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2	RK	FG	HEK		Merits			Cost			Flaws	Cost
	Total Exp											
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	Trait:	Cost:	Increasing Traits above 5*:									
CE	New Ability New Power Willpower	3 PP Cost x4 current rating	Attribute – current rating x6				·					
ΕN	Chi Health	current rating 3 per dot	Ability – current rating x4 Technique –					И	Геле	PONS		
ERI	Attribute Abilities New Technique		current rating x5 *traits can NEVER be	Weapon	Technique	Sneed	Damage		Parry	Special:		
Experience	Technique	current rating x3	increased past 8	neupon	reeninque	opecu	Damage	NOTE	runy	opeciat.		
	Total Trai		<i>л</i>									
Total Training: – Hours Trained:												
Unspent: 1 training point is earned for every 15 hours spent training. Training points can only be used to increase a Technique or Physical Attribute, or purchase a new manuever. Hald of the purchase must be bought with reperience points.												
	new manuever. Half o	of the purchase must be bo	ught with experience points.				0//05					 
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## Сомвоз

Maneuvers									
<u>Manuever</u>	<u>Technique</u>	<u>Cost</u>	Snood	<u>Damage</u>		Notes			
Jab Punch	Punch	<u></u>		<u>Vallaye</u> (-1)	<u>(+0)</u>				
Strong Punch	Punch		<u>(+2</u> ) (+0)	<u>(-1)</u> (+1)					
Fierce Punch	Punch		<u>(+0)</u> (-1)	<u>(+1)</u> (+3)		Basic Manuever			
Short Kick	Kick		(+1)	(+0)					
Forward Kick	Kick		<u>(+1)</u>	(+2)					
Roundhouse Kick	Kick		(-2)	(+4)	(-1)				
Block	Block		(+4)	NONE	NONE	Abort Manuever. +2 Speed next turn if successful. Add Stamina to determine soak.			
Grab	Grab		(+0)	(+0)		Ignores Block, use Stamina to determine Soak.			
Move	Athletics		(+3)	NONE		Straight-out movement, nothing else.			
Disarm	Pu./Ki./Weap		(-1)	NONE		Attacker makes resisted Strength + Technique (Weap, Pu, or Ki) roll. Successes equal the distance weapon is thrown in hexes. (direction chosen by attacker)			
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						DESIGNED BY : MARK SENGER			