

# NEW KUNG-FU POWERS

BY

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## BREATH OF NATURE

**TN:** 7

**Strain:** 3

**Speed:** 1

**Duration:** 1/Round

This power allows the martial artist to read the auras of items or creatures touched. *Breath of Nature* will tell information about the subject touched as follows. One piece of information is gained per success and raise, such as Arcane Backgrounds, types of powers, curses, etc.

## BRUSHING WIND

**TN:** 7

**Strain:** 3

**Speed:** 1

**Duration:** 1/Round

This power allows the martial artist to tap into the *Ch'i* of those around him and alter their perception, rendering the martial artist almost invisible.

*Brushing Wind* gives a bonus of +1 to *Sneak* rolls and +1 to opponent's target numbers to attack for every success and raise the fu fighter gets. The increase to the opponent's target number affects physical, magical and mental attacks.

## CUTTING UP AN OX

**TN:** 5

**Strain:** 1

**Speed:** 0

**Duration:** Instant

With this power the martial artist can negate penalties for called shots, he receives a -2 penalty reduction for each success and raise he gets on his *Ch'i* roll, although he may never gain an actual bonus for using this power. The strain is paid for each attack and counts as a free action.

## CROSSING TWO RIVERS

**TN:** 7

**Strain:** Special

**Speed:** 0

**Duration:** Instant

*Crossing Two Rivers* allows the martial artist to use two different powers at the same time in the same action. The *Strain* is the cost of both powers +2 and the *Duration* cost if any is both maintenance cost +2.

## DRAGON STRENGTH

**TN:** 7

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

The martial artist alters his *Ch'i* so as to increase the strength of his muscles. This gives the martial artist a +1 *Strength* die type increase per every *Ch'i* success and raise. Reactivating *Dragon Strength* while it's in effect negates the previous activation.

## EYES OF NIGHT

**TN:** 5

**Strain:** 1

**Speed:** 1

**Duration:** 1/Round

The martial artist uses his *Ch'i* to sense the presence of other life forms and can see them in his mind's eye. He receives a -2 penalty reduction for each success and raise he gets on his *Ch'i* roll to negate darkness and other visual problems. Although he can never gain an actual bonus for using this power.

## FLIGHT OF THE

## DRAGONFLY

**TN:** 5

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

The martial artist channels his *Ch'i* to his feet to perform great acts of speed. He must be running and for every success and raise of *Flight of the Dragonfly* he adds +2 to his pace. If the martial artist gets 3 or more raises while using this power, he can run on water (or any liquid) as if it were dry land.

## GRABBING THE

## DRAGON'S TONGUE

**TN:** Special

**Strain:** 2

**Speed:** Vamoosing

**Duration:** Instant

With this power your fighter you can grab an opponents melee weapon and break it, when a weapon is used against him, he must discard his highest card and make a successful *Ch'i* roll versus the weapons damage die type +1 to break the weapon (thus a d4 weapons TN would be 5).

If the character fails with this power he takes damage to the hand used for the power, also only melee weapons can be broken with this power.

## JOURNEY TO THE TEMPLE

**TN:** 7

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

The character calls upon the teachings of his sifu and reflects upon his spiritual knowledge; this gives the martial artist a +1 step to his *Spirit* die per *Ch'i* success and raise, until the power is no longer maintained.

## LOOKING THROUGH THE

## EYES OF HEAVEN

**TN:** 5

**Strain:** 2

**Speed:** 1

**Duration:** 1/Hour

The martial artist has trained himself to see and sense all things around him with this power; he has an all around sense and is difficult to surprise.

For every success and raise on the fighter's *Ch'i* roll, he can sense 5 yards all around him. Although, he is still restricted by normal vision, he gains a +1 bonus per success and raise to *Cognition* rolls to prevent being surprised.

## OPENING THE GATES OF

## THE MIND

**TN:** Opposed

**Strain:** 4

**Speed:** 2

**Duration:** Instant

Opening the Gates of the Mind allows a martial artist to read the minds of other

people. The martial artist must concentrate and make a *Ch'i* roll versus the targets Spirit roll, the number of successes indicates the knowledge gained.

- 1 Success The person's emotional state.
- 1 Raise Surface thoughts.
- 2 Raises The person's exact thoughts.

The foo-fighter can try to read a creature's thoughts but must first make a successful Guts roll versus the creature's Terror +3, if successful he can read it thoughts as above.

## THE PHOENIX TOUCHES

### THE EARTH

**TN:** 5

**Strain:** 1

**Speed:** 2

**Duration:** 1/Hour

With this power the martial artist can walk across surfaces without leaving a trace of their passing, even in snow or mud. Anyone trying to *Track* the martial artist has a +2 penalty per success and raise the martial artist rolled.

## THE TIGER CLIMBS

### DOWN THE TREE

**TN:** 5

**Strain:** 1

**Speed:** 0

**Duration:** Instant

With this power the martial artist can rapidly descend any surface by touching the surface and sliding down. For every success and raise the fu-fighter gets he can he add +2 to his *Climbin'* rolls. Also, he can for an extra point of *Strain*

use this ability when falling with each success and raise treat the falling distance as 5 yards less. To use either ability the martial artist must be with 1 yard of a surface.

## REMOVE THE TIGER'S

### CLAWS

**TN:** 7

**Strain:** 3

**Speed:** Vamoose

**Duration:** 1/Round

The martial artist uses *Remove the Tiger's Claws* to catch and hold an opponent's melee weapon and if successful, the weapon cannot be used until the opponent rolls a raise on an opposed *Strength* roll. To catch the opponent's weapon the martial artist must discard his highest card and roll his *Ch'i* versus the opponent's attack roll. Only one weapon may be held at a time.

## RISE OF THE DAWN

**TN:** 5

**Strain:** 3

**Speed:** 1

**Duration:** 1/Round

By altering his *Ch'i* to grasp all that surrounds him, his senses become enhanced, raising his *Cognition* Trait by 1 die type per success and raise. So say a character has 3d4 *Cognition* and he gets one success, then his *Cognition* becomes 3d6 for the duration of the power.

## RUSHING RIVER

**TN:** 7

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

While this power is maintained, the fu-fighter feels a rush of adrenaline, thus enhancing his *Quickness* Trait die type by 1 per success and raise.

## SCALES OF THE DRAGON

**TN:** 7

**Strain:** 3

**Speed:** 1

**Duration:** 1/Round

With this power *Ch'i* is transferred to the martial artist skin, making it rock hard. Each success and raise gains the fu-fighter +1 level of armor and it's cumulative with any armor worn. The martial artist may only have one *Scales of the Dragon* going at one time.

## SPIRIT WALK

**TN:** 9

**Strain:** 5

**Speed:** 1 Round

**Duration:** Instant

The martial artist temporarily steps into the hunting grounds to by pass physical objects. He must make a *Ch'i* roll to succeed and may move 1 yard per success and raise (up to his normal Pace). If he botches the *Spirit Walk* roll or end ends in a solid object, he takes 2d20 massive damage. *Spirit Walk* requires one round of concentration and the martial artist can do nothing else during the round.

## SPRING OF RENEWAL

**TN:** 7

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

When *Spring of Renewal* is used the martial artist's *Ch'i* washes through his

body strengthening and refreshing him. This increases his *Vigor* Trait by 1 die type per success and raise.

## THE USELESS TREE

**TN:** Opposed

**Strain:** 1

**Speed:** 0

**Duration:** Instant

Using this power makes the martial artist appear weak and not worth the trouble of harming, until or unless he attacks. Those who would harm the one using *The Useless Tree* power, must make an opposed *Spirit* roll versus the fu-fighter's *Ch'i*, those who fail will not want to harm the martial artist. However, one the martial artist starts fighting this power ends.

## TONGUE OF THE

## EMPEROR

**TN:** 7

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

The fu-fighter's speech and the general way he carries himself is augmented, making him appear imperial. Thus increasing his *Mien* Trait by 1 die type per success and raise generated.

## TRAVELING TWO ROADS

**TN:** 7

**Strain:** 5

**Speed:** 2

**Duration:** Special

*Traveling Two Roads* allows the fu-fighter to use his *Ch'i* to look briefly into the future to determine if his next action will cause him harm or not.

If successful he will sense danger and can choose another action. This power

doesn't work against people or creatures, but against traps and circumstances.

## TREE OF HEAVEN

**TN:** 5

**Strain:** 1

**Speed:** 1

**Duration:** 1/Round

The martial artist stands firm and it's near impossible to move him against his will. For each success and raise he gains a +2 bonus to *Strength* rolls to resist being moved and a +1 to opponents TN, such as against throw and trip.

## WAY OF THE PANTHER

**TN:** 7

**Strain:** 3

**Speed:** 0

**Duration:** Instant

*Way of the Panther* allows the martial artist to move quickly and decisively. When using this power before a round of action, the fu-fighter gains an additional Action Card per success and raise.

Five is still the maximum number of cards a player can keep, however he may draw all his cards and discard down to only five. He must keep the **Black Joker** if drawn.

## WAY OF THE VAGABOND

**TN:** 5

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

This power increases the fu-fighters wit and guile, increasing his *Smarts* Trait by 1 die type per success and raise rolled.

## WHOLENESS

**TN:** 5

**Strain:** 2

**Speed:** 0

**Duration:** Instant

The fu-fighter has become more than form and can attain formlessness. He is like the drunkard who falls off a wagon and is bruised but not killed. Yet, his body is the same but his fall is different.

Each success and raise gives the martial artist a bonus of one Armor Value against accidental damage (falling, cave-ins, etc.) and against the elements (fire, water, air, earth). However, no protection is gained if the source is a man made weapon.

This bonus Armor Value does stack with other armors.

## WISDOM OF THE

## ANCIENTS

**TN:** 5

**Strain:** 2

**Speed:** 1

**Duration:** 1/Round

The martial artist taps into the knowledge of his ancestors, boosting his *Knowledge* Trait by one die type per success and raise.