuver

To learn: The fighter first learns Jump {athletics 1}, then Air Smash {athletics 1, jump}

Power Points: native american wrestling, sanbo, sumo, majestic crow kung fu, pankration, wrestling 1, any 2

System: This is an aerial maneuver that can act as a Jump. The fighter moves in a straight line and will end his move in the same hex as his target.

Modifiers: cost; none, speed -1, damage +4, move -1

AIR SUPLEX*

(sos 27) *The warrior grabs a flying opponent, and twists so that both fall head-first to the ground, victim first*

Grab Maneuver

To Learn: First, the fighter learns Jump {athletics 1} and Suplex {grab 1}, in any order. He is then ready to learn Air Suplex {grab 3, athletics 3, jump, suplex}

Power Points: spanish ninjitsu 1, kabaddi 2, any 3

System: use the following modifiers. The fighter must interrupt an opponent during an aerial maneuver. Any damage causes a Knockdown. The attacker and the victim both end the turn in the same hex where the attack was made.

Modifiers: cost: none, speed -1, damage +4, move +0

AIR THROW*

(sf 117) *The fighter leaps into the air and catches an aerial opponent, smashing him downward*

Grab Maneuver

To learn: First, the fighter must learn Throw {grab 1} and Jump {athletics 1}, in any order. Then the fighter may learn Air Throw {grab 2, athletics 1}

Power Points: ju jitsu 1, native american wrestling, sanbo, special forces, wu shu, spanish ninjitsu, majestic crow kung fu, aikido, jeet kune do, pankration, wrestling, tai chi chaun 2, any 3

System: The fighter must interrupt a Jump move, or a maneuver that can be used as a Jump. The fighter then jumps into the hex with the character, and throws him (if damage is scored) into any area within three hexes. The fighter may then continue his move. If the victim suffers damage, he also suffers a Knockdown.

Modifiers: cost: 1 willpower, speed +2, damage +5, move +0

AIR THROW, WEAPON

(New Maneuver)

Weapon Maneuver

To learn: First, the fighter must learn Weapon Throw {grab 1} and Jump {athletics 1}, in any order. Then the fighter may learn Weapon Air Throw {proper weapon technique 2, athletics 1}

Power Points: whip/chain 3, staff 4

Description: The fighter leaps into the air and catches an aerial opponent with his weapon, smashing him downward

System: The fighter must interrupt a Jump move, or a maneuver that can be used as a Jump. The fighter then jumps into the hex adjacent to the character, catching him with his weapon, and throws him (if damage is scored) into any area within three hexes of the victim's position. The fighter may then continue his move. If the victim suffers damage, he also suffers a Knockdown.

Modifiers: cost: 1 willpower, speed +2, damage +5, move +0

ANIMAE LEAP

(New Maneuver)

Athletics Maneuver

To Learn: First, the fighter must learn Jump, then he may proceed to Anima leap {Athletics 4, focus 1}

Power Points: Any 3

Description: There have been reports of fighters who can make incredible leaps, inhuman leaps of great distances. Most of these rumors have been coming from the areas of Japan and China. Rumors of men leaping straight up to rooftops or from one building to another are not uncommon.

System: The character uses this maneuver in the exact same way as a Jump, but the distance the character may leap is tripled. If used in conjunction with a Basic Punch or Kick Maneuver, the character may add +2 to his move for that leap. It offers no bonus to avoid projectiles other than what is listed in the normal Jump maneuver.

Modifiers: cost: 1 willpower, speed: +3 (special), damage: none (special), move: triple Jump Move or +2 (see above)

ARM BREAKER

(New Maneuver)

Grab Maneuver

To Learn: Grab 3

Power Points: Any 3

Description: The character attempts to break the arm of his opponent. By grabbing, pulling and then striking the arm, the fighter hopes to crack the bone, and thereby render the arm useless. This is highly dishonorable.

System: The fighter makes a normal Grab attack, with the following modifiers. If successful, the victim cannot use the arm, although it may or may not be broken. A character who cannot use his arm is at a significant disadvantage; the difficulty of his Punch Maneuvers is increased by 3, and his Grab Maneuvers by 2.

Each turn, the character makes a Stamina check and adds up the number of successes. When the character has gained 4 successes, he is once again free to act normally. The character begins making these "healing" rolls on the turn after being wounded, at the end of each turn.

Should the character botch a "healing" roll, the arm is broken. The modifiers will last until the arm is healed (one application of Regeneration, Healing, Chi Kung Healing or similar power will heal a broken arm immediately). This healing could take weeks.

If two arms are wounded, the same modifiers apply, but the

character must gain 8 successes to recover, 4 for each arm, but each arm may be checked for "healing" at the end of each turn. The character may only act normally once he has recovered both arms, otherwise he is at the normal penalties. If both arms are broken, the character may use no Maneuvers that apply the arms (including Punch Maneuvers).

Although this is an incredibly powerful move, and easy to learn, a fighter who uses it for anything else other than self-defense in a life-threatening situation loses all Honor. Other people will see him as a cheater, a ruthless fighter, and possibly even a villain.

Like most grab Maneuvers, the character must enter the hex of his intended victim.

Modifiers: Cost: 1 willpower, speed -2, damage: +1, move: One

AX KICK

(pg 85) *The fighter jumps into the air, bringing his foot over his head and then down onto his target*

Kick Maneuver

To Learn: First the fighter learns Jump {athletics 1}, then Ax Kick {kick 2, jump}

Power Points: savate 2, special forces, western kickboxing 3, kung fu, shotokan karate, wu shu 4

System: this attack is considered an aerial maneuver and may be used to avoid projectiles. The fighter travels his allowed movement in the air using the -2 modifier and ends his attack in the same hex as his target. because this attack targets the head from above, crouched opponents are struck, jumping opponents are also struck and will suffer a knockdown.

Modifiers: cost: none, speed -1, damage +4, move -2

BACK BREAKER

(sf 118) *The fighter turns the victim upside down and smashes his head and back down*

Grab Maneuver

To learn: {grab 3}

Power Points: sanbo, native american wrestling, jeet kune do, ju jitsu, pankration, wrestling 2

System: The opponent suffers a Knockdown if damage is scored

Modifiers: cost: none, speed -1, damage +3, move One

Training Notes:

Some fighters continue on to learn Siberian Bear Crusher {grab 3, athletics 2, back breaker}

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BACK ROLL THROW*

(sf 118) *The fighter grabs the victim and rolls over, throwing the victim behind him*

Grab Maneuver

To Learn: First the fighter must learn Throw {grab 1}, then he may learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}

Power Points: capoeira, shotokan karate, western kickboxing, wu shu, spanish ninjitsu, ninjitsu, aikido, baraquah, ju jitsu, tai chi chaun 1, any 2

System: The victim can be thrown a number of hexes equal to the attacker's strength + kick technique. The damage is scored when the defender hits the ground. If damage is scored, the victim suffers a Knockdown. if no damage is scored, the defender is not thrown.

Modifiers: cost none, speed -1, damage +4, move: One

BACK ROLL THROW, WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: First the fighter must learn Throw {grab 1}, then he may learn Weapon Back Roll Throw {proper weapon technique 2, kick 1, athletics 1, throw}

Power Points: staff 1, spear 2

Description: The fighter grabs the victim, using leverage from his weapon, and rolls over, throwing the victim behind him

System: The victim can be thrown a number of hexes equal to the attacker's strength + kick technique. The damage is scored when the defender hits the ground. If damage is scored, the victim suffers a Knockdown. if no damage is scored, the defender is not thrown.

Modifiers: cost none, speed -1, damage +4, move: One

BACK SNAPPER

(New Maneuver)

Grab maneuver

To Learn: Grab 4

Power Points: Any 3

Description: Once the victim is on the ground, face down, the fighter places his knee on the arch of his victim's back, then takes his feet in one arm and his chest in the other. Pulling his arms up, the fighter snaps the opponents back, or at least causes incredible pain.

System: The attack is a normal Grab Maneuver. use the modifiers below. The victim must be Knocked Down before the attack begins.

Modifiers: cost: None, speed -3, damage +5, move; One

BACKFLIP*

(sos 28) *A series of back-handsprings that makes up an incredibly defensive maneuver*

Athletics Maneuver

To learn: {athletics 3}

Power Points: capoeira, spanish ninjitsu, jeet kune do 2, wu shu 3, any 4

System: The fighter moves in a straight line away from his opponent. He cannot be harmed while performing this maneuver, but still may be harmed before and after the maneuver is made.

Modifiers: cost: 1 willpower, speed +3, damage: none, move

+2

Training Notes:

Some fighters continue on to learn Tumbling Attack {athletics 3, backflip}

BACKFLIP KICK *

(sf 111) *The fighter attacks and then leaps away*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: capoeira, wu shu, spanish ninjitsu, ninjitsu, jeet kune do 2, kung fu, special forces, majestic crow kung fu, lua 3, any 4

System: normal attack, then fighter jumps two hexes backwards. This move is NOT an aerial maneuver.

Modifiers: cost: none, speed +0, damage +2, move: two (backwards)

Training Notes:

If the fighter also learns Jump {athletics 1}, he may choose to learn Forward Backflip Kick {kick 3, athletics 3, backflip kick, jump}

BACKFLIP STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 2, athletics 2}

Power Points: any (except archery, thrown weapons, and garrote) 3

Description: The fighter attacks and then leaps away

System: normal attack, then fighter jumps two hexes backwards. This move is NOT an aerial maneuver.

Modifiers: cost: none, speed +0, damage +2, move: two (backwards)

Training Notes:

If the fighter also learns Jump {athletics 1}, he may choose to learn Forward Backflip Strike {proper weapon technique 3, athletics 3, backflip strike, jump}

BALANCE

(pg 91) *The character maintains perfect balance by using Chi energies*

Focus Maneuver

To learn: {focus 4}

Power Points: ninjitsu, wu shu, tai chi chaun 2, kabaddi, kung fu, baraquah, lua, silat 3, shotokan karate, capoeira 4

System: The character does not need to play this maneuver, it simply adds +1 move to all aerial maneuvers played.

Modifiers: see above, no cost

BEAR HUG *

(sf 118) *The fighter grabs his opponent and crushes him to his chest. and crushes, and crushes...*

Grab Maneuver

To Learn: {grab 2}

Power Points: native american wrestling, sanbo, sumo, pankration, wrestling 1, animal hybrid 2, any 3

System: The bear Hug is a Sustained Hold

Modifiers: cost: none, speed -1, damage +3, move: One

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BEAST ROLL

(sf 122) *The fighter springs backward then forward in a superhuman rolling attack*

Athletics Maneuver

To Learn: First the fighter must learn Jump {athletics 1}, Rolling Attack {athletics 3}, then Vertical Rolling Attack {athletics 3, jump}. Then the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}

Power Points: capoeira 3

System: the beast roll is an aerial maneuver that can be used like a Jump to dodge projectiles. The fighter begins by traveling in a straight hex-line backward using the -2 move modifier. The backward roll can be used to attack an opponent. Then the fighter rolls forward for another attack using the +2 move modifier. Both attacks must enter the target's hex. Finally, the fighter bounces off the second target to end the move two hexes in front of that target.

Modifiers: cost: 1 willpower, speed +0, damage +3, move -2/+2

BICYCLE KICK *

(New Maneuver)

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: any 4

Description: The fighter flies, hitting his opponent in a series of kicks that happen in a bicycle-like motion

System: A bicycle kick must travel in a straight line in any direction. When an opponent is encountered, the fighter does not stop but pushes her opponent back one hex. For each hex an opponent is pushed back, the opponent suffers one attack using the modifiers below.

The fighter may end his turn in any hex he likes along his line of travel.

Modifiers: cost: 1 willpower, speed +0, damage +1 (per hex), move +4

BLIND

(sos 50) The practitioner causes blindness in all nearby opponents

Focus Maneuver

To Learn: {focus 3}

Power Points: Ler Drit, Kabaddi 5

System: The monk can inflict blindness on any victim within the monk's Wits + Focus. The monk must defeat the opponent in a resisted roll of the monk's Intelligence + Focus versus the victim's Stamina + Mysteries. If successful, the victim is completely blinded as a veil of darkness shuts off his sight.

The Power acts just like a sustained hold. The victim gets a resisted roll of intelligence vs. intelligence to break free of the monk's power each turn.

Modifiers: cost: 1 Chi, speed +0, damage: none, move: none

BOOMERANG WEAPON

Weapon Maneuver

To learn: Proper Weapon Technique 5, Focus 4

Power Points: Any Hand or Thrown Weapon 4, free to Boomerang

Description: Once a character has trained with his weapon for a very long time, he begins to build a bond with that weapon. Those who are also highly powerful sometimes develop another power as well. The fighter throws his weapon at his opponent, and uses this powerful bond to cause

the weapon to attack and return to its master! Highly proficient fighters can make weapon attacks from a distance, even with their swords or staves.

System: The character can throw his weapon as far as his Proper Weapon Technique in hexes. The weapon must enter the victim's hex to attack the character. The weapon makes a normal attack with all normal modifiers, except the weapon uses the character's Focus in place of his Strength for damage purposes. The weapon then returns to the character within the same turn. The attack may be any Basic Weapon Maneuver, at -1 to its normal speed. The character may move a maximum of three hexes while performing this maneuver, or the move of the normal attack, whichever is lower.

Modifiers: Cost: 1 Chi, speed: -1(see above), damage: see above, move: see above

BOOT TO THE HEAD*

Kick Maneuver

To learn: Kick 3

Power Points: Any 2

Description: The fighter leaps off the ground, straight up, and slams a heel to the victim's forehead.

System: The fighter makes a normal attack with the modifiers below. If damaged, the victim suffers a Knockdown.

Modifiers: Cost: none, speed -2, damage +2, move: None

BOSHI - KEN/THUMB DRIVE

(pg 83) *The fighter uses his thumb to attack nerve clusters*

Punch Maneuver

To Learn: First, the fighter learns Shikan-Ken {punch 2}, then he moves on to Boshi-Ken {punch 3, shikan-ken}

Power Points: ninjitsu 2

System: an opponent struck with this maneuver will suffer numbness in the following turn. If any damage is inflicted, the opponent suffers a -1 to move during the next round.

Modifiers: cost: none, speed -1, damage +2, move +0

BUFFALO PUNCH *

(sf 106) *The fighter brings both hands into one big fist, above his head and swings down*

Punch Maneuver

To Learn: {punch 2}

Power Points: native american wrestling, pankration 1, any 2

System: Use the following modifiers

Modifiers: Cost: none, Speed -2, Damage +5, Move: One

BRAIN CRACKER *

(sf 119) *The fighter grabs a victims face or head, pulls down, and starts pummeling*

Grab Maneuver

To Learn: {grab 2, punch 1}

Power Points: kabaddi, native american wrestling, sanbo, western kickboxing, thai kickboxing, boxing, pankration, wrestling 1, any 2

System: This is a sustained hold that uses the fighter's punch technique to calculate damage scored.

Modifiers: cost: none, speed +0, damage +2, move: One

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BREAKFALL*

(con 114) *Simulates training on how to fall or be thrown and suffer the least amount of damage*

Athletics Maneuver

To learn: {athletics 1}

Power Points: jui jitsu (free), aikido, capoeira, pankration, wrestling, baraquah, tai chi chaun 1, any 2

System: Whenever the character takes damage from a fall (the source of the damage is the fall), the character rolls dexterity + athletics and reduces the damage by that amount. This action is automatic and does not have to be played as an action.

Modifiers: see above, no cost

CAN OF WHOOP ASS

(New Maneuver)

Focus Maneuver

To Learn: {Focus 4, Psychokenetic Channeling}

Power Points: Any 4

Description: The fighter can harness his Chi and focus it into devastating attacks. Some fighters go "into the zone", others get really mad, some seek out a series of weak points in a massive attack order, etc, but the result is always the same - a series of powerful moves.

System: When a character "opens the can", he must spend 4 Chi and wait a full round, not blocking or moving or taking any action, as he "powers up". The character then has opened the can, and gains bonuses for the next 4 turns.

During the next 4 turns following the "power up" turn, the character may make any Basic or Special Maneuver with a +2 damage bonus. If the Maneuver is capable of multiple hits, then these hits are made with a +1 damage modifier, not the normal +2. Of course, the character must pay any Chi or Willpower points normally required for any special Maneuvers he wishes to play while his Can is open.

Furthermore, the character is at +2 Soak while the Can is open, and if all damage is negated by his soak, his opponent does not get to roll the one die normally gained regardless of Soak (see pg. 136, damage, Street Fighter: The Storytelling Game).

Should the character be Dizzied during the time the Can is open, he loses all benefits from the Can and the effects of it come to an end. The character still loses all Chi he has spent to open the Can.

Modifiers: cost: 4 Chi, speed: +0 (when opening the can), damage: see above, move: none (when opening the can)

CANNON DRILL

(sf 123) *The fighter's body twists and spins as he flies toward his opponet and strikes*

Athletics Maneuver

To learn: {athletics 5} Note that while this maneuver requires no other maneuvers, it is difficult to learn.

Power Points: special forces 4, kabaddi, wu shu, majestic crow kung fu 5

System: the cannon drill is NOT an aerial maneuver

Modifiers: cost 1 willpower, speed 2, damage +2, move +2

CARTWHEEL KICK*

(pg 85) *The fighter rolls in a series of cartwheels, striking with feet and fists over and over*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: caporia, ninjitsu, wu shu 2, any 3

System: A cartwheel kick must travel in a straight line in any direction. When an opponent is encountered, the fighter does not stop but pushes her opponent back one hex. For each hex an opponent is pushed back, the opponent suffers one attack using the modifiers below.

The fighter may end his turn in any hex he likes along his line of travel.

Modifiers: cost: 1 willpower, speed +0, damage +1 (per hex), move +4

CAT STANCE*

(New Maneuver)

Athletics Maneuver

To Learn: {athletics 1, kick 1}

Power Points: Any 2

Description: The fighter prepares to strike with a kick

System: The Neko-Ashi-Dachi, or Cat Stance, was developed in Okinawa, and is used mostly by Okinawan styles and a few styles in China. Almost all balance is shifted to the back leg as the slightly raised front leg comes perpendicular to the left foot. The result is that the leg is ready to strike almost instantaneously.

It takes a full turn to enter the Cat Stance, during which time the Cat Stance is ruined if the character is damaged, moved, knocked back or knocked down. The next turn character may perform any Basic Kick Maneuver with a +3 speed modifier, but the Move of the maneuver is reduced to One. Needless to say, some fighters have made this the first Maneuver in a deadly combination of strikes.

Modifiers: Cost: none, speed -1 when taking the stance; +3 when making the kick damage: see above, damage: see above, move: none when taking the stance, One when making the kick

CHI KUNG HEALING

(sf 126) *The practitioner uses mystical energy to heal*

Focus Maneuver

To learn: {focus 4}

Power Points: tai chi chaun 2, kabaddi, kung fu, aikido, lua, silat 3, native american wrestling, shotokan karate, wu shu, thai kickboxing, majestic crow kung fu, baraquah, jeet kune do, ju jitsu 4

System: A character who uses Chi Kung Healing in the midst of combat must enter the same hex as her patient and then execute the healing process. Like the regeneration special maneuver, the healer can restore one lost health level per point of chi the healer spends. The healer can spend Chi points up to her Focus rating per turn of healing.

Modifiers: cost: see description above, speed -1, damage: none, move -1

Training Notes:

If it is part of thier style, some practitioners of Chi Kung Healing later go on to study Dim Mak, the punching maneuver {Chi Kung Healing {focus 4}, then Dim Mak {punch 4}}

If it is part of thier style, some practitioners of Chi Kung Healing later go on to study Chi Push {focus 4, Chi ung Healing}

CHI PUSH

(con 115) *The practitioner uses Chi energy to move or damage an object*

Focus Maneuver

To learn: First, the practitioner must learn Chi Kung Healing {focus 4}. then he may learn Chi Push {focus 4, Chi ung Healing}

Power Points: baraquah (called baraquah push), kabaddi, kung fu, lua, native american wrestling, silat, tai chi chaun 5
System: the basic damage done by the maneuver is the user's Wits + Focus + 3, +1 for each extra point of Chi the practitioner spends beyond the first. The practitioner must choose what to do with thier dice pool: the maneuver's damage may be reduced by one point to throw the target back by one hex. The maneuver may also be done without touching the target: each hex between the target and the practitioner subtracts two damage dice. Chi push has no effect on someone using the San He maneuver. Furthermore, the target may add dice to thier soak roll by spending 2 Chi per one Die.

Modifiers: Cost: 1 chi (see above), speed -3, damage wits + focus + 3 (+ special), move: none

CHOKO THROW*

(sos 27) *The fighter catches an ariel or normal opponent by the throat and hurls him to the ground*

Grab Maneuver

To Learn: First, the fighter learns Jump {athletics 1}, then Choke Throw {grab 2, athletics 2, jump}

Power Points: spanish ninjitsu 1, lua, pankration 2, any 3
System: This maneuver can interrupt a airborne opponent, and can attack a standing character as well. Damage indicates a knockdown. Both the fighters end the turn in the same hex where this attack was made.

Modifiers: cost: None, speed -1, damage +2, move +0

CLAWS, SUPERIOR

(New Maneuver)

Focus Maneuver

To learn: Focus 1

Power Points: Any 4

Description: Some fighters have claws, then there are the fighter's who have *claws*. These fighters are usually mutants, supernatural creatures or some other bizzare type of character who possess extremely large and powerful cutting weapons that are part of thier own body, but sometimes as long as knives or swords.

System: This power gives the character the Basic Claw attacks, but each attack has a +2 damage modifier.

Modifiers: Cost: none, Speed: as basic Attacks, damage +2 to Basic Claw Attacks, move: as basic Claw Maneuver

CLIMB AND SLAM

Grab maneuver

To learn: Grab 2, Athletics 4

Power Points: Any 1

Description: This incredible maneuver allows the fighter to run up the victim's body, soar through the air, and slam back down on top of the victim.

System: This is a normal grab maneuver, but if the victim receives damage, he is Knocked Down. The fighter must enter the victim's hex to execute this Maneuver.

Modifiers: Cost: none, Speed: -1, damage +2, move; One

CLONE

(New maneuver)

Focus Maneuver

To Learn: Focus 5

Power Points: Special background only. Storyteller's decision on what special backgrounds can learn this maneuver (Mutant is probably the only one most storyteller's will allow, perhaps Plant Hybrid). Whatever the Background, the Power Point cost is 5.

Description: The character can make copies of himself that will do battle with him.

System: A number of clones will appear that have the same statistics as the fighter who summoned them, but the maximum thier Techniques may be is 2. they have no Special Maneuvers, and may only use Basic Maneuvers. They are considered to have temporary Chi and Willpower scores of 0. The health of the clones is 1/2 of the summoner's, rounded up.

The clones will have whatever weapons and equipment the original possesses. They will last as many turns as the summoner spends in Chi. A number of clones will appear equal to one per 2 Chi spent. When the time expires, the clones disappear. If the character is Dizzied, the clones disappear.

It takes a full turn to summon the clones, and they appear at the end of that turn. they appear anywhere the summoner likes within his line of sight and within a number of hexes equal to the summoner's Focus. While summoning the clones, the summoner may not take any action, including Blocking. However, even if the summoner is struck, the clones will appear, unless, of course, the summoner was dizzied.

Example: Copycat spends 4 Chi. He remains still, and at the end of the turn, 2 clones appear. They will remain for 4 turns. Although Copycat has a 3 rating in all his Techniques (except his Grab, which is a 1), His clones all have techniques of 2 (and a grab of 1). Copycat has a Health of 11, so his clones have a Health of 6. He could make them appear up to 5 hexes away (equal to his focus), but he makes them appear beside him. On the next turn, the four-turn countdown will begin, and he and his new "friends" may attack.

Modifiers: Cost: 2 Chi per clone, Speed: -2

COBRA CHARM *

(sf 127) *The fighter exerts a hypnotic trance on a victim*

Focus Maneuver

To Learn: {focus 2}

Power Points: kabaddi 2, ler drit, aniaml hybrid 3, any 4

System: The martial artist using Cobra Charm must be close enough to his victim to gaze into her eyes, establishing the hypnotic contact. he must be within three hexes of his opponent. Once eye contact is established, the charmer makes a Wits + mysteries resisted roll against the victim. if the charmer wins, the spell is established; otherwise, there is no effect. Once the cobra charm has begun, it works similarly to a sustained hold for grappling, except that between each turn the victim and the charmer compare intelligence rolls to see if the hypnotic hold is broken. if the victim is ever hurt, the charm is broken.

While hypnotized, the victim wll do nothing except follow very basic commands given by the hypnotist such as lying down, moving, etc. the hypnotist can employ only the Move maneuver while maintaining the hypnotic hold, because he must concentrate on his subject. if the charmer and the victim are ever seperated by more than three hexes the charm is broken.

Modifiers: cost: 1 chi, speed -1, damage: none, move -1

DASHING PUNCH

(sf 166) *The fighter runs up to an opponent and punches him quickly and powerfully*

Punch Maneuver

To Learn: {punch 4, athletics 1}. Then the fighter may move on to learn Dashing Uppercut {punch 4, athletics 1, dashing punch}

Power Points: boxing, savate 4, western kickboxing 5

System: use the following modifiers

Modifiers: cost: 1 willpower, speed +0, damage +4, move +2

DASHING UPPERCUT

(sf 166) *The fighter dashes across to his opponent and delivers a powerful uppercut*

Punch Maneuver

To Learn: First, the fighter learns Dashing Punch {punch 4, athletics 1}. Then the fighter may move on to learn Dashing Uppercut {punch 4, athletics 1, dashing punch}

Power Points: boxing 1, western kickboxing, savate 2

System: The dashing uppercut can strike aerial opponents. if it strikes an aerial opponent, it will cause a knockdown if damage is scored.

Modifiers: cost: 1 willpower, speed; +0, damage +4, move +2

DASHING STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 4, athletics 1}. Then the fighter may move on to learn Dashing Upper Strike {proper weapon technique 4, athletics 1, dashing strike}

Description: The fighter runs up to an opponent and strikes him quickly and powerfully

Power Points: paired swords, sword, knife, club, spear, flail, rapier, staff, axe 2

System: use the following modifiers

Modifiers: cost: 1 willpower, speed +0, damage +4, move +2

DASHING UPPER STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: First, the fighter learns Dashing Strike {proper weapon technique 4, athletics 1}. Then the fighter may move on to learn Dashing Upper Strike {proper weapon technique 4, athletics 1, dashing strike}

Power Points: paired swords, sword, knife, club, spear, flail, rapier, staff, axe 2

Description: The fighter dashes across to his opponent and delivers a powerful upper-motion strike with his weapon

System: The dashing Upper Strike can strike aerial opponents. if it strikes an aerial opponent, it will cause a knockdown if damage is scored.

Modifiers: cost: 1 willpower, speed; +0, damage +4, move +2

DEATH'S VISAGE

(pg 92) *The fighter causes fear within an opponent*

Focus Maneuver

To Learn: {focus 3}

Power Points: ninjitsu 3

System: All within the sight of the fighter must make a resisted Willpower roll against the fighter's Manipulation + Focus or get as far away from the fighter as possible. This is considered a sustained hold, and only ends when a successful roll has been made or three turns have passed.

Modifiers; Cost: 1 chi, speed +1, damage: none, move: none

DEFLECTING PUNCH*

(sf 115) *The fighter deflects an attacker's punch with his own punching attack*

Block Maneuver

To Learn: Punch Defense {block 2}, then Deflecting Punch {block 3, punch 1}

Power Points: kung fu, western kickboxing, boxing, savate, ninjitsu, aikido, baraquah, jeet kune do, ju jitsu, tai chi chaun, silat 1, any 2

System: To use this maneuver effectively the fighter must interrupt a Punch maneuver. The fighter gains full Blocking Soak vs. the incoming punch, which is made first. The user of this maneuver then lands his counterpunch unless he was dizzied, knocked back, or knocked down. If the opponent uses any other maneuver besides a Punch maneuver, the fighter does not receive his Block technique to his Soak total. The fighter uses his Punch Technique, of course, to calculate damage for this maneuver.

Modifiers: Cost: none, speed+2, damage +0, move: none

DEFLECTING STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: Weapon Defense {block 2 or proper weapon technique 2}, then Deflecting Strike {block 3, proper weapon technique 1}

Power Points: paired swords, sword, knife (requires a weapon technique of 5), club, spear, rapier, staff, axe 2

Description: The fighter deflects an attacker's weapon attack with his own weapon attack

System: To use this maneuver effectively the fighter must interrupt a Weapon maneuver. The fighter gains full Parrying Soak vs. the incoming weapon, which is made first. The user of this maneuver then lands his counterattack unless he was dizzied, knocked back, or knocked down. If the opponent uses any other maneuver besides a weapon maneuver, the fighter does not receive his Weapon technique to his Soak total. The fighter uses his weapon Technique, of course, to calculate damage for this maneuver.

Modifiers: Cost: none, speed+2, damage +0, move: none

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DIM MAK

(sf 107) *The practitioner can disrupt the flow of Chi, causing damage, disease and other misery*

Punch Maneuver

To Learn: Chi Kung Healing {focus 4}, then Dim Mak {punch 4}

Power Points: kung fu, aikido, lua, tai chi chaun, silat 4, majestic crow kung fu 5

System: Normal damage, part or all of which may be delayed. In addition, a physical attribute may be lowered by one point per successful strike (to a minimum of 1 for each attribute).

Modifiers: Cost: 1 chi, Speed +0, Damage +0, Move +0

DISENGAGE*

(pg 86) *Enables the fighter to extract himself from an opponent's grip*

Grab Maneuver

To Learn: {grab 2, athletics 2}

Power Points: ninjitsu 1, native american wrestling, sanbo, spanish ninjitsu, lua, pankration, wrestling 2, tai chi chaun 3, any 4

System: A fighter may play this move during any turn he is in a sustained hold. When played, the captive fighter rolls a second time to try to escape from his captor. However, for the second roll the fighter rolls his dexterity versus his opponent's strength. If he escapes and has any move left, he may continue moving away from his opponent.

Modifiers: cost; none, speed +1, damage: none, move -2

DISLOCATE LIMB

(pg 87) *The fighter pulls an arm out of its socket*

Grab Maneuver

To Learn: {grab 3, kick 2, athletics 1}

Power Points: Caporeia, ninjitsu, baraquah, lua, pankration 2, kabaddi, sanbo, native american wrestling, special forces, ju jitsu, tai chi chaun 3

System: the turn after the fighter's arm has been dislocated, he suffers a -3 speed penalty. This is because he is forced to pop is arm back into its correct position. Any punches made during this turn (the turn with the -3 speed) suffer a -2 damage modifier as well.

The victim may choose not to re-locate his arm. However, he may only throw kicks until he does.

Modifiers: cost: none, speed -1, damage +1, move +1

DISPLACEMENT

(pg 88) *A quick sidestep, allowing a dodge, followed by a quick jab*

Athletics Maneuver

To Learn: First, the fighter learns Esquives {athletics 2, block 1}. He may then continue on to learn Displacement {block 2, athletics 2, punch 1, esquives}

Power Points: savate 2, spanish ninjitsu 3, wu shu 4

System: this maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his adversary. When the opponent begins his attack, the fighter must have enough speed to interrupt the attack; otherwise, the displacement is ineffective. The fighter executing the displacement may then travel up to her full Move to the right or left of the opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any move left. This maneuver may be used to avoid projectiles, although

a contested roll must still be made. The street fighter's punch technique is used to determine the damage for the attack.

Modifiers: cost: 1 willpower, speed +2, damage -1, move +1

DIVING HAWK

(sf 123) *The fighter leaps high into the air and comes crashing down in a full body collision*

Athletics Maneuver

To Learn: First the fighter must learn Jump {athletics 1}.

Then he is ready to learn Diving Hawk {athletics 3, focus 1, jump}

Power Points: native american wrestling, spanish ninjitsu 4

System: The diving Hawk is an aerial maneuver. It starts as a vertical jump (and can be used to dodge projectiles). The fighter subsequently uses her move to enter her opponent's hex and deal damage.

Modifiers: cost; 1 willpower, speed +0, damage +5, move +2

DODGE

(New Maneuver)

Athletics Maneuver

To Learn: {Athletics 1}

Power Points: Any 1

Description: The fighter has learned to dive very quickly toward the ground. Some fighters jump to all fours and then back up again, some bend at the knees, some lean back. The quick movement is timed with the opponent's attack to avoid the strike.

System: The fighter adds his Athletics Technique to his Stamina to determine soak. His next action is at -2 speed, and may not be an aerial maneuver. This maneuver will not avoid projectile attacks. This maneuver is effective against grabs as well, but a grab maneuver is at a difficulty bonus of -1 on an attack (since the standard difficulty is 6, this usually means the grabbing attack is made at difficulty 5).

Modifiers: cost: none, speed +4 (-2 next turn), damage: none, move: none

DOUBLE DREAD KICK

(sf 111) *A quick attack followed by a spinning, powerful attack*

Kick Maneuver

To learn: Double Hit Kick {kick 2}, then Double Dread Kick {kick 3}

Power Points: western kickboxing, thai kickboxing, majestic crow kung fu 3, kung fu, shotokan karate, special forces, lerdrit 4

System: The fighter attacks once with +1 to damage, and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance.

Modifiers: Cost: 1 willpower, Speed -2, damage: see above, move +1

DOUBLE DREAD STRIKE

(New Maneuver)

Weapon Maneuver

To learn: Double Hit Strike {proper weapon technique 2}, then Double Dread Strike {proper weapon technique 3}

Power Points: paired swords 1, sword, knife, club, thrown weapons, chain/whip, spear, flail, rapier, staff, axe, nunkaku 4

Description: A quick attack followed by a spinning, powerful attack

System: The fighter attacks once with +1 to damage, and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance.

Modifiers: Cost: 1 willpower, Speed -2, damage: see above, move +1

DOUBLE HIT KICK *

(sf 112) *The fighter attacks twice, once high and once low*

Kick Maneuver

To learn: {kick 2}. Some fighters continue on to learn Double Dread Kick {kick 3}, or Lightning Leg {kick 4}, or Stepping front Kick {kick 4}

Power Points: kung fu, sanbo, sumo, western kickboxing, wu shu, thai kickboxing, majestic crow kung fu, savate, ninjitsu, silat 1, any 2

System: The fighter makes two damage tests. Crouching or aerial opponents will only be struck once.

Modifiers: cost: none, speed -2, damage +1, move -1

Training Notes:

Some fighters continue on to learn Reverse Frontal Kick {kick 3, double hit kick}

Some fighters continue on to learn Double Dread Kick {kick 3}

Some fighters continue on to learn Lightning Leg {kick 4}

Some fighters continue on to learn Stepping front Kick {kick 4}

DOUBLE HIT STRIKE

(New Maneuver)

Weapon Maneuver

To learn: {proper weapon technique 2}. Some fighters continue on to learn Double Dread Strike {proper weapon technique 3}, or Lightning Strike {proper weapon technique 4}

Power Points: paired swords 1, sword, knife, club, thrown weapons, chain/whip, spear, flail, rapier, staff, axe, nunkaku 2

Description: The fighter attacks twice, once high and once low

System: The fighter makes two damage tests. Crouching or aerial opponents will only be struck once.

Modifiers: cost: none, speed -2, damage +1, move -1

Training Notes:

Some fighters continue on to learn Double Dread Strike {kick 3}

Some fighters continue on to learn Lightning Strike {proper weapon technique 4}

DOUBLE HIT KNEE *

(sf 112) *The fighter smashes his knee into his opponent's stomach, and continues up to the chin*

Kick Maneuver

To learn: {kick 2}

Power Points: capoeira, thai kickboxing, ninjitsu, lua, pankration 1, any 2

System: The maneuver scores two damage tests.

Modifiers: Cost; none, speed +0, damage +0, move -2

DRAGON KICK

(sf 112) *The fighter calls upon mystical forces to attack with a leg that flames with Chi energy*

Kick Maneuver

To Learn: Jump {athletics 1}, then Dragon Kick {kick 5, focus 4}

Power Points: kung fu 5, silat 5

System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Kick cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

Modifiers: cost: 1 chi, 1 willpower, speed -1, damage +6, move -2

DRAGON PUNCH

(sf 107) *The fighter leaps into the air with the most powerful punch known*

Punch Maneuver

To Learn: Power Uppercut {punch 1} and Jump {athletics 1} must be learned first, but not necessarily in that order, then Dragon Punch {punch 4}. Fighter that learn this maneuver sometimes continue to Flaming Dragon Punch, if part of their style.

Power Points: shotokan karate 4, kung fu, thai kickboxing (called the Tiger Uppercut), majestic crow kung fu, jeet kune do, silat 5

System: This is an aerial maneuver. Opponents performing aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Punch cannot be used against the opponent that fired the projectile.

Modifiers: Cost: 1 Willpower, Speed +0, Damage +6, Move -2

DRAGON SWORD

(New Maneuver)

Weapon Maneuver

To Learn: Jump {athletics 1}, then Dragon Weapon Strike {proper weapon technique 5, focus 4}

Power Points: sword 5

Description: The fighter calls upon mystical forces to attack with a weapon that flames with Chi energy

System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Weapon Strike cannot be used against the opponent that fired the

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projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

Modifiers: cost: 1 chi, 1 willpower, speed -1, damage +6, move -2

DRAGON'S TAIL

(pg 89) *The fighter uses his entire body, crouching down and spinning into a tail strike*

Athletics Maneuver

To Learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike* {athletics 3}, and may move on to Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump} (*). After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}

Power points: animal hybrid 3

System: the target suffers a Knockdown if airborne; otherwise a grounded target will be pushed back one hex if damaged by this maneuver. use the animal hybrid (or similar strange background) in place of Grab for purposes of calculating damage.

Modifiers: cost; none, speed -1, damage +5, move -2

DRAIN

(pg 92) *The fighter forces the water from the victim's body*

Focus Maneuver

To learn: {focus 2, elemental 2}

Power Points: elemental (water) 3

System: This is a projectile attack similar to Fireball, and can be dodged, even though there is no outward sign of a projectile. Characters who make a successful Perception + Mysteries roll will notice the projectile.

A target struck will suffer one level of health damage and a -1 speed and move penalty the following round. The target cannot soak the point of damage.

Modifiers: cost: 1 chi, speed -1, damage; see above, move -1

DRENCH

(pg 92) *The fighter creates a huge watery fist that strikes at the victim*

Focus Maneuver

To Learn: First, the elemental must learn Drench {punch 1, focus 1, elemental 2}. he may then move on to Envelop {focus 2, grab 2, elemental 3, drench}

Power Points: elemental (water) 2

System: The range of the Drench equals the fighter's Intelligence + Focus. Although this is a Focus-based maneuver, the damage is calculated using the fighter's Punch Technique.

Modifiers: Cost: 1 chi, speed +1, damage +2, move: -2

DRUNKEN MONKEY ROLL

(sf 123) *An evasive maneuver used to avoid attack*

Athletics Maneuver

To Learn: {athletics 2}

Power Points: kung fu, jeet kune do 1, capoeira, wu shu, majestic crow kung fu, ninjitsu, animal hybrid, akidjo, silat 2

System: This is a good all-purpose evasive technique. It counts as a crouching maneuver because it stays low to the ground. It can also be used to interrupt and evade projectile attacks as a Jump.

Modifiers: cost; none, speed +3, damage: none, move +2

DUCKING FERCE *

(sos 27) *The fighter crouches low and delivers a powerful punch to the midsection*

Punch Maneuver

To Learn: {punch 2}

Power Points: ler drit, pankration 1, any 2

System: This is a fierce attack, and a crouching maneuver

Modifiers: cost: none, speed -1, damage +4, move: zero

EAR POP *

(sf 108) *The fighter cups his hands and slaps the sides of his opponents head, causing ear damage*

Punch Maneuver

To Learn: {punch 2}

Power Points: native american wrestling, sanbo, sumo, spanish ninjitsu, ninjitsu, baraquah, jeet kune do, ju jitsu, pankration, wrestling 2, any 3

System: This maneuver ignores the opponents Stamina for Soak purposes. Any fighter that uses it loses one honor point.

Modifiers: Cost: none, Speed -1, Damage -4, Move -1

ELBOW SMASH *

(sos 27) *The fighter delivers a powerful elbow smash to a nearby opponent*

Punch Maneuver

To Learn: {punch 1}

Power Points: thai kickboxing 1, any 2

System: use the following modifiers

Modifiers: cost: none, speed +2, damage +2, move: One

ELECTRIC WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 1, focus 3}

Power Points: any weapon 3

Discription: The fighter's weapon blazes with electricity for a brief moment, adding damage to an attack

System: Add the damage modifier below to any basic weapon maneuver, or the basic attack for other weapons such as an arrow or the garrote when a Neck Choke is used. It will not affect other special attacks, such as the Flying Neck Choke (for example). The player must select a basic Weapon maneuver and play the Flaming Weapon with it. The flaming weapon only affects damage, not speed or move.

Modifiers: cost: 1 chi, speed: see above, damage +3, move: see above

ELEMENTAL SKIN

(pg 93) *The fighter can transform his body for a short time into an elemental form*

Focus Maneuver

To Learn: {focus 2, elemental 4}

Power Points: elemental (all) 5

System: The following modifiers apply to combat against elements of the different types. The effects last for a number of turns equal to the fighter's Focus.

Fire

Anyone who attacks the fighter in this form may be damaged (similar to Maka Wara). The elemental uses his Focus Technique to determine damage. The attacker's stamina applies for defense in the regular fashion. All punching, grabbing, or kicking attacks by the elemental have an additional +1 damage modifier.

Water

Any attack that successfully damages the elemental in this form subtracts one success from the damage done.

Air

All aerial maneuvers made against the elemental in this form suffer a -2 penalty to damage, and all projectile attacks cause one level less in damage.

Earth

All punching or kicking attacks aimed at the elemental suffer a -2 penalty on the attacks damage modifier. When in this form the elemental cannot be the victim of a Knockdown, nor be thrown.

Ice

Use the same modifiers as Earth. Ice Blast and Ground Ice will have no effect on the character (or other cold-based attacks). Fire-based attacks, like Fireball and Yoga Flame, receive a -1 Difficulty bonus to attack.

Electricity

In this form, the character is considered to be using Maka Wara. All attacks aimed at the character cause a maximum of 1 point of damage! However, the cost for this maneuver is equal to 1 Chi per turn.

Metal

Use Earth modifiers.

Modifiers: Cost: 1 chi (special for Electricity), 1 willpower, speed -2, damage: varies (see above), move: none

ELEMENTAL STRIDE

(pg 93) *The elemental disappears into his element and reappears elsewhere in the same element*

Focus Maneuver

To Learn: {focus 2, elemental 5} Although it requires no other maneuvers, this maneuver is difficult to master.

Power Points: elemental (all) 4

System: This power has no range limit in regard to hex maps for combat. Outside of combat, the elemental can travel in his element at a rate of Stamina + Focus, in miles per hour.

Modifiers: 1 chi (outside of combat 1 chi per hour traveled), speed +1, damage: none, Move: see above

ENERGY ABSORPTION

(New Maneuver)

Focus Maneuver

To Learn: Focus 4

Power Points: Any 4

Description: The character can absorb energy aimed at him, and add this energy to his own power.

System: The fighter can absorb attacks composed of energy (fireballs, energy blasts, Lightning, etc). The attack must be a projectile (Shock treatment cannot be absorbed, for example, because touch is involved). The fighter adds his Focus+1 to his Soak when determining damage caused by the energy attack. If his soak negates all damage, the victim does not get to roll the one die of damage normally allowed.

If the character absorbs more than 3 points of damage from any attack, he may add +1 Chi to his Temporary Chi score, to a maximum of his normal Chi total.

Modifiers: Cost: 1 Willpower, speed +4, damage: none, Move: none

ENERGY BALL*

(New Maneuver)

Focus Maneuver

To Learn: {focus 3}

Power Points: any 5

Description: The character can launch a ball of energy at a target

System: Energy Ball has a range equal to the attacker's Wits + Focus. the attacker must have line of sight.

Modifiers: Cost: 1 Chi, speed -2, damage +2, move: none

ENERGY REFLECTION*

(sf 117) *The fighter uses mystical power to catch and return energy attacks*

Block Maneuver

To Learn: Missile Reflection {block 4}, then Energy Reflection {block 4, focus 4}

Power Points: tai chi chaun 2, kabaddi, shotokan karate, aikido, baraquah, ju jitsu, lua, silat 3, any 4

System: this power is similar to Missile reflection, except that the fighter can reflect any type of energy attack, such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll. The energy attack may be reflected back to its original source or another target, and causes the same amount of damage it would have against the fighter.

Modifiers: cost: 1 chi, speed +1, damage: none, move: none

ENERGY REFLECTION, WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: Missile Reflection, Weapon {proper weapon technique 4}, then Energy Reflection, Weapon {proper weapon technique 4, focus 4}

Description: The fighter uses mystical power to catch and return energy attacks

Power Points: paired swords, sword, club, staff 3, nunckaku 4

System: this power is similar to Missile Reflection, Weapon, except that the fighter can reflect any type of energy attack,

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such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll. The energy attack may be reflected back to its original source or another target, and causes the same amount of damage it would have against the fighter.

Modifiers: cost: 1 chi, speed +1, damage: none, move: none

ENTRANCING COBRA

(pg 94) *The fighter attempts to confuse the victim with strange mystical powers*

Focus Maneuver

To Learn: {focus 2}

Power Points: ninjitsu 4

System: The fighter must succeed in a contested roll of his Dexterity + Focus vs. the targets Wits + Mysteries. If the attacker wins, treat the target as if he were dizzied.

Modifiers: Cost: 1 chi, speed +2, damage: none, move -1

ENTANGLE

(New Maneuver)

Focus Maneuver

To Learn: Focus 3

Power Points: Any 2

Description: Many fighters have unique ways to capture and hold their opponents from a distance. Some mutants are known to create "power bands" that hold an opponent in place. Plant Hybrids are known to create roots that spring forth from the ground, Undead can create gripping skeletal hands that come from the earth, etc.

System: The fighter may use the Entangle on any victim within a number of hexes equal to his Focus+Wits. the attacker must have line-of-sight. This is a projectile attack and can be dodged by special maneuvers such as Jump, as long as the victim does not land back in the hex the Entangle was created in.

The victim is stuck in place. The victim can attempt to break free in an extended Strength action check at the end of each turn. The victim must accumulate 4 successes to break free. If the victim is struck, the Entangle ends.

Modifiers: Cost: 2 Chi, Speed -2, Damage: none, Move: None

ENTANGLE, WEAPON

(new Maneuver)

Weapon Maneuver

To Learn: Proper Weapon Technique 3

Power Points: Whip/Chain 3

Description: The fighter uses his weapon to hold an opponent in place.

System: The fighter may use the Entangle on any victim within a number of hexes equal to his weapon's reach (usually one hex away). This maneuver can be dodged as a projectile attack by moves such as Jump.

The victim is stuck in place. The victim can attempt to break free in an extended Strength action check at the end of each turn. The victim must accumulate 4 successes to break free. If the victim is struck, the Entangle ends.

During the time the victim is stuck in place, the fighter may not use his weapon. He may continue holding the weapon, but if he does, he must stay in place (no Move). If he does not hold onto the weapon, he is free to move normally, but leaves the weapon, which will fall to the ground in the hex where the entangled character is when he breaks free or is struck.

Modifiers: Cost: none, Speed -2, Damage: None, Move: None

ENVELOP

(pg 94) *The elemental creates two giant hands of water to cover the victim*

Focus Maneuver

To Learn: First, the elemental must learn Drench {punch 1, focus 1, elemental 2}. he may then move on to Envelop {focus 2, grab 2, elemental 3, drench}

Power Points: elemental (water) 3

System: The Envelop acts much like a Grab maneuver. If two fighters are engaged in a sustained hold and are in the same hex, both will be affected. Each round the target must succeed in a stamina test to see if he is dizzied by the lack of oxygen.

The range of the envelop extends a number of hexes equal to the fighter's Focus technique. and requires line of sight.

Envelop is a sustained hold and may be maintained a number of rounds equal to the elemental's Focus Technique. If the line of sight is broken by an obstacle of another fighter, the Envelop is dispelled. Unlike most sustained holds, the target may move and fight normally, except that his speed is at -2.

Modifiers: cost: 1 chi (first round only), speed -2, damage +1 (first round), -1 each following round

ESQUIVES

(pg 89) *The fighter sidesteps out of harm's way*

Athletics Maneuver

To Learn: First, the fighter learns Esquives {athletics 2, block 1}. He may then continue on to learn Displacement {block 2, athletics 2, punch 1, esquives}

Power Points: savate 2, spanish ninjitsu, wu shu 2

System: the fighter must have enough speed to interrupt his attacker. as the opponent attacks, the player using esquives simply moves his counter in any one direction up to two hexes.

Modifiers: cost; none, speed +2, damage: none, move: 2

EXTENDIBLE LIMBS

(sf 127) *The fighter can stretch his limbs to reach or strike from a distance*

Focus Maneuver

To Learn: {focus 4}

Power Points: kabaddi 4, silat 5

System: Fighters who possess this ability can use it at any time without penalty. The power is simply combined with any of the six basic punch or kick maneuvers to give the attack extra range. the character extends his limbs a number of hexes equal to his focus rating.

the only drawback to this maneuver is that the fighter's extended limbs are vulnerable to attack. if any opponent interrupts the fighter's stretching attack with a higher speed attack, the opponent can damage the stretching character by hitting him in any hex in which his limbs extend.

Modifiers: cost: none, see above discription

EYE RAKE *

(pg 87) *The fighter takes his hands and rakes them across his opponents eyes*

Grab Maneuver

To Learn: {grab 1, punch 1}

Power Points: ninjitsu, animal hybrid, lua 1, any 2

System: Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting skill is zero, she is dizzied. A fighter using this maneuver will lose one honor point and if used in a tournament will lose one glory point.

FACE SLAM *

(screen 8) *The fighter picks his victim up by the face and slams the back of his head into the ground*

Grab Maneuver

To Learn: {strength 4, grab 2}

Power Points: native american wrestling, sumo 2, sanbo 3, any 5

System: use the modifiers below. if any damage is scored, the victim suffers a knockdown.

Modifiers: cost: none, speed -1, damage +3, move: One

FEINT PUNCH*

Punch Maneuver (New Maneuver)

To Learn: {punch 1}

Power Points: Any 1

Description: The fighter tricks his opponent into thinking he was going to make another move

System: The character starts to make a punch but delivers another attack instead. First, the character must play this card in conjunction with any of the three basic punch maneuvers. Then, instead of that attack, he switches to any of the basic maneuvers that have a higher speed than the original claimed attack, which was a diversion. Needless to say, this maneuver cannot be played with a Jab Punch as the first (fake) attack.

A Punch Maneuver must be either the first (fake) maneuver or the second (real) maneuver used. The second attack is the actual Maneuver played, and it is played with a -1 speed.

Both fighter make a resisted roll, the attacker using his Dexterity + Punch Technique, and the defender using his Wits + Block Technique. If the attacker loses, he may still attack, but the difficulty of the attack increases to 9. If the attacker wins, the second (real) maneuver ignores blocks for purposes of damage.

Modifiers: Cost: none, speed/damage/move: see above

FEINT WEAPON ATTACK

(New Maneuver)

Weapon Maneuver

To learn: {proper weapon technique 1}

Power Points: any except archery, garrote 2

Description: The fighter tricks his opponent into thinking he was going to make another move

System: The character starts to make a weapon attack but delivers another attack instead. First, the character must play this card in conjunction with any of the basic weapon maneuvers. Then, instead of that attack, he switches to any of the basic maneuvers that have a higher speed than the original claimed attack, which was a diversion. Needless to say, this maneuver cannot be played with a Jab Strike as the first (fake) attack. The second (real) attack may be any basic attack, such as a basic punch or kick.

A Weapon Maneuver must be either the first (fake) maneuver used. The second attack is the actual Maneuver played, and it is played with a -1 speed.

Both fighter make a resisted roll, the attacker using his Dexterity + Punch Technique, and the defender using his Wits + Block Technique. If the attacker loses, he may still attack, but the difficulty of the attack increases to 9. If the attacker wins, the second (real) maneuver ignores blocks for purposes of damage.

Modifiers: Cost: none, speed/damage/move: see above

FIRE STRIKE

(pg 94) *The fighter shoots out a long stream of fire*

Focus Maneuver

To Learn: First, the elemental must learn Flaming Fist {punch 1, focus 1, elemental 2}. he may then move on to Fire Strike {focus 2, elemental 3, flaming fist}

Power Points: elemental (fire) 3

System: The flame extends a number of spaces equal to the Focus of the fighter. The fire must be in a straight line from the fighter and will last the entire round, imilar to a Yoga Flame. All hexes covered are affected.

Modifiers: cost: 1 chi, speed -1, damage +3, move: none

FIREBALL *

(sf 127) *The character can launch a ball of flame at a target*

Focus Maneuver

To Learn: {focus 3}

Power Points: kabaddi, shotokan karate, aikido 3, kung fu, wu shu, majestic crow kung fu, lua, silat, thai kickboxing (called Tiger Fireball) 4, any 5

System: Fireballs have a range equal to the attacker's Wits + Focus. the attacker must have line of sight.

Modifiers: Cost: 1 Chi, speed -2, damage +2, move: none

Training Notes:

Some fighters continue on to learn Repeating Fireball {focus 5, fireball}

Some fighters continue on to learn Yoga Flame {focus 4, fireball}

If combined with Jump {athletics 1}, the fighter may continue on to learn Flying Fireball {focus 4, fireball, jump}

Some fighters continue on to learn Improved Fireball {focus 5, fireball}, and perhaps Inferno Strike {focus 5, improved fireball}

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FIST SWEEP

(sf 166) *A powerful low punch that takes the legs from underneath a fighter*

Punch Maneuver

To Learn: {punch 3}

Power Points: boxing, western kickboxing, pankration 2

System: This is a crouching maneuver that causes a knockdown if damage is scored.

Modifiers: Cost: none, speed -1, damage +3, move -2

FLAMING DRAGON PUNCH

(sf 108) *A Chi boosted Dragon Punch. Causes the fist and any struck by it to ignite*

Punch Maneuver

To Learn: Power Uppercut {punch 1} and Jump {athletics 1} must be learned first, but not necessarily in that order, then Dragon Punch {punch 4}. The fighter may then learn the Flaming Dragon Punch {punch 5, focus 2}

Power Points: shotokan karate, thai kickboxing 4

System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flaming Dragon Punch cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

Modifiers: Cost: 1 chi and 1 will, speed -1, damage +6, mv-2

FLAMING DRAGON SWORD

Weapon Maneuver (New Maneuver)

To Learn: Power Upper Strike {proper weapon technique 1} and Jump {athletics 1} must be learned first, but not necessarily in that order, then Dragon Sword {sword 4}.

The fighter may then learn the Flaming Dragon Sword {sword 5, focus 2}

Discription: A Chi boosted Dragon Sword attack. Causes the sword and any struck by it to ignite

Power Points: sword 5

System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flaming Dragon Punch cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.

Modifiers: Cost: 1 chi and 1 willpower, speed -1, damage +6, move -2

FLAMING FIST

(pg 95) *The fighter's fists blaze with flame for a brief moment, adding damage to an attack*

Focus Maneuver

To Learn: First, the elemental must learn Flaming Fist {punch 1, focus 1, elemental 2}. he may then move on to Fire Strike {focus 2, elemental 3, flaming fist}

Power Points: elemental (fire) 2

System: Add the damage modifier below to any basic Punch maneuver. The player must select a basic Punch maneuver and play the Flaming Fist with it. The flaming fist only affects damage, not speed or move.

Modifiers: cost: 1 chi, speed: see above, damage +3, move: see above

FLASH*

(New Maneuver)

Focus Maneuver

To Learn: Focus 1

Power Points: Any 2

Description: The character can create a burst of light, blinding his opponent.

System: The victim of this maneuver must be within 3 hexes of his opponent. The fighter using the flash must win a contested roll, using his Focus x2 vs. his opponent's Wits+Alertness. If the attacker is successful, the victim is blinded, effectively dizzied, for one turn.

This move is considered to be dishonorable by most fighters.

Modifiers: cost: 1 chi, speed: +0, damage: none, move: None

FLASH KICK *

(sf 112) *The fighter executes a powerful backflip, Chi energy blazing from his foot*

Kick Maneuver

To Learn: {kick 3, athletics 2, focus 2}

Power Points: special forces, majestic crow kung fu 4, any 5

System: The flash kick scores a knockdown against aerial opponents. The flash kick is an aerial maneuver.

Modifiers: cost: 1 chi, 1 willpower, speed -1, damage +7, move: none

FLIGHT

(pg 95) *The practitioner can create gusts of wind that he can ride upon*

Focus Maneuver

To learn: First, the character must master Flight {athletics 1, focus 2, elemental (or other special) background 3}, then he may move on to learn Lightness {athletics 2, focus 3, elemental 3, flight}

Power Points: elemental (air) 2

System: Outside of combat this power allows the character to fly without tiring, at a speed equal to (focus + dexterity) x 10 in miles per hour. He can carry any normal amount of weight he could normally carry.

In combat, the character must stand still for a full action to activate the power. He may block, but not initiate any offensive maneuver. The following turn, the fighter is treated as airborne, and may attack and move normally, using the modifiers below in addition to any others. His move in hexes equals his Stamina. Furthermore, he is only affected by Aerial maneuvers or projectile attacks.

Modifiers: cost: 1 Chi per turn of combat, 1 Chi per hour outside of combat, speed +1, dmgage: none, move = stamina

FLYING BODY SPEAR*

(sf 123) *The fighter leaps into the air, using his body as a spear in the decent*

Athletics Maneuver

To learn: First the fighter must learn Jump {athletics 1}, then Flying Body Spear {athletics 3, jump}

Power Points: kabaddi 2, ler drit, majestic crow kung fu 3, any 4

System: The flying body spear is an aerial maneuver that acts like a Jump, enabling the user to dodge missile attacks. the fighter can then spiral down and smash into any opponent within his move range. The fighter must travel in a straight hex-line and ends the move in the hex in front of the victim.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +1

FLYING FIREBALL

(sf 127) *The fighter has learned to leap up and launch a fireball at an opponent*

Focus Maneuver

To learn: First the fighter must learn Jump {athletics 1} and Fireball {focus 3}. He is then prepared to learn Flying Fireball {focus 4, fireball, jump}

Power Points: shotokan karate, wu shu 2, kabaddi, kung fu, majestic crow kung fu 3

System: The flying fireball is identical to the Fireball power, except that opponents cannot dodge the Flying Fireball with a Jump or similar moves. Line of sight restrictions still apply.

Modifiers: Cost 1 chi, 1 willpower, speed -2, damage +2, move +0

FLYING HEAD BUTT*

(sf 123) *The fighter leaps at an opponent head-first, using his body as a weapon*

Athletics Maneuver

To learn: First the fighter must learn Head Butt {punch 1} and Jump {athletics 1}, in any order. then he is prepared to learn Flying Head Butt {athletics 3, head butt, jump}

Power Points: wrestling, sumo 2, any 3

System: the Flying Head Butt is an aerial maneuver. The fighter must travel in a straight line movement on the hex map.

Modifiers: cost: 1 willpower, speed +0, damage +4, move +3

FLYING HEEL STOMP*

(sf 123) *The fighter jumps, lands heelfirst on his victim's head, and springs to safety*

Athletics Maneuver

To learn: First the fighter learns Jump {athletics 1}, then Flying Heel Stomp {athletics 3, kick 2, jump}

Power Points: majestic crow kung fu (called Landing Crow), wu shu, ler drit, spanish ninjitsu, pankration 3, any 4

System: The fighter can interrupt her own movement with a damage roll and then finish his allowed move after rolling damage. The maneuver must be preformed straight-line. The Flying Heel Stomp is an aerial maneuver that can be used as a Jump to avoid projectiles.

Modifiers: Cost: 1 willpower, speed +0, damage +1, move +2

FLYING KNEE THRUST*

(sf 112) *The fighter makes a quick flying jump and buries his knee into his enemy*

Kick Maneuver

To Learn: {kick 2, athletics 1}

Power Points: special forces, western kickboxing, ler dirt, thai kickboxing, jeet kune do, pankration 1, any 2

System: The flying knee thrust is an aerial maneuver

Modifiers: Cost: 1 willpower, speed +1, damage +2, move +1

FLYING PUNCH

(sos 28) *The fighter leaps (flies?) up and behind, delivering a punch to the victim's back*

Athletics Maneuver

To learn: First the fighter learns Jump {athletics 1}. Then he moves on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}

Power Points: ler drit 3

System: The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in. This is an aerial maneuver. The opponent's Stamina is halved (round down) for Soak purposes. The fighter loses one point of honor whenever the maneuver is used. The maneuver can be used straightfoward without the loss of honor, but in that case the Stamina of the fighter's opponent is not halved. The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.

Modifiers: cost: 1 willpower, speed -2, damage +2, move +5

FLYING STRIKE

(New Maneuver)

Weapon Maneuver

To learn: First the fighter learns Jump {athletics 1}. Then he moves on to learn Flying Punch {athletics 4, proper weapon technique 3, focus 3, jump}

Power Points: paired swords, sword, knife, club, thrown weapons, spear, flail, rapier, staff, axe, nunckaku 3

Discription: The fighter leaps (flies?) up and behind, delivering a strike to the victim's back

System: The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in. This is an aerial maneuver. The opponent's Stamina is halved (round down) for Soak purposes. The fighter loses one point of honor whenever the maneuver is used. The maneuver can be used straightfoward without the loss of honor, but in that case the Stamina of the fighter's opponent is not halved. The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.

Modifiers: cost: 1 willpower, speed -2, damage +2, move +5

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FLYING TACKLE *

(screen 8) *The fighter slams into an opponent, taking them both to the ground*

Grab Maneuver

To Learn: {grab 2, athletics 2}

Power Points: any 2

System: Both the attacker and the defender suffer a knockdown, but only if damage is scored. After impact, attacker and defender fly back two hexes and end the turn on the ground, occupying the same hex. The attacker gains a bonus of +2 to his speed if his next maneuver is a Grab maneuver.

Modifiers: cost: none, speed -1, damage +0, move +2

FLYING THRUST KICK*

(sf 112) *The fighter kicks with both legs so hard he rockets into the air heels first*

Kick Maneuver

To Learn: Jump {athletics 1}, then Flying Thrust Kick {kick 4, athletics 4}

Power Points: special forces 3, wu shu, majestic crow kung fu, savate, ninjitsu 4, any 5

System: This is an aerial maneuver. opponents performing aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flying Thrust Kick cannot be used against the opponent that fired the projectile.

Modifiers: Cost: 1 willpower, speed +0, damage +6, move -2

FOOT SWEEP *

(sf 113) *An attack intended to bring an opponent crashing to the ground*

Kick Maneuver

To Learn: {kick 2}. Most continue on to learn spinning foot sweep {kick 2, athletics 1}

Power Points: shotokan karate, special forces, sumo, thai kickboxing, aikido, baraquah, jeet kune do, ju jitsu, pankration, tai chi chaun 1, any 2

System: This is a crouching maneuver. If damage is scored, the victim of this maneuver suffers a Knockdown, unless he was blocking.

Modifiers: cost: none, speed -2, damage +3, move -2

FOOT SWEEP WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 2}. Most continue on to learn spinning foot sweep {proper weapon technique 2, athletics 1}

Power Points: staff 1, spear 2

Description: An attack intended to bring an opponent crashing to the ground

System: This is a crouching maneuver. If damage is scored, the victim of this maneuver suffers a Knockdown, unless he was blocking.

Modifiers: cost: none, speed -2, damage +3, move -2

FOWARD BACKFLIP KICK*

(screen 8) *The fighter runs up, leaps toward, and strikes with a airborne backflip kick*

Kick Maneuver

To Learn: The fighter first learns Jump {athletics 1} and Backflip Kick {kick 2, athletics 2}, in any order he chooses. Then he is ready to learn Foward Backflip Kick {kick 3, athletics 3, backflip kick, jump}

Power Points: caporeaia, spanish ninjitsu, wu shu 1, kung fu, special forces 2, any 3

caporeaia, spanish ninjitsu, wu shu 1

System: if the maneuver scores a strike against an airborne opponent, it causes two damage tests.

Modifiers: cost: 1 willpower, speed +2, damage +1, move Two

FOWARD FLIP KNEE *

(sf 113) *The attacker flips over his opponent, dropping his knee into the back of his victim*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: capoeria, wu shu 2, kung fu, special forces, ler drit, spanish ninjitsu, jeet kune do 3, any 4

System: This is an aerial maneuver. The fighter must be able to move inside the victim's hex. At the end of the move, the fighter lands in the hex directly behind his opponent (or in the hex of his choosing adjacent to his opponent if he began his move in the same hex with the victim). If the fighter using this maneuver interrupted an opponent's attack with Foward Flip Knee, the victim cannot execute his declared attack on the fighter, who has now flopped behind him.

Modifiers: cost; none, speed -2, damage +4, move: Two

FOWARD SLIDE KICK

(sos 27) *The fighter slides in a standing position into his opponent's feet*

Kick Maneuver

To Learn: {kick 2, athletics 2}

Power Points: ler drit 2, spanish ninjitsu 3

System: This maneuver causes a Knockdown if damage is scored

Modifiers: cost: none, speed +0, damage +2, move +0

FORCE FIELD

(New Maneuver)

Focus Maneuver

To Learn: Focus 4

Power Points: Any 4

Description: The character can create a field of energy around himself, capable of deflecting attacks. Some fighters have an invisible field, others have a shell-like appearance made of light, others seem to have a rainbow like effect.

System: The Force Field adds a number equal to the character's Focus to his Soak for a number of turns equal to the Chi spent on the Force Field when activated. The turn spent activating the Force Field does not count against this total. If a attacker's damage is completely cancelled out by Soak, he does not get to roll the one die normally allowed.

Note that many powers will not be affected by the Force Field, such as Mind Control, Psychic Rage, Snake Charm, or other powers that are mental in nature.

Modifiers: Cost: 3 Chi, speed: -1 (activation turn only), damage: none, move: None (first turn only)

FUTURE SENSE

(New Maneuver)

Focus Maneuver

To learn: Focus 5

Power Points: Any 3

Description: There have been some fighters who have shown a great degree of insight - so much in fact, that some say that they have an uncanny ability to know what their opponent is going to do before they actually do it! Of course, most people scoff at this notion - People that haven't fought such fighters in the ring.

System: This Maneuver may be played in conjunction with another Maneuver. A character with future sense can see what is going to happen in the next turn. Before he picks his maneuver, the player of the fighter with Future Sense may spend 1 Chi point. The other fighter's controller (even the Storyteller!) must then tell the player what his next action will be. This applies to all others in the area as well. The fighter then chooses his own Maneuver.

Outside the ring, this power should be used by the Storyteller to allow the character to catch glimpses of the future, where he might see anything from his wallet being stolen, to the election of a president or the destruction of the world!

Modifiers: Cost: 1 Chi, Speed: see above, Damage: None, Move: See above

GHOST FORM

(sf 127) *The practitioner can turn his body insubstantial !*

Focus Maneuver

To Learn: {focus 5} Note that while this maneuver does not require others, it is difficult to learn

Power Points: kabaddi, native american wrestling, aikido, baraquah, lua, tai chi chaun 5

System: Nothing solid will affect a character in a Ghosy Form. Energy like fire and electricity will still affect him, but bullets, ice blasts, fists and kicks will pass harmlessly through his body. The character cannot attack or use any other special maneuvers while in Ghost Form, but he can move through walls, floors, and even people. ghost Form can be played during a turn a character is caught in a sustained hold, allowing the character to walk right out of the hold.

Modifiers: cost; 2 chi the first turn plus 1 chi per turn the character stays in ghost form. speed +1, damage: none, move +0

GRAPPLING DEFENSE *

(sf 119) *Simulates the knowledge of hold escapes and counters*

Grab Maneuver

To Learn: {grab 4}

Power Points: ju jitsu 2, native american wrestling, sanbo, aikido, baraquah, lua, pankration, wrestling, tai chi chaun 3, kung fu, ler drit, majestic crow kung fu, jeet kune do, silat 4, any 5

System: A fighter employing this maneuver adds his Grab technique to his Stamina to defend against grab maneuvers. It can be played each round the fighter is in a sustained hold, for example.

Modifiers: cost; none, speed +4, damage: none, move -1

GREAT WALL OF CHINA

(sf 113) *The fighter attacks so quickly and with such great strokes it appears as a airy wall!*

Kick Maneuver

To Learn: Double Hit Kick {kick 2}, Lightning Leg {kick 4}, then Great wall of China {kick 5}

Power Points: wu shu, majestic crow kung fu 5

System: The fighter chooses three joining hexes adjacent to him, and attacks all three hexes. Any opponents in those hexes are attacked three times.

Modifiers: cost: 2 willpower, speed -2, damage +1, move: none

GROIN PUNCH

(New Maneuver)

Punch Maneuver

Prerequisites: athletics 2, punch 2

Power Points: any 3

Description: The fighter does the splits, moving quickly downward, and punches his victim in the groin area.

System: All damage is calculated to see if the opponent is dizzied - the maneuver can actually only cause a maximum of 2 health levels.

Cost: 1 Willpower

Speed: +1

Damage: +6 vs. men, +2 vs. all others

Move: none

GROUND FIGHTING

(con 114) *Simulates training in the art of continuing to fight when knocked to the ground*

Athletics Maneuver

To Learn: {athletics 4}

Power Points: pankration 2, sanbo, native american wrestling, wrestling 3, special forces 4

System: This maneuver does not require a combat card. Instead, it is simply invoked whenever the fighter has been knocked down, thrown, or has fallen down. The street fighter does not have to rise from the ground to continue fighting (although if he does he suffers the standard -2 speed penalty). He may continue fighting from the ground, using any basic or special maneuver that does not require hip-derived touring or momentum, or any aerial maneuver. This requires some Storyteller descretion. Street fighter who do not possess this maneuver may still fight when grounded, but with a -3 speed and damage to their own attacks.

Individuals fighting grounded opponents suffer -2 damage and speed to their own attacks unless they are low-target attacks.

Modifiers: cost 1 willpower per turn used, see above for other details

Ground Fighting, New optional rule

It should be noted here that if the character knows ground Fighting, the character may still continue fighting with a knife or nunckaku technique.

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GROUND ICE

(New Maneuver)

Focus Maneuver

Prerequisites: focus 4, Ice Blast

Power Points: any 3

Description: The character covers the ground in front of him with slippery ice by use of channeling his Focus into a bitter power.

System: makes the ground in front of the victim solid ice. Affects three hexes in front of the user. Anyone touching the ground is automatically Knocked Down, and receives -3 to the speed of their next maneuver. The ice remains 2 rounds, so anyone staying in place will fall again. Characters may use aerial maneuver to pass safely across hexes, unless the hex landed in is a hex covered with the Ground Ice.

Cost: 1 Chi

Speed: +2

Damage: none (see above)

Move: none

HAIR THROW*

(sf 119) *The fighter grabs his opponent by the hair and throws him!*

Grab Maneuver

To Learn: First the fighter must learn Throw {grab 1}, then he may continue to learn Hair Throw {grab 3, athletics 2, Throw}

Power Points: kung fu, special forces, majestic crow kung fu, ninjitsu, ju jitsu, silat 2, any 3

System: The fighter must move into and through the hex of his victim. The victim is thrown (as per the Throw maneuver) in a straight line and in the same direction the thrower was traveling.

Modifiers: cost: none, speed -2, damage +5, move: Two

HANDSTAND KICK *

(sf 113) *A flashy maneuver. the fighter attacks with a kick while springing to a handstand!*

Kick Maneuver

To Learn: {kick 2, athletics 1}

Power Points: special forces, wu shu, spanish ninjitsu, ninjitsu 1, any 2

System: Aerial opponents will suffer a knockdown.

Modifiers: cost; none, speed -1, damage +4, move -2

HAYMAKER*

(pg 84) *The character spend a moment to wind up for a powerful punch*

Punch Maneuver

To Learn: {punch 1}

Power Points: savate 2, any 2

System: use the following modifiers

Modifiers: Cost; none, speed -2, damage +4, move -2

Training Notes:

If combined with jump, the fighter is prepared to learn Widowmaker {punch 3, jump, haymaker}

HEAD BITE *

(sf 119) *The fighter leaps onto an opponent and chomps down on his head, neck or face*

Grab Maneuver

To Learn: {grab 2}

Power Points: boxing, animal hybrid 1, caporeaia, sanbo, lua pankration 2, any 3

System: sustained hold

Modifiers: cost: none, speed +1, damage +3, move: One

HEAD BUTT *

(sf 109) *The fighter bashes his head into his opponent, usually hitting the opponent's head or face*

Punch Maneuver

To Learn: {punch 1}

Power Points: boxing, caporia, kabaddi, sumo, ninjitsu, pankration 1, any 2

System: use the following modifiers

Modifiers: cost: none, speed +0, damage +3, move -2

Training Notes:

Some fighters continue on to learn Head Butt Hold {grab 2, head butt}

Combined with Jump {athletics 1}, the fighter may learn Flying Head Butt {athletics 3, head butt, jump}

HEAD BUTT HOLD *

(sf 167) *The fighter grabs his opponent and repeatedly head butts him*

Grab Maneuver

To Learn: First, the fighter must learn Head Butt {punch 1}. Some fighters continue on to learn Head Butt Hold {grab 2, head butt}

Power Points: thai kickboxing, boxing, kabaddi, sumo 2, any 3

System: sustained hold

Modifiers: cost; none, speed -1, damage +3, move: One

HEAD LOCK*

(New maneuver)

Grab Maneuver

To Learn: {Grab 1}

Power Points: Any 2

Description: The fighter places his foe's head in a lock under the arm and begins punching

System: This is a Sustained Hold. Use the modifiers below.

Modifiers: cost: none, speed -1, damage +1, move: One

HEAL

(pg 95) *The elemental has the mystical ability to create a healing aura*

Focus Maneuver

To Learn: {focus 3, elemental (or other special) background 3}

Power Points: elemental (all) 4

System: The character must be able to touch the person or animal to be healed. One health point is restored per point of Chi the character spends.

One chi can also heal 5 hexes of natural damage such as pollution

Modifiers: cost: special, speed -1, damage; none, move -1

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HEART PUNCH

(screen 8) *This unhonorable shot delivers a fast punch to the chest in order to stun the victim*

Punch Maneuver

To Learn: {punch 3, focus 1}

Power Points: native american wrestling, sanbo 2, special forces, sumo 3, western kickboxing 4

System: This maneuver causes no damage but damage is still rolled for the purposes of determining whether or not the victim is dizzied. heart Punch may not be part of a dizzying combo, except for the possibility of gaining a speed bonus.

Modifiers: Cost: none, speed -1, damage +5 (see above), move -2

HEART PUNCH, WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 3, focus 1}

Power Points: staff 3, club 4

Description: This unhonorable shot delivers a fast punch to the chest in order to stun the victim

System: This maneuver causes no damage but damage is still rolled for the purposes of determining whether or not the victim is dizzied. heart Punch may not be part of a dizzying combo, except for the possibility of gaining a speed bonus.

Modifiers: Cost: none, speed -1, damage +5 (see above), move -2

HEAD SPLITTER HOLD

(New Maneuver)

Weapon Maneuver

To Learn: {grab 2, proper weapon technique 1}

Power Points: paired swords, sword, club, axe, nunckaku 2

Description: The fighter grabs a victims face or head, pulls down, and starts pummeling him with the end of the weapon, the base of a club or pommel of a sword, for example.

System: This is a sustained hold that uses the fighter's weapon technique to calculate damage scored.

Modifiers: cost; none, speed +0, damage +2, move: One

HEATWAVE

(pg 96) *The character can increase the heat in an area, creating nausea*

Focus Maneuver

To Learn: First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, heatwave}

Power Points: elemental (fire) 6

System: the elemental rolls damage, but only for the purpose of causing a dizzy. the opponent actually takes no damage. This maneuver is a projectile attack, and ignores blocks.

Modifiers: cost: 1 chi, speed +0, damage +2 (see above), move +0

HEEL STAMP*

(pg 86) *The fighter kicks hard into the opponent hoping to separate the two to a greater distance*

Kick Maneuver

To Learn: {kick 1, athletics 1}

Power Points: ninjitsu 1, any 3

System: The fighter causes very little actual damage with a Heel Stamp. The fighter moves back one hex after making the attack. Th opponent moves back a number of hexes equal to the attacker's Strength + Athletics, minus the target's strength.

Modifiers: cost: none, speed +2, damage -4, move +1

HUNDRED HAND SLAP

(sf 109) *The fighter attacks over and over in rapid succession*

Punch Maneuver

To Learn: {punch 5}. Although this maneuver requires no other maneuvers to learn, it is quite difficult to learn.

Power Points: sumo, majestic crow kung fu (called crow beats it's wings) 4, kung fu, sanbo, baraquah, jeet kune do, silat 5

System: Roll three tests for damage using the following modifiers

Modifiers: cost: 1 willpower, speed -2, damage +0, move One

HURRICANE KICK

(sf 114) *The fighter becomes airborne, and kicks in repeating circles*

Kick Maneuver

To Learn: {kick 4, athletics 3}. Most fighters continue on to learn Jump {athletics 1}, then Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}, if part of thier style.

Power Points: shotokan karate 4, kung fu, wu shu, majestic crow kung fu, jeet kune do 5

System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Kick. This is an aerial maneuver.

Modifiers: cost; 1 chi, 1 willpower, speed +0, damage -1, move -1

HURRICANE STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 4, athletics 3}. Most fighters continue on to learn Jump {athletics 1}, then Air Hurricane Kick {proper weapon technique 4, athletics 3, jump, hurricane strike}, if part of thier style.

Power Points: paired swords, sword, chain/whip, spear, flail, rapier, staff, axe, nunckaku 3

Description: The fighter becomes airborne, and kicks in repeating circles

System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same

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hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Strike. This is an aerial maneuver.

Modifiers: cost: 1 chi, 1 willpower, speed +0, damage -1, move -1

HYPER FIST

(sf 109) *The fighter attacks over and over in rapid succession*

Punch Maneuver

To Learn: Power Uppercut {punch 1}, then Hyper Fist {punch 4}

Power Points: western kickboxing, boxing 4, special forces, ler drit, jeet kune do 5

System: The fighter rolls three damage tests using the following modifiers

Modifiers: cost: 1 willpower, speed +1, damage +0, move One

ICE BLAST *

(sf 128) *The character can release a wave of cold, frost or ice at an opponent, freezing him in place*

Focus Maneuver

To Learn: {focus 3}

Power Points: any 4

System: The ice Blast is similar to other projectile attacks. It has a range equal to the character's Wits + Focus and can be dodged by special maneuvers such as Jump. Any opponent damaged is frozen in place and must accumulate 4 successes in Strength rolls to break free. he may try at the end of each turn. If the character is hit while frozen, he receives normal damage and the ice shatters without the strength rolls.

Modifiers: cost: 2 chi, speed -2, damage +3, move: none

ILLUSION

(New Maneuver)

Focus maneuver

To Learn: Focus 4

Power Points: any 4

Description: The character can create illusions, false images made of light, but seemingly very real. Even those who know the illusions are fake have a hard time disbelieving them.

System: The fighter rolls his Focus + Manipulation vs. the victim's Perception + Insight (or Instinct, if the optional Abilities in the downloadable rules are used). If the illusion-creator wins, the victim must take some kind of defensive action (either jumping, using some sort of non-damaging Athletics Maneuver or using a Block Maneuver of some type), as the illusions of whatever the illusionist creates attack the victim. Common illusions are ones easily believed, such as dogs or other fighters - however, against much more powerful opponents illusions tend to get grand - dragons, giants, etc.

Alternatly, the character may make a illusionary duplicate of himself that stays by his side and preforms the same actions he does. When another fighter attacks, he must roll a single die. On a roll of 6-10, he attacks the illusionary fighter instead of the real fighter. This effect will last for only one turn, but unlike creating illusionary attackers as mentioned above, the character may still preform a normal Maneuver while the effect takes place.

Note that a character with powers that allow him to see heat emissions, a blinded character, or any character with an Insight or Instinct of 5 is immune to this Maneuver.

Outside the ring, the illusionist can do marvelous things with this ability, at the cost of 1 Chi per scene: creating an

illusionary wall in an alleyway so it appears as an empty dead-end, apparently throwing a handful of shuriken at an opponent to slow him down, holding out a gun (that isnt real), etc. The character cannot actually wound anyone with this power, and it cannot be used to simulate other Special maneuvers, such as dodge, invisibility, etc.

Modifiers: Cost: 2 Chi per turn used (or 1 per scene, see above), speed -2, damage: None, Move: None

IMMUNITY

(New Maneuver)

Focus power

To Learn: Focus 4

Power Points: Any 4

Description: By focusing himself over and over again in his mind, the fighter has finally reached a point to where he is immune to a certain attack. This ability may also come from a strange Background, such as Mutant or Psychic.

System: The character may use this ability at all times, without Chi cost. The fighter is immune to one particular Maneuver and all of it's effects. For example, if a fighter chose Fireball as his Immunity, Fireballs would simply bounce right off the character without damage being inflicted. If he chose Foot Sweep, he would not be damaged by the attack, and no Knockdown would be applied.

If a character becomes immune to three separate Maneuvers that are similar in nature, he can, with the Storyteller's permission, become immune to all similar Maneuvers. A list of possible full-immunities are listed below. A character cannot become immune to all of a certain Technique - All Punches or Focus maneuvers, for example, and the character may not become immune to any Block maneuver or Basic Maneuver.

Immunities (full)

Flame attacks

Ice attacks

Air/Wind attacks

Earth-based attacks

Water-based attacks

Electrical attacks

Illusions

Mind-controlling attacks (includes Psychic Vise, Mind Control, Mind Reading, Death's Visage, Entrancing Cobra, etc)

IMPROVED FIREBALL

(sf 128) *A faster, more destructive version of the Fireball attack*

Focus Maneuver

To Learn: First the fighter must learn Fireball {focus 3}, then Improved Fireball {focus 5, fireball}. Some fighters continue on to learn Inferno Strike {focus 5, improved fireball}

Power Points: shotokan karate 3, kabaddi, kung fu, wu shu, majestic crow kung fu, silat 5

System: The improved fireball is the same as the regular fireball, except that it's modifiers are better and it will score a knockdown on any opponent it damages unless the opponent blocks.

Modifiers: cost: 1 chi, speed -1, damage +4, move: none

IMPROVED PIN *

(con 114) *The fighter performs a highly skilled Pin on an opponent, immobilizing him*

Grab Maneuver

To Learn: First the fighter learns Pin {grab 2}, then Improved Pin {grab 3, athletics 2, pin}

Power Points: Aikido, Baraquah, Jiu Jitsu, Lua, Wrestling, Kung Fu, pankration, silat, special forces, tai chi chaun, wu shu 3, any 5

System: (normal Pin): *To preform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.*

The fighter's strength is considered to be raised by threeonly for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets thier stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automaticaly broken.

(Improved Pin): The fighter may use an improved pin on nay one target in his hex or adjacent hex, regaurdless of whether or not his opponent has been knocked down or is dizzied. It uses the modifiers below. Otherwise, it acts as a normal pin (as listed above).

Modifiers: cost; 1 willpower on the first turn only, speed +0, damage +2 (first turn)/+1 (all other turns), move: +1 (first turn), Two (all other turns)

INFERNO STRIKE

(sf 129) *The fighter emits a boulder sized flaming projectile that devastates an entire area*

Focus Maneuver

To Learn: First Fireball {focus 3}, then Improved Fireball {focus 5, fireball}, then Inferno Strike {focus 5, improved fireball}

Power Points: shotokan karate, kabaddi 5

System: The fighter must choose any line-of sight hex within range. range is calculated as Wits + Focus like other Fireball maneuvers.

The inferno strike hits in the targeted hex and explodes into the six hexes adjaent to it. Anyone in the hex suffers a damage test with the following modifiers. Jump and similar moves can be used to avoid damage.

Modifiers: cost; 2 chi, speed -2, damage +4, move: none

INVULNERABILITY

(New Maneuver)

Focus maneuver

To learn: Toughskin, Focus 5

Power Points: Any 5

Description: For a short time, the fighter can become invulnerable to all physical attacks!

System: The fighter becomes immune to all physical attacks, and receives no damage from punches, kicks, grabs, and physical-damaging Focus powers like Fireball and Lightning. Mental attacks still cause damage, if those Maneuvers cause Mental damage. The character may still be thrown and suffer from Knockdowns, if damage would have normally been applied without the Invulnerability. The maneuver takes one action to activate, and will last a number of turns after the activation turn equal to the character's Focus -3. During the activation turn, the character may take no other Maneuvers and must stay in place, but for the remaining turns the character may act normally.

Modifiers: cost: 3 Chi (activation turn only), speed: +0 (activation turn), damage: None, move: None (activation turn)

IRON CLAW

(sf 119) *The fighter grabs the face of the opponent while holding him, and begins to squeeze...*

Grab Maneuver

To Learn: {grab 5} note that while this maneuver requires no ther maneuvers, it is quite difficult to learn.

Power Points: sanbo, native american wrestling, majestic crow kung fu 4 (called iron claw), lua, wrestling, silat 4, ler drit 5

System: sustained hold

Modifiers: cost: 1 willpower (first turn only), speed +1, damage +4, move: One

JAW SPIN

(pg 87) *The fighter grabs an opponet's limb in his arm and begins to shake and spin viloently*

Grab Maneuver

To learn: First the fighter must have the ability to cause a large bite wound (through the Animal Hybird Background or other means), and the Bite basic maneuvers. Then he learns Tearing Bite {grab 2, athletics 2}, then Jaw Spin {grab 4, athletics 3, tearing bite}

Power Points: animal hybird 3

System: To be successful, the fighter must actually allow a slower attack to hit. If the opponent's attack is faster, th fighter cannot play this maneuver. Once the blow has landed (assuming the fighter is still able to attack), he then executes the Jaw Spin. When detirmining the damage caused, use the Animal Hybird (or other special background0 in place of the Grab Teachnique.

Modifiers: cost; 1 chi, speed +1, damage +5, move; none

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JUMP*

(sf 124) *The ability to leap. Sometimes can be used to avoid incoming projectiles and still attack*

Athletics Maneuver

To Learn: {athletics 1}

Power Points: any 1

System: A fighter can play a jump card along with any of the six basic punches and kicks, or by itself. if used by itself, use the following modifiers. Otherwise, use the normal attack modifiers and not those shown here. Using a Jump causes the maneuver to become Aerial.

If the fighter plans to avoid a projectile attack, he waits for his opponent to declare him as a target. If the fighter's jump has a higher speed than the projectile attack, he can interrupt the projectile and attempt to avoid it by jumping. the two fighters make a resisted roll, comparing the attacker's Focus Technique to the jumping fighter's dexterity + Athletics. If the attacker wins the roll, the jumping fighter is hit by the projectile and must immediately end his turn.

If the fighter uses a Jump with a Basic Maneuver, he may still be able to deliver damage after a successful jump. The fighter can leap 3 feet for each dot of Athletics.

Training Notes:

Some fighters continue on to learn Dragon Kick {kick 5, focus 4, jump}

Some fighters continue on to learn Flying Thrust Kick {kick 4, athletics 4, jump}

Some fighters continue on to learn Storm Hammer {grab 5, athletics 3, jump}

Some fighters continue on to learn Air Smash {athletics 1, jump}

Some fighters continue on to learn Diving Hawk {athletics 3, focus 1, jump}

Some fighters continue on to learn Flying Body Spear {athletics 3, jump}

Some fighters continue on to learn Flying Heel Stomp {athletics 3, kick 2, jump}

Some fighters continue on to learn Thunderstrike {athletics 2, jump}

Some fighters continue on to learn Wall Spring {athletics 3, jump}

Some fighters continue on to learn Rising Storm Crow {grab 3, athletics 3, throw}

Some fighters continue on to learn Scissor Kick {kick 3, athletics 3, jump}

Some fighters continue on to learn Tiger Knee {kick 3, athletics 2, jump}

Some fighters continue on to learn Choke Throw {grab 2, athletics 2, jump}

Some fighters continue on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}

Some fighters continue on to learn Light Feet {athletics 4, jump}

Some fighters continue on to learn Ax Kick {kick 2, jump}

Some fighters continue on to learn Jumping Shoulder Butt {athletics 2, jump}

Some fighters continue on to learn Pounce Pounce {athletics 3, jump, special background required}

Some fighters continue on to learn Vertical Rolling Attack {athletics 3, jump} (*If combined with Rolling Attack {athletics 3}, the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}*)

If combined with Power Uppercut {punch 1}, the fighter can continue on to Dragon Punch if part of his style.

If combined with Hurricane Kick {kick 4, athletics 3}, the fighter can learn Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}, if part of his style.

If combined with Throw {grab 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}

If combined with Pile Driver {grab 3, athletics 1}, the fighter may continue on to learn Spinning Pile Driver {grab 4, athletics 3, Jump, Pile Driver}

If combined with ead Butt, the fighter may continue on to learn Flying Head Butt {athletics 3, head butt, jump}

If combined with Fireball {focus 3}, the fighter may continue on to learn Flying Fireball {focus 4, fireball, jump}

If combined with Backflip Kick {kick 2, athletics 2}, the fighter is ready to learn Foward Backflip Kick {kick 3, athletics 3, backflip kick, jump}

If combined with Suplex {grab 1}, the fighter is prepared to learn Air Suplex {grab 3, athletics 3, jump, suplex}

If combined with Haymaker {punch 1}, the fighter is prepared to learn Widowmaker {punch 3, jump, haymaker}

JUMPING SHOULDER BUTT*

(sf 167) *The fighter jumps into an opponent, ramming his shoulder into him*

Athletics Maneuver

To learn: First, the fighter learns Jump {athletics 1}. Then he is ready to learn Jumping Shoulder Butt {athletics 2, jump}

Power Points: thai kickboxing, boxing, sumo 1, any 2

System: This maneuver can be used against a standing or an aerial opponent, and can be used to dodge a projectile attack as a Jump.

Modifiers: cost: none, speed: +0, damage +3, move: -1

KICK DEFENSE *

(sf 115) *The fighter takes his chances and focuses all attention to possible Kick attacks*

Block Maneuver

To Learn: {block 2}

Power Points: any 1

System: The fighter is at +4 to Blocking Soak vs. Kick maneuvers, -2 Blocking Soak vs. all others.

Modifiers: cost: none, speed +4, damage: none, move: none

KINFE HAND STRIKE *

(screen 8) *The fighter has trained so that his hand is rigid like metal, causing painful stabs*

Punch Maneuver

To Learn: {punch 3}

Power Points: kung fu, shotokan karate 3, special forces 4, any 5

System: use the modifiers below. Unless the opponent is Blocking, he may only use half his stamina (rounded down) to soak damage.

Modifiers: cost: none, speed +1, damage -1, move -1

KIPPLUP*

(sf 124) *When knocked down, the fighter arches his back and kicks himself instantly back to a standing position*

Athletics Maneuver

To learn: {athletics 2}

Power Points: ju jitsu 1, any 1

System: A fighter who knows the kippup maneuver only suffer -1 to speed when recovering from a knockdown. Kippup is not played as an action and is always in effect.

Modifiers: see above, no cost

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KNEE BASHER *

(sf 119) *The fighter grabs an opponents head and bashes it against his knee over and over*

Grab Maneuver

To Learn: {grab 2, kick 1}

Power Points: capeoria, special forces, sumo, western kickboxing, thai kickboxing, pankration, wrestling 2, any 3

System: This maneuver is a sustained hold. Even if the victim escapes, he is knocked down and suffers the normal -2 to speed the following turn. The damaged scored uses the fighter Kick technique instead of Grab. If no damage is scored on the initial attack, the fighter is assumed to have missed, and the victim is does not suffer a Knockdown

Modifiers: Cost: none, speed -1, damage +4, move: One

KNUCKLE SANDWICH

(New Maneuver)

Punch Maneuver

To learn: Punch 1

Power Points: any 1

Description: The fighter hits his victim in the mouth. This is a quick and painful Maneuver.

System: Use the modifiers below.

Modifiers: Cost: None, Speed: +1, Damage: +1, Move: +0

LEVITATION

(con 115) *The fighter can fly or levitate by using his inner power*

Focus Maneuver

To Learn: {focus 5} Levitation is incredibly difficult to master.

Power Points: baraquah, kabaddi 3, kung fu, lua, shotokan karate, silat, tai chi chaun, wu shu 4

System: The practitioner may move up to thier Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi per turn.

Modifiers: Cost: 1 Chi/turn, speed +0, damage: none, move: special

LEECH

(pg 96) *By touching his opponent, the character can transfer thier life to himself*

Focus Maneuver

To learn: {focus 3, grab 2}

Power Points: kabaddi, ninjitsu, lua 3, kung fu 4

System: No other actions may be initiated once a Leech has begun. A fighter may attack and then use leech, but not the other way around. For each Chi spent, the character can transfer one Health level from his victim into himself. The fighter must touch the victim.

A victim must be successfully caught in a sustined hold before this power may be used. The hold is terated as still being in effect for purposes of the target breaking the hold, except that dmage is allocated as above instead of by the original hold's modifiers.

Modifiers: cost: see above, speed: +0, damage: see above, move: none

LEG BREAKER

(New Maneuver)

Grab Maneuver

To Learn: Grab 4

Power Points: Any 4

Description: The character attempts to break the leg of his opponent. By grabbing, pulling and then striking the leg, the fighter hopes to crack the bone, and thereby render the leg useless. This is highly dishonorable.

System: The fighter makes a normal Grab attack, with the following modifiers. If successful, the victim cannot use the leg, although it may or may not be broken. A character who cannot use his leg is at a significant disadvantage; he may not use Kick or Athletics Maneuvers, and his Move is reduced to One for all other actions.

Each turn, the character makes a Stamina check and adds up the number of successes. When the character has gained 4 successes, he is once again free to act normally. The character begins making these "healing" rolls on the turn after being wounded, at the end of each turn.

Should the character botch a "healing" roll, the leg is broken. The modifiers will last until the leg is healed (one application of Regeneration, Healing, Chi Kung Healing or similar power will heal a broken leg immediatly). This healing could take weeks.

If two two legs are wounded, the same modifiers apply, but the character must gain 8 successes to recover, 4 for each arm, but each leg may be checked for "healing" at the end of each turn. The character may only act normaly once he has recovered both legs, otherwise he is at the normal penalties. If both legs are broken, the character is defenseless, and must lie prone, only using Maneuvers that he could normaly by Ground Fighting. Most fighters at this point would (wisely) surrender. Although this is an incredibly powerful move, and easy to learn, a fighter who usues it for anything else other than self-defense in a life-threatening situation loses all Honor. Other people will see him as a cheater, a ruthless fighter, and possibly even a villan.

Like most grab Maneuvers, the character must enter the hex of his intended victim.

Modifiers: Cost: 1 willpower, speed -2, damage: +1, move: One

LIGHT FEET*

(sos 28) *Simulates a fighter who has trained to become quick on his feet*

Athletics Maneuver

To learn: First the fighter must learn Jump {athletics 1}, then Light Feet {athletics 4, jump}

Power Points: spanish ninjitsu, jeet kune do, lua 3, any 5

System: This maneuver adds +1 move to all the fighter's maneuvers. It does not have to be played, and is always in effect. If the player fighter a willpower point, he may, for one turn, receive +3 to move instead of the +1 normaly gained with this maneuver.

Modifiers: see above

LIGHTNESS

(pg 97) *By mystically reducing his weight, the fighter jumps quicker and farther*

Focus Maneuver

To Learn: First, the character must master Flight {athletics 1, focus 2, elemental (or other special) background 3}, then he may move on to learn Lightness {athletics 2, focus 3, elemental 3, flight}

Power Points: elemental (air) 3

System: The affected fighter may add +2 to his Speed and +3 to his move for all Jump-enhanced maneuvers next round. Lightness lasts for a number of rounds equal to the fighter's Focus Technique.

Modifiers: cost: 1 chi, Speed: +1 (initial round), +2 all other rounds, damage: none, move: +1 (initial round), +3 (all other rounds)

LIGHTNING

Focus maneuver (New Maneuver)

Prerequisites: focus 5, Shocking Grasp

Power Points: any 6

Description: It is said by some that if a practitioner of the Arts can focus himself to a master's degree, he can send his very Chi from his body in the form of lightning, striking his opponents down with the fury of the gods.

System: The lightning does damage equal to the user's Intelligence + Focus +3. The lightning has a range of Wits + Focus. Anyone in the path of the Lightning is struck. This is considered a projectile attack.

Cost: 1 Chi

Speed: +2

Damage: (see above)

Move: none

LIGHTNING LEG

(sf 114) *The fighter attacks with dozens of kicks in a flash of only a second or two*

Kick Maneuver

To Learn: Double-Hit Kick {kick 2}, then Lightning Leg {kick 4}. Some fighters try to continue on to learn the Great Wall of China {kick 5}

Power Points: wu shu 3, kung fu, thai kickboxing, majestic crow kung fu, jeet kune do, salat 4, caporia, special forces, savate 5

System: The attacker may make three damage tests on an opponent

Modifiers: Cost: 1 willpower, speed -2, damage +1, move: none

LIGHTNING STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: Double-Hit Strike {proper weapon technique 2}, then Lightning Strike {proper weapon technique 4}

Description: The fighter attacks with dozens of kicks in a flash of only a second or two

Power Points: paired swords 1, sword, knife, club, thrown weapons, chain/whip, spear, flail, rapier, staff, axe, nunkaku 5

System: The attacker may make three damage tests on an opponent

Modifiers: Cost: 1 willpower, speed -2, damage +1, move: none

LUNGING PUNCH *

(screen 8) *The fighter dashes forward and delivers a low, sweeping punch that is quite surprising*

Punch Maneuver

To Learn: {punch 3, athletics 1}

Power Points: boxing, shotokan karate western kickboxing 2, any 3

System: This is considered a crouching maneuver. The lunging punch ignores blocks, unless the victim is performing a crouching block or is using kick defense.

Modifiers: cost: none, speed +0, damage +1, move +1

LUNGING RAPIER

(New Maneuver)

Weapon Maneuver

To Learn: {rapier 3, athletics 1}

Power Points: rapier 3

Description: The fighter dashes forward and delivers a low, sweeping attack that is quite surprising

System: This is considered a crouching maneuver. The lunging rapier ignores blocks, unless the victim is performing a crouching block or is using weapon defense.

Modifiers: cost: none, speed +0, damage +1, move +1

MAKA WARA *

(sf 116) *The fighter's body is so tough an opponent can hurt himself hitting his skin!*

Block Maneuver

To learn: {block 4}

Power Points: kung fu, shotokan karate, sumo, thai kickboxing, baraquah, jeet kune do, pankration, silat 3, wu shu, ninjitsu, ju jitsu 4, any 5

System: This maneuver is always in effect, and does not have to be played as a combat action. When hit with a punch or kick, the fighter takes normal damage, but the attacker could be harmed. The fighter rolls dice equal to (Stamina + Block) - 3. The attacker's Soak total is then subtracted. This maneuver should be used with common sense on part of the storyteller - a weapon attack, Grab maneuver, most Focus maneuvers, and other attacks will not be target to a Maka Wara effect.

Modifiers: see above

MENTAL BLAST

(New Maneuver)

Focus Maneuver

To learn: Telepathy, Focus 4

Power Points: Any 4

Description: Those that possess great mental powers can be more of a challenge to Street Fighters than those with powerful martial art skills. Rare fighters have been known to use thier powers of the mind to cause great pain in thier victim's mind. Such pain has incapacitated more than one fighter, and could possibly be deadly.

System: The practitioner rolls his Insight + Focus. The victim rolls his Permanent Willpower. if the attacker gains more success, those successes are taken in damage to the victim's Health. The victim may use 1 Willpower point to negate each point of damage taken. If the victim takes more damage than his Wits, he is Dizzied. This power has a range equal to the practitioner's Focus + Intelligence.

Modifiers: Cost: 1 Chi, speed: +0, damage: see above. Move: none

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MIMIC

(New Maneuver)

Focus Maneuver

To Learn: Focus 5

Power Points: Any 5

Description: The fighter steals a power from his victim for a short time.

System: The fighter must touch an opponent in any adjacent hex. He then rolls Focus+Dexterity vs. the victim's permanent Willpower. If the attacker succeeds, he chooses one Focus Maneuver of his victim. The victim loses this power, and the practitioner gains this power for a number of turns equal to the Mimic's Focus Technique. After this amount of time has passed, the Power is lost to the Mimic and the victim regains his Maneuver.

The newly "gained" Maneuver works exactly as in its description, using all normal modifiers and the Mimic's Attributes, Techniques and other scores. He must still pay normal costs for using his "new" maneuver.

Modifiers: Cost: 3 Chi, Speed: +2, damage: see above, Move: None

MIND CONTROL

(sf 29) *The fighter takes over the mind of his opponent*

Focus Maneuver

To Learn: This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telepathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finally prepared to learn Mind Control {focus 5, psychic vise, mind control}

Power Points: ler drit 5

System: The maneuver can be used on a character with no willpower left, but not a character with an honor of 10. The victim must be within the attacker's focus +wits in hexes. Both roll intelligence, and if the attacker receives more successes, he has taken over the mind for a period of time. The victim's Honor vs. the attacker's Willpower may be rolled when the victim is forced to go against his own morals. It is rumored that conditioning to make a victim a permanent slave is possible.

1 success - 1 round of combat (10 turns)

2 successes - 1 hour

3 successes - 1 day

4 successes - 1 week

5 successes - 1 month

Modifiers: cost: 2 chi, speed -3, damage: none (see above), move: none

MIND READING*

(sf 129) *The fighter can read the thoughts of his opponent, possibly predicting moves*

Focus Maneuver

To Learn: First the character must learn Telepathy {focus 3}, then Mind Reading {focus 4, telepathy}

Power Points: kabaddi, ler drit, aikido, baraquah, lua, silat 3, any 4

System: the Mind reading special maneuver is not played as a combat card. Instead, the player announces his intent to use this maneuver between turns. The character spends one Chi and chooses one opponent as the target of this power. The two characters make a resisted Willpower roll.

If the mind-reading character wins the roll, the victim must show the player two cards from his hand, and must play one

of those cards as his next maneuver.

The victim must be within a number of hexes equal to the mind reader's Wits + Focus.

If used outside of combat, the mind-reading character can gain information this way, at the Storyteller's discretion (more successes equal more information). the victim will not realize his mind is being read unless the roll botches.

Modifiers: cost: 1 chi, speed; none, damage: none, move; none

Training Notes:

Some rare practitioners may continue on to learn Mind Control (*This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telepathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finally prepared to learn Mind Control {focus 5, psychic vise, mind control}*)

MISSILE REFLECTION *

(sf 116) *The fighter can catch knives and arrows, and similar weapons, used against him*

Block Maneuver

To Learn: {block 4}. Rare fighters continue on to Energy Reflection {block 4, focus 4}

Power Points: ju jitsu, tai chi chaun 1, any 2

System: The fighter must roll Dexterity (difficulty 6) to deflect missiles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. To deflect bullets or similar dangerous weaponry, the fighter must possess something able to deflect the weapon (a piece of metal, iron bracelets, etc). If the object is caught or deflected, the fighter can send the object back at its owner (or another party) for the same amount of damage it would have caused. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missiles can be reflected in a single turn.

Modifiers: cost; none, speed; +3, damage: none, move -1

MISSILE REFLECTION, WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 4}. Rare fighters continue on to Energy Reflection {proper weapon technique 4, focus 4}

Power Points: paired swords, sword, club, staff 2, nunckaku 3

Description: The fighter can catch knives and arrows, and similar weapons, used against him

System: The fighter must roll Dexterity (difficulty 6) to deflect missiles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missiles can be reflected in a single turn.

Modifiers: cost; none, speed; +3, damage: none, move -1

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MONKEY GRAB PUNCH *

(sf 109) *The fighter pulls the opponents guard arm away and delivers a quick punch*

Punch Maneuver

To Learn: {punch 1, grab 1}

Power Points: kung fu, spanish ninjitsu, majestic crow kung fu, baraquah, jeet kune do, tai chi chaun, silat 1, any 2

System: Treat as a regular punch, but if the opponent blocks, he may not use his Block Technique to his Soak total.

Modifiers: cost: none, speed -2, damage +1, move +0

MULTI-ARM PUMMEL

(New Maneuver)

Grab Maneuver

Prerequisites: 2 extra limbs (now thats not easy), strength 5, grab 5

Power Points: any 6

Description: The incerdibly strong fighter takes two arms and grabs his opponent, picking him up off the ground. He then uses his other two arms to pummel the opponent in rapid succession.

System: Use the modifiers below. The attacker makes three damage tests.

Cost: none

Speed: -2

Damage: +2 (x3)

Move: One

MUSICAL ACCOMPANIMENT

(sf 129) *Attuning himself to nearby music, the fighter gains bonuses from it*

Focus Maneuver

To Learn: {focus 2}

Power Points: capoeira, lua 1, any 2

System: If there is background music that fits the character's particular training preference, he gets a +1 bonus to either speed, damage or move each turn. At the beginning of each turn, the player announces with aspect he will apply the +1 modifier to. He can change his choice each turn.

Modifiers: Cost: none. See above for more details

NECK CHOKE *

(sf 120) *The fighter strangles his opponent, prehaps lifting him off the ground if strong enough*

Grab Maneuver

To Learn: {grab 3}

Power Points: native american wrestling, special forces, ju jitsu, wrestling 1, sanbo, lua, pankration 2, any 3

System: sustained hold

Modifiers: cost; none, speed -1, damage +3, move: One

NECK BREAKER

(New Maneuver)

Grab Maneuver

To Learn: Head Lock, Grab 4

Power Points: Any 4

Description: The fighter takes his victim's head in his hands, and twists quickly, injuring the neck with the sharp twisting motion. Very strong fighter's can severely injure opponents in this manner, and possibly break their neck in one swift motion.

System: The fighter must enter his opponent's hex to make

this Grab Maneuver. He first rolls Grab + Strength vs. his opponents Dexterity + Block. If the attacker receives more successes, he has grabbed the head of his opponent. He then makes a Strength + Grab roll. The resulting points are taken as Health by the victim, and are not affected by Block or Stamina.

Modifiers: cost: 1 willpower, speed: -2, damage: see above, Move: one

NEGATE

(New maneuver)

Focus Maneuver

To Learn: Focus 5

Power Points: Any 5

Description: Over the years, there have been reports of those that can, with a touch, draw out the powers from others, causing them to lose such powers for a time. Some say these men are wizards, other claim them to be matrial artist masters or psychics. Still others claim that cyborgs have a special program that sends a virus into the memory until the body's immune system can destroy it. Whatever the case may be, the stories of such an ability cause awe and fear into all but the most brave of fighters.

System: The practitioner spends 1 Chi point and touches any opponent within an adjacent hex. He then rolls his Focus+Intelligence vs. the victim's temporary Willpower. If the practitioner scores more successes, the victim loses one Maneuver, chosen by the character who touced him. The Maneuver will stay "lost" for a number of turns equal to the practitioner's Focus in turns.

Modifiers: cost: 1 Chi, Speed +2, Damage: None, Move: None

NERVE CLUSTER ATTACK

(New Maneuver)

Weapon Maneuver

To Learn: First, the fighter learns Upper End Thrust {proper weapon technique 2}, then he moves on to Nerve Cluster Attack {proper weapon technique 3, upper end thrust}

Power Points: club, staff, nunckaku 2, flail 3

Description: The fighter uses his weapon to attack nerve clusters

System: an opponent struck with this maneuver will suffer numbness in the following turn. if any damage is inflicted, the opponent suffers a -1 to move during the next round.

Modifiers: cost: none, speed -1, damage +2, move +0

ONE WITH THE UNIVERSE*

(New Maneuver)

Focus Maneuver

To Learn: The character must possess Insight 5, Style Lore 5, Chi 10, Punch, Kick, Athletics and Block of at least 4, a Grab of at least 3, and a Focus of 6! The character must have also learned the following Maneuvers: Psychokenetic Channeling, Chi Kung Healing (or Regeneration or Heal in it's place),and Zen No Mind. He also must have mastered his style (learned all Maneuvers associated with his style).

Power Points: Any 8

Description: The character can enter moments where he can do almost anything

System: No one known has ever learned this Maneuver, but there is a persistant rumor that it does exist, somewhere, or that one with great Focus and detirmination can teach it to himself.

The character, for a brief moment (one turn), becomes

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extremely powerful, flowing with the universe. The character can, for one turn only, preform any Maneuver, one he knows or even one he has not learned or ones that are not associated with his style! This does not include Focus Maneuvers. In addition, his action has a difficulty of 4, and any die with a roll of a "1" does not cancell out a success and is instead ignored. The character adds his full Block Technique to his Soak for damage purposes in conjunction with whatever maneuver he chose (if he has chosen a block maneuver, he might add his Block to his Soak twice!) Finally, the anyone using a maneuver or performing an action against the character is at +2 difficulty on their action.

The character loses 5 chi from his temporary Chi score when performing this maneuver, however, beginning on the turn after he played this maneuver, the character regains 4 of those Chi points, one per turn. The character cannot perform One With the Universe again until those points have returned.

Modifiers: Cost: see above, speed/damage/move: see above

OVERHEAD STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: First the fighter learns Jump {athletics 1}, then Overhead Strike {proper weapon technique 2, jump}

Power Points: sword, club, staff, axe 2, paired swords 3

Description: The fighter jumps into the air, bringing his weapon over his head and then down onto his target

System: this attack is considered an aerial maneuver and may be used to avoid projectiles. The fighter travels his allowed movement in the air using the -2 modifier and ends his attack in the same hex as his target. because this attack targets the head from above, crouched opponents are struck. jumping opponents are also struck and will suffer a knockdown.

Modifiers: cost: none, speed -1, damage +4, move -2

PILE DRIVER *

(sf 120) *The fighter places his opponents head between his legs and falls into a seated position*

Grab Maneuver

To Learn: {grab 3, athletics 1}

Power Points: wrestling 1, sanbo 2, native american wrestling, special forces 3, any 4

System: If the maneuver scores damage, the victim suffers a Knockdown.

Modifiers: cost; none, speed -2, damage +4, move; One

PIMP SLAP

(new Maneuver)

Punch Maneuver

To Learn: Punch 1

Power Points: Any 1

Description: The fighter slaps his opponent across the face with all his strength.

System: Use the modifiers below. The victim of such a slap loses one temporary Glory point if he receives damage.

Modifiers: Cost: none, Speed: +1, Damage: -2, Move: None

PIN*

(con 114) *The fighter attempts to pin his foe to the ground*

Grab Maneuver

To Learn: {grab 2}

Power Points: Aikido, Jiu Jitsu, lua, pankration, tai chi chaun, wrestling 2, baraquah, jeet kune do, kung fu, shotokan karate, silat, wu shu 3, special forces 4, any 5

System: To preform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he preforms two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.

The fighter's strength is considered to be raised by threeonly for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets thier stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automatically broken.

Modifiers: cost; 1 willpower on the first turn only, speed -1, damage +2 (first turn)/+0 (all other turns), move: +1 (first turn), none (all other turns)

Training Notes:

Some fighters continue on to learn Improved Pin {grab 3, athletics 2, pin}

PIT

(pg 97) *The fighter suddenly creates a hole in the earth under an opponent's feet*

Focus Maneuver

To learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 3

System: In order to be effective, the fighter must target a victim after he has completed his movement. Otherwise, the elemental must choose a hex to be the target of this power.

Any fighter who ends his turn in the affected hex falls into the pit. Use the modifiers below for damage from the fall. the pit is five feet deep plus one foot per dot of the fighter's Focus technique. Fighters who fall into the pit must spend thier next action climbing out. Treat this action as a move maneuver at -4 speed. Once a pit is created, it is permanent.

This power will not work if the fighter is not in contact with the earth. Even thin wooden planks will negate the power.

Using the Pit in an arena can result in a loss of Glory, depending on the type of arena and crowd.

Modifiers; cost: 1 chi, speed -1, damage +1, move -1

POOL

(pg 97) *The body of the elemental becomes pure water, immune to physical attacks*

Focus Maneuver

To Learn: {focus 2, elemental (or other special) background 4}

Power Points: elemental (water) 2

System: Physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.

Modifiers: Cost: none, speed +1, damage; none, move -2

POUNCE

(pg 88) *The fighter explodes into a mighty leap at his prey*
Athletics Maneuver

To Learn: First, the character must learn Jump {athletics 1}. Then he is ready to learn Pounce {athletics 3, jump}

Power Points: animal hybrid 2

System: The fighter hurls himself at his opponent. this is considered an aerial maneuver and can be used to avoid projectiles. The fighter lands on top of his opponent; if any damage is scored, the opponennt also suffers a knockdown. Use animal hybrid (or other strange background) in place of grab when detirmining damage.

Modifiers; cost: 1 willpower, speed -1, damage +2, move +4

POWER RESERVE

(New Maneuver)

Focus Maneuver

To learn: Focus 1

Power Points: Any 2

Description: The fighter has an extra power reserve he can call upon, enabling him to continue fighting when it seems that otherwise he would be defeated. This can be explained by calling upon the spirits, activating a re-route of power (for cyborgs), etc.

System: This Maneuver is not played as an action. Instead, the character has an extra amount of "Power Reserve Points" that is equal to the character's Focus (or special background if the character purchases this Maneuver through such a background).

These points may be spent at any time to add to the character's temporary Health, Chi or Willpower, effectively "healing" that score of any lost points. If the character is reduced to 0 health and uses this power to regain Health, he must use all of the points at once, and if still concious, is considered Dizzied. Otherwise, he may use any amount of ppoints as he sees fit, at any time.

Modifiers: Cost: 1 Chi to activate the Power Reserve whenever it is used. Speed/Damage/Move: see above

POWER RINGS

(New Maneuver)

Focus Maneuver

Prerequisites: Focus 3

Power Points: any 4

Description: The fighter uses her Chi to create a waves of power that forms into the shape of glowing rings that fly into the opponent.

System: The range of this projectile attack is equal to the attacker's Intelligence + Focus. Calculate damage as for any Focus Maneuver.

Cost: 1 Chi

Speed: +1

Damage: +2

Move: None

POWER UPPER STRIKE

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 1}

Power Points: sword, club, spear, staff, axe 1

Description: A powerful punch using the momentum of the entire body forced upward

System: if this maneuver interrupts an aerial maneuver, it causes a knockdown, if it scores damage.

Modifiers: Cost; none, speed -1, damage +3, move One

Training Notes:

Combined with Jump {athletics 1}, the fighter can continue on to Dragon Sword if part of his style.

POWER UPPERCLUT *

(sf 109) *A powerful punch using the momentum of the entire body forced upward*

Punch Maneuver

To Learn: {punch 1}

Power Points: any 1

System: if this maneuver interrupts an aerial maneuver, it causes a knockdown, if it scores damage.

Modifiers: Cost; none, speed -1, damage +3, move One

Training Notes:

Some fighters may continue on to Hyper Fist, if part of thier style.

Combined with Jump {athletics 1}, the fighter can continue on to Dragon Punch if part of his style.

PSYCHIC RAGE

(sos 29) *The fighter uses mind manipulation to push the victim into fits of anger and rage*

Focus Maneuver

To Learn: {focus 3}

Power Points: ler drit 3

System: The victim must be within the attacker's focus+wits. The fighter then must win a resisted (permanent) Willpower roll. If the attacker is successful, then the victim goes into a rage.

The victim will only be able to play fierce or roundhouse combat cards, and his highest damage special maneuvers. He will spend Chi and Willpower as needed until he runs out. Furthermore, he will not be able to play a Move or Block maneuver and will not receive any benifits from a combo maneuver.

After falling under the control of the Psychic Rage, the victim can, each turn not including the first, roll an Honor vs. the Manipulation of the attacker to try to break free. The rage will end if the attacker of the victim is knocked unconscious. The victim will lose honor normally while under the power's influence.

Modifiers: cost: 1 chi, speed: -2, damage: none see above), move: none

PSYCHIC VISE

(sos 30) *This fearsome power strips an opponent of his willpower, weakening him and his resolve*

Focus Maneuver

To Learn: {focus 4}

Power Points: ler drit 4, kabaddi 5

System: The victim must be within the attacker's focus+wits in hexes. The attacker rolls damage using the opponent's Intelligence instead of Stamina to determine soak. Psychic vise ignores blocks for the purposes of soaking damage. For each damage success, the victim loses one willpower and is at -1 to speed for the next maneuver. If the victim loses more willpower than his intelligence rating in a single attack, the victim is mentally stunned (dizzied). Victim's who reach 0 willpower can still be slowed and stunned with the use of this power.

Modifiers: cost: 1 chi, 1 willpower, speed +0, damage +0, move: none

Training Notes:

Some practitioners continue on to learn Mind Control (*This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telepathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finally prepared to learn Mind Control {focus 5, psychic vise, mind control}*)

PSYCHO CRUSHER

(sos 29) *The fighter flies in any direction, surrounded by a glow of awesome energy*

Focus Maneuver

To learn: First, the practitioner learns Psychokenetic Channeling {focus 3}. He is then prepared to learn the Psycho Crusher {focus 5, athletics 3, psychokenetic channeling}

Power Points: ler drit 5

System: The Psycho Crusher causes damage as the user flies into his victim's hex. The user of the power may fly in any pattern, but each victim is hit only once even if the user flies into his space again.

If the victim is not blocking, he is consumed in the user's Psychic fire, taking full damage from the attack (use the +5 damage modifier). and suffers a knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim can choose which hex).

If the victim was blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one dice of damage (a botch bringing the Psycho Crusher to an end). The attacker can continue to push the victim back and do an additional die of damage for every hex left in his movement, to a maximum of five damage test, at which time the attacker will fly past his opponent.

Modifiers: cost: 2 chi, speed -1, damage +5/one (see above), move +6

PSYCHOKENETIC CHANNELING *

(sos 30) *The fighter summons great Chi energy to add to an attack's power*

Focus Maneuver

To Learn: {focus 3}

Power Points: ler drit 3, aikido, baraquah, silat 4, any 5

System: This ability can be played along one of the six basic maneuvers at any time, adding +2 damage to an attack.

Modifiers: cost: 1 chi, speed: +0, damage +2, move +0

Training Notes:

Some practitioners continue on to learn Psycho Crusher {focus 5, athletics 3, psychokenetic channeling}

PUNCH DEFENSE *

(sf 116) *The fighter takes his chances, concentrating on blocking only punch attacks*

Block Maneuver

To Learn: {block 2}. the fighter might continue on to

Deflecting Punch {block 3, punch 1}

Power Points: any 1

System: The fighter is at +4 to Blocking Soak vs. Punch maneuvers, -2 Blocking Soak vs. all others.

Modifiers: cost: none, speed +4, damage: none, move: none

PUSH

(pg 98) *The attacker mystically pushes a victim away, usually with a gust of wind*

Focus Maneuver

To Learn: First, the practitioner must learn Air Blast {punch 1, focus 2, elemental 2}. he may then move on to learn Push {focus 3, elemental 3, air blast}

Power Points: elemental (air) 4

System: A blast of air with a width (in hexes) equal to the character's Focus Technique stats one hex-line in front of the character and continues forward for three hexes. Anyone in this path suffers one hit, which may be blocked normally. Use the damage modifiers below. Any fighter who suffers damage is moved an equal number of hexes in a straight line away from the fighter. Jumping or airborne opponents will suffer a Knockdown as well.

Modifiers: cost: 1 chi, speed: -2, damage: +1, move: none

REGENERATION*

(sf 129) *The character can instantly heal himself with a moment of concentration*

Focus Maneuver

To learn: {focus 3}

Power Points: kabaddi, baraquah 1, kung fu, native american wrestling, ler drit, animal hybrid, aikido, lua, silat 2, any 3

System: When using this power, a fighter stops moving for a turn to focus his Chi. The fighter may then spend points of Chi to restore lost Health levels. Each Chi point spent enables the fighter to regain one health level. In one turn, a character can restore a number of health levels equal to his focus rating.

Modifiers: cost: see description above, speed +0, damage: none, move: none

REKKA KEN

(sf 109) *A quick 1-2-3 combo of punches that can devastate an opponent*

Punch Maneuver

To learn: {punch 4, athletics 2}

Power Points: kung fu 4, western kickboxing, wu shu, majestic crow kung fu, boxing, ninjitsu 5

System: This maneuver must be used for three turns, and costs 1 willpower for each turn used. Each of the three turns, the fighter must use one of the Basic Punches (jab, strong, or fierce). The Basic Punch each turn gets +3 to speed. At the end of the turns the damage caused adds up to cause a possible dizzy, just like a combo maneuver.

Modifiers: 1 willpower per turn used, see above for other modifiers

REPEATING FIREBALL*

(sf 129) *The fighter can launch multiple fireballs at opponents.*

Focus Maneuver

To learn: First the character must learn Fireball {focus 3}. Then he may learn Repeating Fireball {focus 5, fireball}

Power Points: any 4

System: The fighter can throw a number of small fireballs equal to his rating in Focus. Thus, a fighter with a Focus of 5 could throw a volley of 5 fireballs. He can target them at any opponent or opponents he likes. An opponent using a jump or similar maneuver to avoid the fireballs must make a separate jump for each fireball targeted toward him. Range is Wits + Focus for each fireball.

Modifiers: Cost: 2 chi, speed -2, damage +0, move: none

REPUSE

(New Maneuver)

Focus Maneuver

To learn: Focus 3

Power Points: Any 2

Description: The fighter creates a field of energy that pushes others away.

System: The character is surrounded by a field of energy that repulses all nearby. If a nearby victim, friend or foe, tries to move closer to the fighter, each hex moved counts as 3 hexes. If the character trying to move closer does not have enough Move to travel 3 hexes, he may not move. If the character is moving in any other direction, including up or down, he may move normally.

The character may move normally while a Repulse field is in effect. The field will last for a number of turns equal to the character's Focus and has a range of his Focus x 3 in hexes.

Modifiers: Cost: 1 Chi, Speed: +0 (when activating), Damage: None, Move: None (when activating)

REVERSE FRONTAL KICK*

(pg 86) *The fighter makes a fake kick, and then uses his heel to attack the back of the head*

Kick Maneuver

To Learn: First, the fighter must learn Double-Hit Kick {kick 2}. Then he may move on to Reverse Frontal Kick {kick 3, double hit kick}

Power Points: savate, western kickboxing 1, wu shu 2, any 3

System: The kick hits only once but ignores blocks

Modifiers: cost; none, speed -1, damage +3, move -1

RIPPING BITE

(pg 88) *The fighter bites down and attempt to rip muscle and ligaments*

Grab Maneuver

To Learn: {grab 3} The character must also possess the Bite basic maneuvers through the Animal Hybrid Background or some other special Background

Power Points: Animal Hybrid 2

System: The fighter leaps forward and indicates which limb he wishes to strike. A successful roll that inflicts damage causes the target to suffer -1 on both Strength and dexterity for the remainder of the combat. This maneuver can be performed multiple times, and can finally impair the victim. When determining damage inflicted by this attack, the Animal hybrid background (or other similar background) is used in place of the grab technique.

Modifiers: cost; 1 willpower, speed -1, damage +1, move: One

RISING STORM CROW

(pw 60) *The fighter grabs the victim's head and flips over him, then flip-throws him forward*

Grab Maneuver

To Learn: The fighter first learns Throw {athletics 1}, then The Rising Storm Crow {grab 3, athletics 3, throw}

Power Points: majestic crow kung fu 4, kung fu 5

System: the fighter must start at least two hexes away from his target. he can throw the target in a straight line forward for as many hexes equal to his strength. the target takes two damage tests; one at the fighter's strength -3 (botches for this roll should be ignored and considered to be 0 damage, although the maneuver is NOT interrupted) when the forced flip is initiated, then another at twice the fighter's Strength when the victim crashes to the ground. Thus, a character with a high strength throws farther and harder. The opponent automatically suffers a knockdown whether or not he receives any damage from either test. Both damage tests combine to determine whether or not the victim is dizzied.

Modifiers: cost 1 willpower, speed: -3, damage -3/x2, move +2 (minimum move 2)

ROLL WITH THE HIT*

(New Maneuver)

Block Maneuver

To Learn: {Block 4}

Power Points: Any 3

Description: The fighter lessens damage by "going with" the incoming attack

System: This maneuver may be played in conjunction with any Basic Maneuver, except for Grab. If the character using this maneuver is attacked while Blocking, he may add his Block Technique to his Stamina to determine Soak as usual. If he was attacking, he cannot add his Block Technique to his Stamina, but his Stamina is at +1 for soaking purposes. If the character was using a Basic Maneuver that is an attack, the character makes the attack as usual. A Move Maneuver is also played with its normal modifiers.

Any character attacking the character using Roll With The Hit has their difficulty of that attack increased by 2. A character using this maneuver does not receive the usual +2 speed modifier when coming from this Block Maneuver.

Modifiers: cost: 1 willpower, speed/damage/move: see above

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ROLLING ATTACK *

(sf 124) *The fighter leaps, tucking into a somersault, and slamming into a victim*

Athletics Maneuver

To Learn: {athletics 3}

Power Points: capoeira, wu shu, ninjitsu 3, majestic crow kung fu 4, any 5

System: The character must travel in a straight line on the hex map and will stop at the first hex occupied by a target, which can be a character or any sizable object. After damage is applied to a target, the rolling character will bounce off the target and land two hexes in front of the target. This is an aerial maneuver.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +4

Training Notes:

If combined with Jump {athletics 1}, the fighter may learn Vertical Rolling Attack {athletics 3, jump}. Then the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}

SAKKI

(pg 98) *The character can sense danger specifically aimed at himself, but not others*

Focus Maneuver

To Learn: {focus 5} This maneuver requires no others, but is difficult to master.

Power Points: ninjitsu 3

System: During combat with only one visible opponent, this skill is of little value, unless the fighter is blinded somehow.

Outside the ring, Sakki has any applications. Ince it is always in effect, the Storyteller must tell the player whenever there is danger that the character can sense it.

Modifiers: see above. the fighter may move (Focus+Athletics) in hexes to avoid surprise attacks.

SAN HE

(sf 116) *The fighter's body becomes like an iron statue in invulnerability and immovability*

Block Maneuver

To learn: {block 3, focus 3}

Power Points: tai chi chaun 2, kabaddi, kung fu, sumo, wu shu, ler drit, aikido, ju jitsu, silat 3, shotokan karate, majestic crow kung fu 4

System: The fighter gains double his Block Technique when blocking and using San He. In addition, he cannot be knocked down except by a Grab Maneuver, and cannot be moved from the hex he is in, except with a Grab Maneuver. The fighter may need to roll successes to keep from being moved by very large objects such as cars and the like. The fighter does not receive the usual +2 bonus to speed from coming out of a Block.

Modifiers: cost: 1 chi, speed; +2, damage: none, move; none

SAND IN THE EYES

New Maneuver

Punch Maneuver

To Learn: Punch 1

Power Points: Any 1

Description: The fighter makes the most dishonorable move of grabbing a handful of dirt, sand, or other loose, grainy debris and throws it into the eyes of his opponent, temporarily blinding him.

System: The fighter must have a supply of something to put into another character's eyes - dirt from an arena floor,

pepper spray, sand, etc. The character then attempt to throw this substance into the opponent's sight. The attacker rolls Dexterity + Punch Technique vs. his opponent's Dexterity + Wits. If the attacker gains more successes, the victim is blinded, and is considered "dizzied" for one turn.

This maneuver has a range of one hex only (an adjacent hex must be the subject of the attack). The Storyteller should feel free to cause the character to lose temporary Honor after such a lowly attack.

Modifiers: Cost: none, Speed: +1, damage: none, Move: None

SCISSOR KICK

(sos 27) *The fighter leaps, then preforms a front flip, kicking out for a one-two hit*

Kick Maneuver

To Learn: First the fighter learns Jump {athletics 1}, then Scissor Kick {kick 3, athletics 3, jump}

Power Points: ler drit, jeet kune do 3, wu shu 4

System: Aerial, causes two damage tests

Modifiers: cost: 1 willpower, speed +0, damage +3, move +3

SCORPION SPEAR

(New Maneuver)

Punch Maneuver

Prerequisites: focus 4, punch 2, (special background: undead (optional rule) 4)

Power Points: any 5

Description: The fighter launches a snake like (or snake?) coil that grabs the victim and pulls him to the opponent, dazed.

System: The range of this attack is equal to Focus + Wits. The attack is made in a straight line and must have line-of-sight. If the attack causes any damage, the victim is "reeled in" to the adjacent hex next to the attacker in the direction that the opponent was in when the attack began. The victim is also dizzied if the attack scores any damage. Damage is equal to Strength +4. This is considered a projectile attack and can be dodged by maneuvers that allow avoidance of such attacks.

Cost: 2 Chi

Speed: +0

Damage: Strength +4

Move: none

SENSE ELEMENT

(pg 98) *The elemental can sense things about a specific substance*

Focus Maneuver

To Learn: {focus 1, elemental (or other special) background 1}

Power Points: elemental (all) 1

System: The character rolls Perception + Elemental Background to discern information about the chosen element (pollution of air, the weak points in a earth wall, the heat of a fire, etc, depending on the type of substance chosen at the time the player added this power to the character). There is no cost to activate this power, the fighter is aware of the substance at all times.

Modifiers: n/a

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SHADOW KICK

(New Maneuver)

Kick Maneuver

To Learn: Double-Hit Kick {kick 2}, then Lightning Leg {kick 4}, then Shadow Kick {kick 4, double hit kick, lightning leg, shadow kick}, or some fighters try to continue on to learn the Great Wall of China {kick 5, double-hit kick, lightning leg}

Power Points: any that can learn Lightning Leg 3

Description: The character attempt to hit with a powerful kick. Two shadowy images, copies of himself, also kick behind him. If the attack scores a hit, so do the shadows.

System: As Lightning Leg, requires that maneuver. Move is Two only. Damage scored on the first kick is equally scored by the second and third.

Cost: 1 Willpower, 1 Chi

Modifiers: Cost: 1 Chi, 1 willpower, speed -2, damage +1, move: none

SHIKAN - KEN/NINJA KNUCKLE FIST

(pg 84) *The fighter strikes with the upper knuckles of the hand*

Punch Maneuver

To Learn: {punch 2}

Power Points: ninjitsu 3

System: The opponent struck must make a resisted Strength check or be knocked back a hex. This maneuver will cause a knockdown vs. jumping opponents.

Modifiers: cost; none, speed =1, damage: +1 9see above0, move +0

Training Notes:

Some fighters continue on to learn Boshi-Ken (thumb drive){punch 3, Shikan-Ken}

Some fighters continue on to learn Shuto {punch 3, shikan-ken}

SHIN SMASHER

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 3}

Description: The fighter strikes the victim'ss feoral nerve in the shin, making it difficult to use the leg

Power Points: staff 2, nunckaku, club 3

System: If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.

Modifiers: Cost; none, speed -2, damage +3, move -1

SHOCK TREATMENT *

(sf 130) *The character can generate a powerful electrical field around his body*

Focus Maneuver

To learn: {focus 3}

Power points: any 4

System: This power affects anyone in the fighter's hex or an adjacent hex (friend and foe alike). Any damaged characters suffer a knockdown. A blocking character will not be knocked down, but will still suffer a damage test. A fighter must decide when he buys shock treatment whether or not it

is a crouching maneuver.

The power can be used to short out electrical equipment and as long as the power is activated the character is almost totally immune to electrical shock, and can even grab electric cables without being hurt.

Modifiers: cost; 2 chi, speed +0, damage +7, move: none

SHOCKING GRASP

(New maneuver)

Focus Maneuver

Prerequisites: focus 3, grab 1

Power Points: any 3

Description: The fighter's hands crackle with electric energy

System: The attacker grabs his opponent for a moment and electrocutes him. The damage of this maneuver is equal to the attacker's Focus + 3, and the victim's Soak is at -2 for damage purposes. nlike other grab maneuvers, this attack is made from an adjacent hex, as the attacker reaches out and graps a handful of clothes, an arm, etc.

Cost: 1 Chi

Speed: +2

Damage: (see above)

Move One

SHOCKWAVE*

(sf 110) *The fighter strikes the ground causing a minor earthquake!*

Punch Maneuver

To Learn: {punch 4, focus 2}

Power Points: native american wrestling 3, any 4

System: The shockwave goes in a straight line a number of hexes equal to the character's strength, starting in the hex next to his own. The shockwave causes the damage test and causes a Knockdown to all opponents in the affected hexes whether or not they suffer damage.

Modifiers: Cost: 1 chi, speed +0, damage +0, move: none

SHOCKWAVE, WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 4, focus 2}

Power Points: club 2, sword 3

Description: The fighter strikes the ground causing a minor earthquake!

System: The shockwave goes in a straight line a number of hexes equal to the character's strength, starting in the hex next to his own. The shockwave causes the damage test and causes a Knockdown to all opponents in the affected hexes whether or not they suffer damage.

Modifiers: Cost: 1 chi, speed +0, damage +0, move: none

SHROUDED MOON

(pg 98) *The fighter can slip away into shadows, or become invisible*

Focus Maneuver

To Learn: {focus 2, athletics 1}

Power Points: ninjitsu 2

System: An opponent must succeed in a resisted test in order to see the fighter. The opponent rolls Perception + Alertness against the fighter's Focus + Stealth to spot the fighter. If the fighter cannot be spotted, no attack can be made. An opponent can blindly attack a hex at random, if he chooses the wrong hex, however, his next action is at -2 speed.

The fighter may move up to the maneuver's full movement without being seen, only to reappear the next turn. if the fighter remains unspotted, his next action is at +1 speed.

Modifiers: Cost: 1 chi, speed +0, damage: none, move -1

SHUTO/SWORD HAND

(pg 84) *The fighter swings his hand in an arc similar to a club or a sword*

Punch Maneuver

To Learn: First, the fighter learns Shikan-Ken {punch 2}, then Shuto {punch 3, shikan-ken}

Power Points: ninjitsu 2

System: This punch ignores any special bonuses that provide extra protection, such as armor, toughskin, or similar powers. Anyone without such extra protection suffers an additional +1 damage.

Modifiers: cost; none, speed -1, damage +3 (or +4, see above), move -2

SIBERIAN BEAR CRUSHER

(sf 120) *The fighter grabs his victim, and leaps a great distance into a back breaker*

Grab Maneuver

To Learn: First the fighter must learn Back Breaker {grab 3}, then continues to learn Siberian Bear Crusher {grab 3, athletics 2, back breaker}

Power Points: Sanbo 5

System: The fighter moves into the victims hex, then grabs his opponent. He leaps into the air, landing in any area up to three hexes away. The opponent drops into an adjacent hex from the fighter at this point, chosen by the attacker. If the victim is grabbed and suffers damage, he also suffers a knockdown. While in the air, this maneuver is considered an ariel maneuver.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +1

SIBERIAN SUPLEX

(sf 120) *The fighter bounces his victim's back off the ground, then proceeds with a suplex*

Grab Maneuver

To learn: First the fighter must learn Suplex {grab 1}, then he may learn Siberian Suplex {grab 4, athletics 2, suplex}

Power Points: sanbo 3

System: this move is identical to a suplex, except that the fighters end the move one hex farther back as they land from the second hit. The fighter rolls two damage tests, and if damage is scored the victim suffers a knockdown.

Modifiers: cost: 1 willpower, speed +0, damage +2, move: One

SLEEPER*

(pg 88) *A special head lock that lessens blood flow to the brain and causes unconsciousness.*

Grab Maneuver

To learn: {grab 3}

Power Points: sanbo, native american wrestling, baraquah, lua 3, sumo, special forces 4, any 5

System: if the character can maintain his grip for three rounds, he will automatically dizzy his opponent. This is a sustained hold.

Modifiers: cost; 1 willpower on the first turn only, speed -1, damage +2, move: One

SLIDE KICK *

(sf 114) *The fighter slides an amazing distance into his opponent and kicks his feet from under him*

Kick Maneuver

To Learn: {kick 2, athletics 1}

Power Points: western kickboxing, kabaddi, ler drit, spanish ninjitsu, savate, aikido, pankration, tai chi chaun 2, any 3

System: If damage is scored the victim suffers a knockdown unless he was blocking.

Modifiers: cost: none, speed -1, damage +3, move +1

SONIC BOOM *

(sf 130) *The fighter can release a bolt of concussive sonic energy*

Focus Maneuver

To Learn: {focus 3}

Power Points: silat 3, any 4

System: Like a fireball, a sonic boom has a range of Wits + Focus. It's damage is calculated as Intelligence + Focus +4 (maneuver modifier).

Modifiers: cost; 1 chi, speed -3, damage +4, move: none

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SPECIAL POWER

(New Maneuver)

Focus Powers

To Learn: Varies

Power Points: Varies

System: Many powers are available to characters that have little to do with combat in the ring. These powers are, however, quite important to most characters. A few of those powers are detailed here, and their Focus Requirement and Power Point cost. None of these powers have an effect within the ring. Outside the ring, the Storyteller should decide when these powers can be used and their benefits.

Special Powers:

Animal Control

(Requires Focus 2, Power Points: 1)

Allows the character to charm and control any animals he can make eye contact with.

Animal Summoning

(Requires Focus 3, Power Points: 1)

The character can call telepathically to animals in the surrounding area, and they will come to him, although this does not mean he can control them.

Summon

(Requires Focus 5, Power Points: 5) - dead, elemental, etc

Although the process takes some time, the practitioner can summon a certain type of being. Elementals, Demons, and Undead are favorites of such summons in books and movies. The practitioner can summon one type of being per purchase of this power.

Comprehend Languages

(Requires Focus 4, Insight 4, Power Points: 1)

The character can comprehend any language spoken to him. Another version of this power allows the character to understand animal speech!

Create

(Requires Focus 5, Power Points: 5)

The character can concentrate and create nearly anything he desires. Cars, weapons, clothes, etc. Although powerful indeed, the character cannot use this power in combat, as it requires full concentration and a few moments to create the object (by then the fighter would have been beaten to a pulp!).

Fog

(Requires Focus 1, Power Points: 1)

The character seems to be followed by a fog cloud that creates a mysterious and frightening appearance for the fighter. It seems to appear only at night.

Detect

(Requires Focus 2, Power Points: 2)

The character can concentrate and detect the direction of the closest source of a certain thing. The player must decide what the character can detect when the character is created. Magic, Life, Dragons and Vampires are all good examples.

Dimension Travel

(Requires Focus 5, Power Points 5)

The character can, with a few minutes to prepare, travel to another dimension!

Immortality

(Requires Focus 5 {or one dot in the Dragon, Undead, Angel/Demon, God of Old, or Vampire Background} Power Points: 1)

The character will not die from normal aging.

Wall - Walking

(Requires Focus 1, Athletics 2, Dexterity 2, Power Points: 2)

The character can climb up walls and across ceilings with ease, much like a spider.

Awareness

(Requires Focus 5, Insight 5, Power Points: 5)

The character is "in tune" with the universe, and is aware when things of great importance are going to happen, although details may be sketchy.

Omni-Skill

(Requires Focus 1, Proper Ability 1, Power Points: 3)

The character knows all "sub-skills" of a given subject (Ability). For example, if a character knows science, he knows all about all kinds of sciences, from Astromomy to Zoology.

Self-Reliability

(Requires Focus 4 {or one dot in the Angel/Demon, God of Old, Plant Hybrid, or Undead background} Power Points: 1)

The character requires nothing to survive, and has no need to eat or drink, but still ages.

Full Vision

(Requires Focus 2, Power Points: 2)

The character can see in all directions

Super Hearing

(Requires Focus 2, Power Points: 2)

The character can make Perception rolls to hear things a normal person could not. Whispers, a cry for help a mile away, etc.

Tracking

(Requires Focus 2 {or one dot in Animal Hybrid}, Power Points: 1)

The character has an uncanny ability to track down people by use of their scent and trail.

Telescopic Vision

(Requires Focus 2, Power Points: 2)

The character can make Perception rolls to see things that are far away, not normally possible with the human eyes

Microscopic Vision

(Requires Focus 2, Power Points: 2)

The character can make Perception rolls to see things that are tiny in size, not normally possible with the human eyes

X-Ray Vision

(Requires Focus 2, Power Points: 2)

The character can see through objects if he concentrates

Read Object

(Requires Focus 2, Power Points: 2)

By touching an object, the character can catch glimpses of what has happened to it in the past.

Water Freedom

(Requires Focus 2 {or one dot in the Mutant, Alien or Water Elemental Background}, Power Points: 2)

The character can breathe and move normally underwater. This does not affect the attacks of a character with a Water Elemental Background, as they are fueled with the attacker's Chi energies.

Weather Control

(Requires Focus 5, Power Points: 5)

The character can control the weather in a given area, changing clear days to rain, storms, etc.

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SPEED OF THE MONGOOSE

(pg 99) *The fighter can burst into unbelievable speeds for short periods of time*

Focus Maneuver

To Learn: {focus 3}

Power Points: ninjitsu 3

System: The fighter may only move this combat turn and cannot block or attack. The following turn he may choose to add +4 to his speed or +6 to his move (the latter must be in a straight line)

Modifiers: cost; 1 chi, speed +2, damage; none, move -2

SPIN AND TOSS

(New Maneuver)

Grab Maneuver

To Learn: Grab 3, Throw, Strength 3

Power Points: Any 2

System: The victim of this Maneuver must be Knocked Down the previous turn, and then attacked before he makes his next action. He may pick up his victim by the legs, and spin him round and round, finally throwing him in the direction he chooses, at a distance of Strength + 1 in hexes. In all other regards, this works exactly as a Throw.

Modifiers: Cost: None, Speed: +0, Damage: +3, Move: One

SPINNING BACK FIST *

(sf 110) *The fighter whirls around in a 180 degree spin and attacks*

Punch Maneuver

To learn: {punch 2} Some fighters continue on to Spinning Knuckle

Power Points: special forces, western kickboxing, thai kickboxing, savate, baraquah, pankration 1, any 2

System: Use the following modifiers

Modifiers: Cost: none, speed -1, damage +2, move +1

SPINNING BACK STRIKE

(New Maneuver)

Weapon Maneuver

To learn: {proper weapon technique 2}

Power Points: rapier, nunckaku, staff 1, paired swords, sword, spear, axe 2

Description: The fighter whirls around in a 180 degree spin and attacks

System: Use the following modifiers

Modifiers: Cost: none, speed -1, damage +2, move +1

SPINNING CLOTHESLINE

(sf 110) *Spinning like a top, the fighter moves in a line and causes total destruction!*

Punch Maneuver

To Learn: {punch 4, athletics 3}

Power Points: sanbo 3, capeoria, native american wrestling 4, special forces 5

System: The fighter attacks all opponents in hexes next to him and moves one hex in any direction. Anyone hit is knocked back a hex. He may do this until his movement is finished. ny crouching characters are not hit.

Modifiers: Cost: 1 willpower, speed +0, damage +0, move -2

SPINNING FOOT SWEEP*

(sf 115) *The fighter spins a full 360 degrees, kicking the feet out from under nearby victims*

Kick Maneuver

To Learn: Foot Sweep {kick 2}, then Spinning Foot Sweep {kick 2, athletics 1}

Power Points: special forces, sumo, aikido, ju jitsu, tai chi chaun 1, any 2

System: The fighter rolls an attack on all adjacent hexes. Any victim damaged is also knocked down unless he was blocking. This is a crouching maneuver.

Modifiers: cost: 1 willpower, speed -2, damage +3, move; none

SPINNING FOOT SWEEP WEAPON

(New Maneuver)

Weapon Maneuver

To Learn: Foot Sweep, Weapon {proper weapon technique 2}, then Spinning Foot Sweep, Weapon {proper weapon technique 2, athletics 1}

Power Points: staff 1, spear 2

Description: *The fighter spins a full 360 degrees, kicking the feet out from under nearby victims*

System: The fighter rolls an attack on all adjacent hexes. Any victim damaged is also knocked down unless he was blocking. This is a crouching maneuver.

Modifiers: cost: 1 willpower, speed -2, damage +3, move; none

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SPINNING KNUCKLE*

(sf 110) *The fighter spins around many times, and delivers two spinning attacks*

Punch Maneuver

To Learn: Spinning Back Fist {punch 2}, then Spinning Knuckle {punch 3, athletics 1}

Power Points: special forces 2, western kickboxing, wu shu, ler drit, savate, baraquah 3, any 4

System: The fighter rolls two damage tests. Also, the fighter may use this maneuver to evade projectile attacks, similar to the Jump maneuver.

Modifiers: Cost: 1 willpower, speed -1, damage +1, move +3

SPINNING PILE DRIVER

(sf 120) *The fighter grabs, spins high in the air, and lands with a powerful Pile Driver*

Grab Maneuver

To Learn: First the fighter must learn Jump {athletics 1} and Pile Driver {grab 3, athletics 1}, in any order he wishes. Then he may learn Spinning Pile Driver {grab 4, athletics 3, Jump, Pile Driver}

Power Points: wrestling 3, sanbo 4, native american wrestling 5

System: The victim suffers a Knockdown in addition to regular damage, and is bounced three hexes away (attacker's choice of which direction) after impact.

The spinning Pile Driver can be used to avoid projectiles, and counts as an aerial maneuver while the attacker is airborne.

Modifiers: Cost: 2 willpower, speed -2, damage +7, move: 2

SPONTANEOUS COMBUSTION

(pg 99) *The fighter can make opponents burst into flames*

Focus Maneuver

To Learn: First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, heatwave}

Power Points: elemental (fire) 4

System: the fighter must defeat the defender in a contested Focus roll. If the elemental succeeds, the defender bursts into flames, taking the damage listed below. Each round thereafter, the elemental can continue to expend Chi to keep the fire burning. The affected character can counteract this expenditure of Chi by spending one action rolling on the ground to put the fires out. Unfortunately, it is not always wise to do this in combat, as any rolling character's action is at -2 speed on the following round.

Modifiers: cost; 2 chi the first round, 1 chi thereafter, speed +0, damage: +5 first round, +2 thereafter
move; -2

STEPPING FRONT KICK

(sf 115) *The fighter knees the opponent, knocking him back, then kicks him*

Kick Maneuver

To Learn: Double Hit Kick {kick 2}, then Stepping Front Kick {kick 4}

Power Points: kung fu, majestic crow kung fu, jeet kune do, silat 3, western kickboxing, wu shu, ler drit 4

System: The fighter must move into the hex of his opponent

for the knee attack, which forces the victim back whether or not damage is scored. then the fighter proceeds with a kick in the same turn. If the fighter cannot reach the same hex but one adjacent, he may still attack with the kick.

Modifiers: cost: 1 willpower, speed +0, damage +1, move +1

STOMACH PUMP

(sf 120) *The fighter grabs an opponent and squeezes his stomach or other sensitive organ*

Grab Maneuver

To Learn: {grab 4, punch 2}

Power Points: sanbo, native american wrestling, ju jitsu, pankration, wrestling 3

System: sustained hold

Modifiers: cost: none, speed +0, damage +4, , move: One

STONE

(pg 99) *The fighter creates (or obtains) a giant stone and hurls it at a victim*

Focus Maneuver

To learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 2

System: This is a projectile attack, very similar to Ice Blast or Fireball. The more Focus the fighter has, the larger the stone is. Because the stone is thrown, the Focus maneuver uses Strength instead of Intelligence to determine the damage inflicted.

Modifiers: Cost: 1 chi, speed -2, damage: strength + focus
move; none

STORM HAMMER

(sf 121) *The fighter picks up the victim by the head and smashes his face to the ground*

Grab Maneuver

To Learn: First the fighter must learn Jump {athletics 1}, then he may learn Storm Hammer {grab 5, athletics 3, jump}

Power Points: native american wrestling, wrestling 5

System: The fighter enters the victim's hex, grabs, and both end up in any area up to three hexes away. The victim will suffer a knockdown if damaged. this maneuver is considered an aerial maneuver, and can be used as a Jump to dodge projectiles.

Modifiers: cost; 2 willpower, speed -2, damage +7, move: One

STRANGLE THROW

(New Maneuver)

Weapon Maneuver

To Learn: First, the fighter learns Jump {athletics 1}, then Strangle Throw {grab 2, athletics 2, jump, proper weapon technique 2}

Power Points: garrote 2, whip/chain 3

Description: The fighter catches an ariel or normal opponent by the throat with his weapon and hurls him to the ground

System: This maneuver can interrupt a airborne opponent, and can attack a standing character as well. Damage indicates a knockdown. Both the fighters end the turn in the same hex where this attack was made.

Modifiers: cost: None, speed -1, damage +2, move +0

STUNNING SHOUT *

(sf 130) *The fighter can create a sound of high power, stunning opponents*

Focus Maneuver

To Learn: {focus 2}

Power Points: shotokan karate, sumo, silat 2, ler drit, majestic crow kung fu, aikido, tai chi chaun 3, any 4

System: The fighter must declare one opponet as the target of a Stunning Shout (although the Storyteller could allow minor thugs to be attacked in groups). The victim of the shout must make a resisted roll between the victim's permanent Willpower Rtaing and the fighter's permanent Willpower rating. if the victim wins, there is no effect.

If the attacker wins, one of two things happens, depending on whether the opponent has acted in the turn. If the victim has not acted, he loses all move and remaining actions for the turn. if he has acted, each extra success the attacker won the resisted Willpower roll by subtracts one from the speed of the victim's next maneuver.

Modifiers: cost; 1 chi, speed +2, damage: none, Move -2

SUPER LUCK

(New Maneuver)

Focus Maneuver

To Learn: Focus 3

Power Points: Any 5

System: The player does not use Super Luck as a combat action. Instead, the ability is always in effect. Before the player rolls dice for any action, he may declare that the fighter is using his Super Luck. If he does, he may then roll, and re-roll as many dice over as he has Focus, *as long as they were not "1"s*. Any new "1"s rolled do not cancel out former or newly-rolled successes.

Cost: 1 Chi to activate the Super Luck;
Speed/Damage/Move: N/A

SUPLEX*

(sf 121) *The fighter grabs an opponent, falls backwards, and uses the victim's head to cushion the fall*

Grab Maneuver

To Learn: {grab 1}

Power Points: native american wrestling, sanbo, special forces,spanish ninjitsu, ju jitsu, pankration,wrestling 1, any 2

System: Victims of a suplex suffer a knockdown. the victim lands one hex behind his original position (attacker's choice of which hex).

Modifiers: cost; none, speed: +0, damage: +2, move: One

Training Notes:

Some fighters continue on to learn Siberian Suplex {grab 4, athletics 2, suplex}

If combined with Jump {athletics 1}, the fighter is prepared to learn Air Suplex {grab 3, athletics 3, jump, suplex}

TAIL SWEEP

(pg 90) *The bestial fighter preforms a spinning sweep, using his tail*

Athletics Maneuver

To learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike {athletics 3}, then Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump}

Power Points: animal hybrid 2

System: Anyone in adjacent hexes are struck by the tail and, if damaged, suffer a knockdown, friend and foe alike. this is a crouching maneuver.

Modifiers: Cost; none, speed -1, damage +1, move; none

TAUNT*

(New Maneuver)

Focus Maneuver

To Learn: Focus 3

Power Points: any 3

Description: Those who have begun to master thier Focus can learn to humiliate thier opponent with a single word. The taunt is filled with disrespect and fueled with the fighter's Chi. this rips into the very essence of the opponnet, diminishing his spirit, and thus decreasing his available power.

System: The fighter must concentrate intensely to use this maneuver - he cannot abort to another action once he has declared a Taunt. This makes using the maneuver in close combat risky. The fighter may spend one Chi to take away three Chi from his opponnet. The victim regains one lost Chi (that is, Chi lost from this maneuver) per turn, and the fighter who did the Taunt regains his lost Chi at the end of three turns.. With multiple uses of this power, a fighter can reduce his opponnet's Chi to a useless degree. Multiple uses of this power may require some record keeping by the Storyteller. This maneuver has a range of the character's voice. Those who master the power can speak the word even if they cannot speak, and can hear the word even if they cannot hear! The Taunt is more than a word - it is a focus of the fighter's own Chi to challenge and weaken his opponnet. Those who use the Taunt automatically lose one temporary Honor point.

Cost: 1 Chi (regained after three turns)

Speed +0

Damage: None (see above)

Move: None

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TEARING BITE

(pg 88) *The fighter chomps down on the head/neck, then flips the target over his back*

Grab Maneuver

To Learn: First the fighter must have the ability to cause a large bite wound (through the Animal Hybrid Background or other means), and the Bite basic maneuvers. Then he learns Tearing Bite {grab 2, athletics 2}, and may go on to learn Jaw Spin {grab 4, athletics 3, tearing bite}

Power Points: animal hybrid 2

System: After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's strength -1. Use the animal hybrid (or similar strange background) rating to determine damage in place of the grab technique.

Modifiers: cost; 1 chi, speed +1, damage +4, move: One

TELEKINESIS

(New Maneuver)

Focus Maneuver

To Learn: Focus 3

Power Points: Any 2

System: The practitioner can make small objects move about. He cannot move objects fast enough to cause any real damage or grip them from the grip of someone engaged in combat, but he could make his weapon return to his hand if he has been disarmed, or make a weapon fly to his hand from the holster or scabbard it is carried in, unless tied or buckled in place. The telekinesis has a range of hexes equal to the practitioners Focus x3.

Modifiers: Cost: 1 Chi, Speed: +4, Damage: none, Move: +0

TELEKINESIS, IMPROVED

(New Maneuver)

Focus Maneuver

To Learn: Focus 4

Power Points: Any 3

System: The practitioner can make large objects move about. He can pick up and toss objects as if his strength were equal to his Focus +2. These large objects cause damage equal to the "thrower's" Focus + 5. They can be blocked or dodged as projectiles by Maneuvers such as Jump. There must be a large object with the practitioner's Focus x 3 in hexes to use this power. The practitioner may hurl one object per turn.

Modifiers: Cost: 1 Chi, Speed: +2, Damage: Focus +5, Move: None

TELEPATHY*

(sf 130) *The character can communicate by thinking*

Focus Maneuver

To Learn: {focus 3} Some practitioners continue to learn Mind Reading {focus 4, telepathy}

Power Points: ler drit, kabaddi, aikido, baraquah, tai chi chaun 2, any 3

System: A character using telepathy can link a number of additional people up to her rating in Focus. So, a character with a Focus Technique of 3 could link himself and three other people. Each individual must be within range equal to the telepath's Wits + Focus in hexes, and must stay within that range to maintain the link.

In between each combat turn, the telepath can decide which characters will be part of the telepathic link for the upcoming turn. those players can then discuss combat strategy among

themselves without anyone else being able to hear them.

Maintaining the links costs one Chi point per turn.

Modifiers: Cost; 1 chi per turn, speed: none, damage; none, move: none

TELEPORT PUNCH

(New Maneuver)

Focus Maneuver

Prerequisites: yoga teleport, focus 5

Power Points: any 5

Description: The fighter vanishes only to appear behind his opponent.

System: This maneuver is combined with any basic punch. The attacker must be within enough Move to have attacked the opponent with the basic punch. The attacker disappears, and is placed one hex behind his foe. The punch now has a Difficulty of 5. The punch is played during the same turn the "vanishing" took place.

Cost: 1 Chi, 1 Willpower

Speed: as basic punch

Damage: special

Move: special

THORAX SMASH

(New Maneuver)

Punch Maneuver

To Learn: Punch 3

Power Points: Any 3

Description: The fighter smashes his opponent in the throat with his knuckles.

System: use the modifiers below. if the attack scores damage, the victim loses any actions he was taking other than Blocking Maneuvers, and his following action receives -3 to Speed.

Modifiers: Cost: none, Speed: +0, Damage: -3, Move: None

THUNDERSTRIKE

(sf 124) *The fighter leaps right up to the victim and strikes with a shoulder, knee, or whatever*

Athletics Maneuver

To Learn: First the fighter must learn Jump {athletics 1}, then Thunderstrike {athletics 2, jump}

Power Points: native american wrestling, pankration 1

System: The fighter's opponent must be standing in the same or adjacent hex when the fighter performs this move. The fighter moves into the opponent's hex, rolls damage for the Thunderstrike, and then finishes his movement.

Thunderstrike is an aerial maneuver and enables the user to avoid projectile attacks like a Jump.

Modifiers: cost: none, speed +0, damage +5, move -1

THUNDERCLAP

(sf 130) *The warrior can slam his hands together and make a wave of thunder*

Focus Maneuver

To Learn: {focus 3, punch 1}

Power Points: native american wrestling 4

System: the thunderclap inflicts damage upon everyone within three hexes of the character. the damage is equal to Intelligence + Focus -3.

Modifiers: cost; 1 chi, speed +0, damage -3, move; none

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TIGER KNEE

(sos 27) *The fighter crouches down then springs up, driving his knee into his opponent*

Kick Maneuver

To Learn: First the fighter learns Jump {athletics 1}. Then he continues on to Tiger Knee {kick 3, athletics 2, jump}

Power Points: thai kickboxing 4, special forces, western kickboxing, jeet kune do 5

System: The tiger knee will cause a knockdown and damage to an aerial opponent. This is an aerial maneuver that can be used to Jump over projectiles.

Modifiers: cost: 2 willpower, speed +3, damage +2, move +0

TORPEDO

(New Maneuver)

Athletics Maneuver

Prerequisites: punch 4, athletics 4, focus 1

Power Points: any 5

Description: The attacker hurls himself at his victim, actually flying, for a moment, through the air. The force of this knocks the opponent with the assailant for the full length of the flight.

System: The victim suffers a Knockdown if damage is scored, and is also moved along with the attacker, in the hex in front of him, for the full distance. The attacker must move in a straight line. This is an aerial maneuver.

Cost: 1 Chi, 1 Willpower

Speed: +2

Damage: +2

Move: +2

TOUGHSKIN*

(sf 130) *The character can focus his Chi energy to become temporarily tougher*

Focus Maneuver

To learn: {focus 2}

Power Points: sumo, animal hybrid, pankration 2, thai kickboxing, boxing, ju jitsu, lua 3, savate 4, any 4

System: The player can use the Toughskin combat card along with any other card being played. The character's Soak is increased by two for the duration of the turn.

Modifiers: cost: 1 chi, See description above

TRIPLE STRIKE*

(sf 110) *The fighter pulls back, then lashes out with two fists and a kick*

Punch Maneuver

To learn: {punch 2, kick 1}

Power Points: majestic crow kung fu 1, any 2

System: The fighter makes three attacks, and applies damage from the two that score the most damage. The two punches have +0 damage modifier, the kick has a +1 damage modifier. remember to use the Puch Technique for the punches, and the Kick Technique for the kicks, naturally.

Modifiers: Cost: none, speed -2, damage: see above, move: none

TURBO SPINNING CLOTHESLINE

(sf 110) *A faster version of the Spinning Clothesline*

Punch Maneuver

To Learn: Spinning Clothesline {punch 4, athletics 3}, then Turbo Spinning Clothesline {athletics 4}

Power Points: sanbo 2, capeoria, special forces 4

System: Identical to the Spinning Clothesline, except it is quicker and travels farther.

Modifiers: Cost; 1 willpower, speed +1, damage +0, move -1

THIGH PRESS*

(sf 121) *The fighter catches the head of the victim in his thighs and flips him headfirst into the ground*

Grab Maneuver

To Learn: {grab 2, athletics 2}

Power Points: native american wrestling, sanbo, special forces, ju jitsu, wrestling 2, any 3

System: the opponent suffers a knockdown in addition to regular damage. The fighters switch hexes at the end of the move unless they began in the same hex, in which case the attacker may decide which adjacent hex the victim falls into.

Modifiers: cost: none, speed -1, damage +4, move: One

THROW*

(sf 122) *The fighter picks up the opponent or uses his momentum against him to throw him through the air*

Grab Maneuver

To learn: {grab 1}

Power Points: ju jitsu (free), any 1

System: if the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example.

Modifiers: cost: none, speed -2, damage +2, move: one

Training Notes:

Some fighters continue to learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}

Some fighters continue to learn Hair Throw {grab 3, athletics 2, Throw}

If combined with Jump {athletics 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}

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TIME TRAVEL

(New Maneuver)

Focus Maneuver

To Learn: Focus 5

Power points: Any 5

Description: This is one of the most powerful, and most taxing, of Special Maneuvers. The character can actually shift back through time, changing actions he might have taken! Very few people around the world hold the secret to this power.

System: The character sacrifices all remaining Chi, which must at least be at 5 temporary points, and 2 Willpower points. He may then cancel out his last action and his opponent's last action and any effects or damage caused by them (although all in the area are affected, the practitioner makes one opponent the "target" of this power). The other fighters will regain any points they spent on their former actions, but the Time Traveler will not. If the character is within a large group battle, people may not appear where they were before (Storyteller decides new positions, which should be similar, but not exact, to the positions on the previous turn).

The player must tell the Storyteller 1-4 rounds before he uses this power, as it "builds up", and spend the Chi and Willpower. the character cannot Time Travel the same time he spends the Chi. The Storyteller uses this turn to keep track of where everyone is and what happens, so he can be prepared for the use of this power.

The character can move and attack/defend normally while activating the power and spending the Chi. When he wishes to Time Travel, the travel takes place at the beginning of the turn.

Modifiers: Cost: see above, Speed: see above, Damage: none, Movement: see above

TUMBLING ATTACK*

(sos 28) *A rolling attack that can strike a victim over and over if timed correctly*

Athletics Maneuver

To learn: First, the character must learn to Backflip {athletics 3}, then Tumbling Attack {athletics 3, backflip}

Power Points: spanish ninjitsu 2, caporia 3, any 5

System: The tumbling attack has simultaneous movement and damage tests each time the attacker moves a space. When the fighter rolls into a space with an enemy, he rolls a damage test and pushes the victim back one hex. The attacker moves in a straight line. This is a crouching maneuver.

Modifiers: Cost; 1 willpower, speed -1, damage -1, movement +0

TUMBLING KNIFE

(New Maneuver)

Athletics Maneuver

To learn: First, the character must learn to Backflip {athletics 3}, then Tumbling Knife {athletics 3, knife 2, backflip}

Power Points: knife 3

Description: A rolling attack that can strike a victim over and over if timed correctly

System: The tumbling attack has simultaneous movement and damage tests each time the attacker moves a space. When the fighter rolls into a space with an enemy, he rolls a damage test and pushes the victim back one hex. The attacker moves in a straight line. This is a crouching maneuver. The attacker must be holding a knife to make this attack, remember to use

the weapon's modifiers, also.

Modifiers: Cost; 1 willpower, speed -1, damage -1, movement +0

TURN PUNCH

(sf 166) *The longer the fighter waits, the more powerful his punch becomes*

Punch Maneuver

To Learn: {punch 4}

Power Points: thai kickboxing, boxing, savate 4, western kickboxing 5

System: The fighter concentrates from 1 to 4 turns. During this concentration, the fighter can use any other maneuvers, but they will all be at -1 speed, damage and move. The fighter can stop concentrating at any time, even on the first turn, and make the Turn Punch, which will have the following modifiers depending on how long the fighter waited.

Turn 1 -1 speed, +4 damage

Turn 2 -1 speed, +5 damage

Turn 3 +0 speed, +6 damage

Turn 4 +1 speed, +7 damage

Modifiers: Cost: 1 willpower to declare intent to use the Turn Punch, Speed; special, Damage: special, Move: Two

TYPHOON TAIL

(pg 90) *The bestial fighter flies across the area, striking with legs and tail repeatedly*

Athletics Maneuver

To learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike* {athletics 3}, and may move on to Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump} (* After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}

Power Points: animal hybrid 3

System: The fighter begins the Typhoon Tail by moving up to his designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. An opponent in the final hex of movement will be hit by the attacker's knees and take damage at the +5 modifier. The opponent is also knocked back one hex along the fighter's trajectory.

at this point, all fighters in adjacent hexes, including the one just hit, are struck by the spinning tail and are knocked back one hex away from the attacker. The damage modifier for the second attack is +2.

Unlike other animal hybrid maneuvers, the Typhoon Tail uses Athletics as the base of damage, not the animal hybrid background.

Modifiers: cost; 1 chi, 1 willpower, speed -2, damage +5/+2 (see above), move +1

UPPER END THRUST

(New Maneuver)

Weapon Maneuver

To Learn: {proper weapon technique 2}

Power Points: club, staff, nunckaku, flail 3

Description: The fighter strikes with the upper end of his weapon in a thrusting motion

System: The opponent struck must make a resisted Strength check or be knocked back a hex. This maneuver will cause a knockdown vs. jumping opponents.

Modifiers: cost; none, speed +1, damage: +1 (see above), move +0

Training Notes:

Some fighters continue on to learn Nerve Cluster Attack {proper weapon technique 3, upper end thrust}

UPPER TAIL STRIKE

(pg 91) *The bestial fighter whips his tail around to attack the head of his opponent*

Athletics Maneuver

To Learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike* {athletics 3}, and may move on to Tail Sweep {athletics 1, upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {athletics 3, tail sweep, jump} (*) After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}

Power Points: animal hybrid 3

System: Airborne or jumping opponents suffer a knockdown if damage is scored. Substitute the Animal Hybrid background in plac of athletics for damage purposes.

Modifiers: cost; none, speed +1, damage +2, move +1

VACUUM

(pg 99) *The weilder can temporarily remove all the air from a given area, a very deadly power indeed*

Focus Maneuver

To learn: First, the character must learn Air Blast {punch 1, focus 2, elemental 2}. He is then ready to move on to Vacuum {focus 3, elemental 4, Air Blast}

Power Points: elemental (air) 3

System: The user of this power designates one hex as the target hex. Any fighter in that hex must succeed in a stamina test or be dizzied the following turn. He then suffers damage according to the modifiers below.

Air elementals are unaffected by this power. A target with a higher speed may interrupt and move out of the affected hex before the vacuum forms.

Modifiers: cost: 1 chi, speed -2, damage +2, move -2

VENOM

(pg 100) *The character has fangs or some other way of inflicting a poisonous wound*

Focus Maneuver

To Learn: {focus 2, athletics 2, grab 2} The character must also possess the Bite Basic Maneuvers through some means (usually the Animal Hybrid Background).

Power Points: animal hybrid 2

System: On a successful attack, the target suffers damage according to the modifiers below. For the next two turns, the victim will act at -1 speed and will automatically lose one additional health level per turn of the poison's effect. Venom may not be used in conjunction with other biting attacks - although it makes a good part of a biting combo.

Modifiers: cost: 1 chi, speed +1, damage: +2 (lingering effects, see above), move: -2

VERTICAL ROLLING ATTACK*

(sf 125) *The fighter leaps into the air in a somersaulting attack*

Athletics Maneuver

To learn: First the character must learn Jump {athletics 1}, then Vertical Rolling Attack {athletics 3, jump}

Power Points: capoeira, wu shu, ninjitsu 2, any 4

System: This maneuver is almost identical to a Rolling Attack, except that the fighter leaps up into the air instead of forward. The move is good for knocking down high-jumping opponents or for vaulting over fences or onto roof tops. A character using this maneuver can leap four feet into the air for each dot in Athletics.

This maneuver causes a Knockdown to aerial opponents. It counts as an aerial maneuver itself and can be used to avoid projectiles as a Jump.

Modifiers: cost: 1 willpower, speed +0, damage +3, move +0

Training Notes:

If combined with Rolling Attack {athletics 3}, the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}

WALL

(pg 100) *The fighter causes a wall of earth to spring fourth, hitting or blocking an opponent*

Focus Maneuver

To learn / Training Notes: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 2

System: The elemental selects a hex other than his own and fills it with a wall of earth. the range of this power is Perception + Focus. Anyone in the hex suffers damage as listed below. To pass it, the wall must be circumvented or beaten down. the fighter must be in contact with the earth for this power to work.

The wall has a number of Health levels equal to the elemental's Focus technique, and a Stamina equal to the Elemental Background.

Modifiers: cost: none, speed -2, damage +2, Move: none

WALL SPRING*

(sf 125) *The fighter uses wall-bouncing action to add range and height to a jump*

Athletics Maneuver

To learn: Fist the fighter must learn Jump {athletics 1}, then Wall Spring {athletics 3, jump}

Power Points: wu shu, spanish ninjitsu, majestic crow kung fu, ninjitsu, jeet kune do 1, any 2

System: The fighter can jump normally up to his full move. Additionally, if he aims for a wall, he can bounce off the wall with a good push of the legs and travel another full move plus two hexes away. The fighter must bounce off the wall at the opposite angle he jumped onto it, unless he jumped straight at the wall, in which case he moves straight backward.

Like a regular jump, the spring may be used with any basic punch or kick. In this case, use the basic maneuver's speed and damage modifiers, but use the Wall Spring's move modifiers. This is an aerial maneuver.

Modifiers: cost: none, speed +2, damage: none (see above), move: +0 first jump, +2 off spring

WEAPON CHOKE

(New Maneuver)

Grab Maneuver

To Learn: {grab 3, proper weapon technique 3}

Description: The fighter strangles his opponent using his weapon, perhaps lifting him off the ground if strong enough

Power Points: garrote (free), whip/chain 2, nunckaku 3

System: sustained hold

Modifiers: cost: none, speed -1, damage +3, move: One

WEAPON COMBO KICK

(New Maneuver)

Weapon Maneuver

To learn: {proper weapon technique 2, kick 1}

Power Points: paired swords, rapier, staff 1, sword, club, spear, flail, axe 2

Description: The fighter pulls back, then lashes out with two strikes of his weapon and a kick

System: The fighter makes three attacks, and applies damage from the two that score the most damage. The two weapon attacks have +0 damage modifier, the kick has a +1 damage modifier. Remember to use the Weapon Technique for the punches, and the Kick Technique for the kicks, naturally.

Modifiers: Cost: none, speed -2, damage: see above, move: none

WEAPON DEFENSE

(New Maneuver)

Weapon Maneuver or Block Maneuver

To Learn: {proper weapon technique 2 or Block 2 - does not require both}. If the fighter knows his proper weapon technique the fighter might continue on to Deflecting Strike {block 3, proper weapon technique 1}

Power Points: any 1

Description: The fighter takes his chances, concentrating on parrying only weapon attacks

System: The fighter is at +4 to Parrying/Blocking Soak vs. Weapon maneuvers, -2 Parrying/Blocking Soak vs. all others.

Modifiers: cost: none, speed +4, damage: none, move: none

WEAPON THROW*

(New Maneuver)

Grab Maneuver

To learn: {grab 1, proper weapon technique 1}

Power Points: staff 1, whip/chain 2

Description: The fighter picks up the opponent or uses his momentum against him to throw him through the air

System: if the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example.

Modifiers: cost: none, speed -2, damage +2, move: one

Training Notes:

Some fighters continue to learn Back Roll Throw, weapon {proper weapon technique 2, kick 1, athletics 1, throw}

If combined with Jump {athletics 1}, the fighter may continue on to learn Air Throw, Weapon

WEIGHT

(pg 100) *The fighter calls upon mystical powers to increase the gravitational pull of a target*

Focus Maneuver

To Learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. *This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})*

Power Points: elemental (earth) 3

System: This is a projectile attack and may be dodged as such. Otherwise, the target will not be able to jump for the following round, and will suffer -2 speed and -2 move. This effect cannot be sustained but may be used successively.

Modifiers: Cost: 1 chi, speed -2, damage: none, move -1

WHIRLWIND KICK

(sf 115) *The fighter kicks into a handstand and spins like a top, kicking, upside down!*

Kick Maneuver

To Learn: {kick 4, athletics 4}

Power Points: wu shu 4, shotokan karate, majestic crow kung fu 5

System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Whirlwind Kick. This is an aerial maneuver.

Modifiers: cost: 2 willpower, speed -2, damage +0, move -1

WIDOWMAKER*

(sf 84) *The fighter makes a short jump, and puts everything he has into one devastating punch*

Punch Maneuver

To Learn: First the fighter learns Jump {athletics 1} and Haymaker {punch 1} in any order. Then he is ready to learn Widowmaker {punch 3, jump, haymaker}

Power Points: savate 2, any 2

System: The fighter may jump up to two hexes toward an opponent before inflicting damage. Any target damaged by the widowmaker suffers a knockdown. because of the over-hand strike involved with this move, a jumping target will not be hit, as the punch doesn't develop any real force until the swing is completed.

The widowmaker is an aerial maneuver and may be used to avoid projectiles.

Modifiers: Cost: none, speed -3, dmage +5, move 2 (maximum)

WOUNDED KNEE*

(sf 115) *the fighter kicks the victims feoral nerve in the shin, making it difficult to use the leg*

Kick Maneuver

To Learn: {kick 3}

Power Points: native american wrestling, western kickboxing, thai kickboxing, baraquah, lua, pankration 2, any 3

System: If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.

Modifiers: Cost; none, speed -2, damage +3, move -1

YOGA FLAME

(sf 131) *The character can breathe out a deadly flame*

Focus Maneuver

To learn: First the character must learn Fireball {focus 3}. Then he may continue to learn Yoga Flame {focus 4, fireball}

Power Points: kabaddi, silat 3

System: The fighter must decide in which direction to breathe the flames. The inferno erupts in a cone-shaped flame that affects one hex adjacent to the fighter and three hexes just behind that. Any character in the spaces or that moves into them until the end of the turn is a victim of a damage test.

Modifiers: cost: 2 chi, speed -2, dmage +7, move: One

YOGA TELEPORT

(sf 131) *The fighter can disappear and reapper in another location without physicaly traveling*

Focus Maneuver

To learn: {focus 5} Although this maneuver requires no others, it is difficult to learn

Power Points: kabaddi 5

System: When executing this move, a player simply announces that his character has disappeared. At any point during the rest of the turn, the player can choose to have his character reappear on the map anywhere within his character's Intelligence Focus in hexes away from his original position.

Modifiers: cost; 2 chi, speed+3, damage: none, Move; see discription above

ZEN NO MIND*

(sf 131) *The character waits, and then chooses between three pre-chosen maneuvers*

Focus Maneuver

To Learn: {focus 3}

Power Points: tai chi chaun 2, kung fu, thai kickboxing, ninjitsu, aikido, baraquah (called No Ego), jeet kune do, ju jitsu, silat 3, any 4

System: The player can select three combat cards from the character's deck. the character must then wait until everyone has moved and attacked. At the very end of the turn, the character chooses one of the three cards as his action that turn.

Modifiers: Cost; 1 willpower, See description above

NOTES

This list was compiled by J. Scott Pittman for use with the Street Fighter RPG by White Wolf studios. This list is not a stand-alone game, but must be used with the rules provided in the Street Fighter game. All maneuvers listed here without a "New Maneuver" listing are the property of White Wolf studios and are compiled and reworded in some cases only as a tool for those who own the game system. This document was put together for reference and not to make profit or to be sold.

New maneuvers are based on many of the official Maneuvers in some cases. Some are completely new material designed by J. Scott Pittman.

Needless to say, I love the Street Fighter RPG, and I hope this list adds a lot of fun to your games.