

## The Ultimate Guide to Martial Arts Version 2.0

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This unofficial resource was created for use with the Marvel Super Heroes Adventure Game™ SAGA Rules. While every effort has been made to make these statistics as accurate as possible, the statistics contained herein are unofficial and represent only one man's opinion on the characters and their capabilities. Although the game is currently out of print, I do encourage you to make every effort to locate and utilize any official materials that you can. For the most part, they are first-rate materials.

I really appreciate any user feedback. If you noticed any errors, or have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: [MSHAGLibrarian@wmconnect.com](mailto:MSHAGLibrarian@wmconnect.com).

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For more information and game materials, please see the Marvel Superheroes Yahoo Group (<http://games.groups.yahoo.com/group/mshag/>) or my website (<http://hl.ripway.com/MSHAGLibrary/index.html>).

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### Summary & Description:

The *Street Fighter* series of video games was made famous for being the first and most popular one-on-one tournament fighting game to make the move from the video arcade to a home console (in 1987). Shortly after, many other companies released similar games, including *Mortal Kombat* (Midway), *Virtua Fighter* (SEGA), *King of Fighters* (SNK), *Art of Fighting* (SNK), and *Fatal Fury* (SNK). The tournament fighter went on to become one of the most popular game formats, spawning tournament fighting games for all manner of franchises, from the Teenage Mutant Ninja Turtles to DC Comics, and even some popular cross-over games like *Marvel Comics vs. Capcom* and *SNK vs. Capcom*. Given the overall popularity of tournament fighters, it's little wonder why someone would want to see their favorite characters brought to the SAGA game system. Unfortunately, video games present a unique problem in terms of converting them to

SAGA standards. I explain that in greater detail over the next few paragraphs. If you're uninterested in such things, please feel free to skip straight ahead to the listing of these new optional rules, which begins on page 3.

The first major obstacle to converting games is that most video games are designed to provide balanced play, making your choice of character mostly a matter of personal preference. The main difference between characters comes in the fighting style – offensive or defensive, aggressive or reactive, close-quarters or distance – not the power of the moves themselves. While some players favor certain styles, there usually is no single character that is out and out more powerful than any other one. That is to say, assuming equal skill with each character, beating Street Fighter II with Chun Li shouldn't be significantly harder or easier than beating the game with Ryu. While this is a wonderful goal for video games, in a comic-book-based setting, this could become a problem.

Think of Marvel vs. Capcom 2, for example. It has heroes like Captain America, Spider-Man, and the Hulk, and they all deal about the same amount of damage with a punch, no matter who they're punching. The problem is that these three heroes have three decidedly different strength levels; a punch from each one should most definitely **not** deal identical damage. Likewise, these three characters have different levels of defense against being punched. Again, while this type of game balance works well in the video game format, in a tabletop RPG, game balance becomes different. "Realistically" a full-on punch from the Hulk would be enough to K.O. Cap or Spidey (assuming that he can get past Cap's shield or lay hands on Spidey). It's no wonder the game isn't designed that way, though; imagine how much it would suck to play against an opponent that you could slug all day without injuring, and that could K.O. you with one solid blow. Doesn't sound like my idea of a fun afternoon – how about you? Now, imagine trying to figure out these characters' SAGA statistics based upon nothing more than what you see in that game. This is the problem I'm faced with in modeling characters from these video games. When modeling statistics for your favorite video game characters, then, I must base much of my work purely on my best estimate of the character's abilities.

The second major obstacle in making this document came in the form of adapting the characters special moves into terms that could be used within the SAGA game. Some special moves are really straight-forward, which one would think would make them easy to convert. The basic "fireball" maneuver, for example, is usually just a generic Energy Blast – or at worst a specific type of energy (Fire, Sound, etc.) – so it shouldn't be any trouble to give characters that type of special move. But what of other moves that are a staple of tournament fighters? The Hurricane Kick and the Dragon Punch – both from Street Fighter – are two examples of moves that don't translate directly. Because of this, I had to create rules for converting maneuvers into SAGA game terms.

Fortunately, there is a common pool of moves that most people share. For example: Akuma, Ryu, and Ken all share the same pool of moves, but no two of them have the exact same set of moves. All three have a basic fireball and a basic dragon punch. Akuma and Ryu have an advanced fireball (the Shinku-Hadoken), while Ken has a flaming dragon punch (the Shinku-Shoryuken). Ken and Akuma have the rolling throw, while Ryu has the falling throw. And so on and so forth. Because of the similarities between moves it seemed to me that the easiest way to translate the tournament fighter genre of

games to the RPG format would be to create a pool of basic powers and make special moves stunts of those powers (see: Enhanced Martial Arts, below).

Despite these obstacles, I have made what I believe are serviceable statistics for the characters from Street Fighter, Killer Instinct, and Mortal Kombat. I hope you'll agree.

### **New Materials:**

New terms to become acquainted with:

**Aerial Maneuvers** – An Aerial Maneuver can be used to dodge instead of attack, by making an easy Athletics action opposed by the relevant power or ability. Aerial Maneuvers are marked with a superscript 1 (<sup>1</sup>).

**Crouching Maneuvers** – A Crouching Maneuver can be used to duck under an attack. Crouching Maneuvers are marked with a superscript 2 (<sup>2</sup>).

**Dazed** – a character that becomes dazed is “out on his feet” and loses his actions and counteractions for the exchange. Attacking a dazed character is an Automatic (0) action and dazed characters are always surprised. Being dazed last for an aura duration.

**Dizzied** – a character that becomes dizzied loses his actions and/or counteractions for the exchange while he regains his bearings. Attacking a dizzied character is an Automatic (0) action and dizzied characters are always surprised. Dizzying never lasts for more than one exchange.

**Grappling Distance** – In the original game there are three distances: visual, firing, and striking. Visual distance is within roughly 300 yards, Firing distance is between 4-100 yards, and striking distance is inside of 4 yards. I have added a fourth distance: Grappling Distance. Grappling Distance is so close that you could literally reach out and grab the opponent; this is roughly half of Striking Distance, or about 2 yards or less.

**Knockdown** – a character that gets knocked down loses his counteractions for the exchange while he regains his feet.

**Preemptive Strike** – a preemptive strike is a maneuver that can be executed so quickly that it is fully resolved (including damage dealing) before any other attacks or actions are resolved. If two or more preemptive strikes occur in the same exchange, they are all resolved at the same time, but before any regular or contingent actions are resolved.

**Special Moves** – In these rules, Special Moves are simply stunts of one of the new powers.

### **Creating Your Own Special Moves**

I've tried to convert all the Special Moves within the game for you. However, if I happened to miss one, creating a Special Move isn't so hard. You can even make up your own custom moves, pending Narrator approval. All you need to do is describe the move

and put the effect in game terms. The effect would be what the stunt does (rather than being a normal attack).

There are three steps to creating a Special Move.

- 1) Decide which power (Punch, Kick, etc.) the character will use for the maneuver. The special move will be a stunt of this base power. This should be the power that the move most requires to perform, not simply whatever power your character's highest power intensity happens to be in.
- 2) Decide what the power does. This is what effect the special move will have rather than scoring basic attack damage. Complex or powerful effects may make the move more difficult than average. An effect that is more powerful than a normal attack should have some kind of trade-off. Look to the Limits section for ideas.
- 3) Put it into game speak.

### **How Good Is Good?**

So your character knows some Martial Arts – but how good is he really? With all the varying levels of skill it can be hard to decide just how talented a fighter is, and which skill level, if any, would be appropriate for that fighter. Just because your character has taken a few lessons at the local YMCA doesn't automatically qualify him for the Martial Arts skill. Most martial arts styles are a discipline that take months to learn and years to truly master. Even the more advanced students are small fish in a very large pond – particularly in a gaming world that tends to stretch the limits of possibility when it comes to the realms of physics and the human body.

Also, each style has its own strengths and its own weaknesses to overcome. A master of a single style can find himself outclassed by a fighter that blends the strengths of several styles to overcome the weaknesses of those styles. At the upper echelons of talent, a fighter probably mixes together moves from two, three, or four styles to create a new custom style that is stronger than any of its component parts. For example, a fighter might combine a style that excels at grappling, but is weak at a distance, with a style that excels at longer-range kicks and punches, but is weak up close, to create a style that is relatively strong in both areas and weak in neither area.

### **The Martial Arts Skill**

The Martial Arts skill would be for anyone who has attained a brown belt or higher in their respective style (though most fighters in the campaign would obviously be black belt or some higher degree thereof). Because a character has to be a very good martial artist to even qualify for the skill, even some very experienced fighters have 'only' the normal skill. Don't think a 5<sup>th</sup> degree black belt will make your fighter a shoe-in for World Class.

While this level of fighter can get lucky on occasion - especially if the foe is disadvantaged in some way (distracted or outnumbered) - he won't beat fighters with superior skill often. He does, however, have a great advantage over untrained adversaries (thugs, street toughs, and random civilians).

The more experienced fighters with this skill level will probably win 'civilian' tournaments with great regularity, and may even fair well in a tournament of champions.

At this level, experience and physicality are very important; the more experienced and physically superior fighter tends to win. Exemplars: Allen Snider, Sakura, Skullomania

### **Master Class Martial Arts**

The skill becomes Master Class if the character is sufficiently skilled to be recognized as one of, if not the best fighter in the world in his respective style. In other words, Sagat is quite literally the Muay Thai Master (for example). However, their skill level in that style is not sufficiently high to surpass the skill of masters of other styles. (For example: I, the Shotokan master, have skill with the Shotokan style roughly equal to the skill that you, the Muay Thai master has with the Muay Thai style.) Battles between masters are usually a toss-up and all other things being equal, a series of 10 battles will likely be split more or less evenly between the two. A fighter of this level will win most civilian tournaments with ease and may even win a tournament of champions. At this level a fighter has sufficient skill to regularly overcome physically superior (stronger and/or faster) opponents with skill and experience. Exemplars: Ken, Sagat, Vega.

### **World Class Martial Arts**

The skill becomes World Class if the character is probably the most skilled overall fighter in the world. In other words, he is quite literally a World-Class fighter. Oftentimes, a fighter of this caliber will be describes as a master of all martial arts. His skill level in his chosen style (or styles) is sufficiently high to surpass even the skill of masters of other styles. (Example: I, as a world-class martial artist have greater skill with the Tae Kwan Do style than you the Muay Thai Master have skill with the Muay Thai style.) Battles between the world champion and masters are usually closely fought, but rarely in doubt. A fighter of this level will win most civilian tournaments with ease and may even win a tournament of champions more than once. Exemplar: Ryu (Other Contenders: Wolverine, Captain America)

### **Enhanced Martial Arts**

Some characters are so skilled at various martial arts techniques that they bend the line between human and superhuman. These characters can perform feats of physical ability that seem to go beyond the normal limits of the human body. Some of these stunts may make the master seem almost mystical in his abilities, able to mimic a variety of super-human powers and abilities just like Magic. How do they do it?

The secret to these ancient master's physics-defying abilities is the mastery of a particular type of internal energy. Many cultures have different names for this philosophy, but it is strikingly common, particularly among Asian cultures. The Chinese call it qi or ki (both pronounced: "key"), the Japanese also call it ki. Within this document, we shall call it ki, as well. But what, exactly, *is* ki?

Ki translates roughly into English as "the breath of life" and is viewed as an energy force that is omnipresent on earth. All living things – people, animals, and even plants – have their own ki. Likewise, even non-living things like water and stone are said to have ki. Some people have taken the first steps down the road of mastering this philosophy. These people have a power called **Chi**. Ki is an extension of **Chi** in the same way that Major League Baseball is an extension of playing catch in the yard. Mastery of ki is mastery of the self; by controlling one's ki, one can transcend the limits of the human body and tap

into the primal energy of the earth. Whereas **Chi** allows minimal control of this energy to control exhaustion and prolong wakefulness, **Ki** is a quantum leap beyond that. **Ki** has so many uses and is so complex to master that it wouldn't fit into one power. The six new powers – **Ki** powers – include **Athletics**, **Block**, **Focus**, **Grab**, **Kick**, and **Punch**. Each of these six powers is a gateway to incredible stunts – typically called Special Moves – that allow skilled fighters to go toe-to-toe with such powerful entities as demons and demigods.

**Notes:**

- 1) Some stunts have *Prerequisites* listed. These are the minimum powers and intensities you must have in order to attempt the stunt; having these powers and stunts does not automatically confer the new stunt. If a stunt has no prerequisites listed, then the hero must simply have the base power to attempt the stunt. For example: The Beast Roll has “*Prerequisites: Athletics 15, Rolling Attack, Vertical Rolling Attack*” – this means that in order to attempt the Beast Roll, a hero must first have earned an Athletics intensity of 15 or higher and also must have gained the Rolling Attack and Vertical Rolling Attack stunts. No wonder the stunt is so powerful: only the best of the best can even attempt it.
- 2) Pay close attention to the wording of the stunt; a slight variation in wording can make a big difference in how the power works. For example: the difference between a Double Hit Kick and a Stepping Front Kick may seem slight at first glance. In reality, the Double Hit Kick allows you to divide your power and modifiers between two attacks, while the Stepping Front Kick allows you to make two attacks at full power (with no dividing of powers or modifiers). Obviously, the Stepping Front Kick is a much more powerful move.
- 3) Be aware of unique ways to use your special moves. Sometimes a few suggestions are listed, sometimes not, but either way you should be creative with your powers. For example, a Special Move that allows you to cover distance can be used to avoid obstacles or dangers or reach otherwise inaccessible areas. Example: A fighter might use an Air Hurricane Kick to bypass a fence by jumping high enough to clear the fence and then using the Hurricane Kick to move forward over it.
- 4) Remember that there is a difference between inflicting damage and inflicting wounds. Most moves say that they inflict damage (if successful); a move may inflict intensity 16 damage against an opponent, but if that opponent has intensity 18 defenses, he will not suffer any wounds (damage to his health), even though the attack was successful in hitting him. If a move says that it has an effect if successful (for example: Power Uppercut), it only works if the attack inflicts wounds; in other words that effect only occurs if the attack overcomes defense to reduce health.

## Athletics

Trump Suit: **Agility**

Exemplars: Chun Li, Cammy, Blanka

Related Powers: Chi

Through rigorous training in ancient and modern combat techniques, your hero has learned to perform a variety of acrobatic and aerial maneuvers that would make Olympic gymnasts jealous. The Acrobatics skill makes any Athletics action one level easier. The maximum range of an Athletics maneuver is generally about one foot per point of power intensity unless denoted otherwise. For example: a character with Athletics 10 could perform an Air Smash on anyone within ten feet.

A hero can use an Athletics maneuver in place of Agility to dodge an attack, but this counts as his primary action for the exchange and makes all other actions contingent. For example: a hero's opponent declares a fireball, while the hero declares a Kick. The hero can perform a Jump (instead of dodging) as a counteraction to avoid the fireball, but then his Kick becomes contingent.

If timed correctly, an Athletics attack may be used to jump over or duck under an attack while attacking, but this increases the difficulty by one level and is opposed by the relevant ability score or power intensity. For example: performing an Air Smash is an *average* Athletics (Agility) action. However, using an Air Smash to dodge over one of Cyclops' optic blasts and then land on him would be a *challenging* Athletics action opposed by Cyclops' Energy Blast 14.

*Stunt — Air Smash<sup>1</sup>*: Also called the "Butt Crush" because of the popularity of landing in a seated position. Your hero leaps onto an opponent, using his weight to smash the opponent into the ground. This is an average Athletics (Agility) action and if successful deals intensity damage. *Prerequisites*: Jump

*Stunt — Beast Roll<sup>1</sup>*: Your hero can perform a series of leaps and flips that make him roll in mid-air, allowing him to make up to three Power Slam attacks as if he had Lightning Speed at the power's intensity. Each leg of the Beast Roll travels in a straight line, but the hero may choose a different direction for each leg of the attack. The hero can direct this attack at up to three opponents with an Average (one), Challenging (two), or Daunting (three) Athletics action. If your hero has the Ricochet skill, actions for multiple attacks become one level easier to perform. Only one action score is generated, and it applies to each of the (up to) three attacks. *Prerequisites*: Athletics 15, Rolling Attack, Vertical Rolling Attack

*Stunt — Cannon Drill*: Your hero leaps at an opponent, spiraling in mid-air like a horizontal tornado. Your hero can spin into an opponent or object, inflicting intensity damage as if he had the Spinning Drill stunt (see: Lightning Speed). This move is a considered a preemptive strike. Alternately, if used as a counteraction, it may be used to interrupt an opponent's maneuver, negating damage. *Prerequisites*: Athletics 15, Jump

*Stunt — Diving Hawk<sup>1</sup>*: Your hero leaps high into the air and then glides forward, striking an opponent like a hawk diving at its prey. If successful, this attack deals intensity damage and dizzies the opponent. *Prerequisites*: Athletics 10, Focus, Jump

*Stunt — Drunken Monkey Roll<sup>2</sup>*: Your hero has mastered a series of random evasive rolls and tumbles that were supposedly patterned on the movements of a pack of drunken monkeys. Your hero uses Athletics' intensity in place of Agility for the purpose of dodging attacks by making an average Athletics (Agility) action.

1 = Aerial Maneuver

2 = Crouching Maneuver

*Stunt — Flying Body Spear<sup>1</sup>*: Your hero throws himself into the air at an opponent in an arching motion just like a human spear. There are many styles of body spear; some heroes dive headfirst, some feet first, and some lead with the hands. Regardless of the style, the attack deals intensity damage and knocks down the opponent. *Prerequisites*: Athletics 10, Jump

*Stunt — Flying Head Butt<sup>1</sup>*: Your hero launches himself horizontally at an opponent, leading with the head. A Flying Head Butt travels in a straight line at about waist-height. Your hero can launch a ramming attack as if he had Flight with the Blast Only limit at the power's intensity. A Flying Head Butt cannot be used to dodge. *Prerequisites*: Athletics 10, Head Butt, Jump

*Stunt — Flying Heel Stomp<sup>1</sup>*: Your hero leaps into the air and comes down feet first on the opponent's head in a vicious stomping attack. If successful, your hero may then jump to safety using the target's head as a springboard. If your hero has the Contingent Attack skill, he may twist in the air and launch a second (contingent) attack against the target instead of jumping to safety. *Prerequisites*: Athletics 10, Kick, Jump

*Stunt — Jump<sup>1</sup>*: Your hero can jump into the air with superhuman ability, though not as well as someone with the Leaping power. A hero can jump approximately one foot into the air for every point of intensity in Athletics.

*Stunt — Kippup*: Your hero can regain his feet very quickly by utilizing the classic Kippup maneuver. Your hero throws his feet into the air and arches his back, causing him to land on his feet from a prone position. A hero with the Kippup stunt does not lose an action or counteraction from being knocked down.

*Stunt — Rolling Attack<sup>1</sup>*: Your hero can flip forward quickly to roll in mid-air, allowing him to make a Power Slam attack as if he had Lightning Speed at the power's intensity. A Rolling Attack always moves in a straight line. *Prerequisites*: Athletics 10

*Stunt — Split Punch<sup>2</sup>*: Your hero drops quickly into the splits, and punches upward, targeting one of the opponent's weakest points: the groin. A successful Split Punch deals intensity damage to the target. Additionally, any male opponent struck by a Split Punch must make a successful Daunting Willpower (Athletics) action or become dizzied. A Split Punch is limited to striking distance. *Prerequisites*: Athletics 10, Punch

*Stunt — Split Punch Speed Bag<sup>2</sup>*: Your hero starts out like a Split Punch, but delivers a series of blows as if his opponent's groin was a speed training bag. Your hero may divide his attack between one normal attack and one or more contingent attacks, with a total number of attacks equal to 1/3 of his Athletics intensity. Each of these attacks is considered to be a split punch. *Prerequisites*: Split Punch

*Stunt — Split Punch Uppercut<sup>2</sup>*: Your hero can chain together a Split Punch and a Shadow Uppercut into a truly devastating move. Your hero starts by performing a Split Punch and if successful can perform a Shadow Uppercut as a contingent action. Your hero can chain together any version of the Split Punch (normal, speed bag) and Shadow Uppercut (normal, green, or red) that he has access to, at his choice. However, any failed attack breaks the chain and ends the move. *Prerequisites*: Athletics 15, Split Punch, Shadow Uppercut

*Stunt — Square Wave Punch<sup>1</sup>*: Your hero leaps high into the air and then glides forward, landing behind an opponent and attacking his unprotected backside. If successful, this attack deals intensity damage and dizzies the opponent. *Prerequisites*: Athletics 10, Focus, Jump

1 = Aerial Maneuver

2 = Crouching Maneuver

*Stunt — Thunderstrike<sup>1</sup>*: Your hero lunges at an opponent, striking him with a knee, elbow, hip, or shoulder. Typically, the fighter sweeps his arms back to imitate a bird of prey when performing this maneuver. This attack deals intensity damage. *Prerequisites*: Jump

*Stunt — Vertical Rolling Attack<sup>1</sup>*: This is almost identical to the Rolling Attack, but the fighter travels upward instead of forward. A hero can jump approximately one foot into the air for every point of intensity in Athletics. This attack is useful for attacking airborne opponents, dodging attacks, or hurdling obstacles. *Prerequisites*: Athletics 10, Jump

*Stunt — Wall Spring<sup>1</sup>*: A hero with a wall to spring off of can increase the height and range of a jump. Your hero can perform a jump action next to the wall and then use the wall to spring upwards or away from the wall, effectively doubling the distance traveled. The second action reuses the score from the first action and is considered contingent. This can be useful to dodge charging opponents, quickly ascend to a rooftop, or reach a low-flying character. *Prerequisites*: Athletics 10, Jump

## Block

Trump Suit: **Strength**

Exemplars: Fei Long

Related Powers: Chi

Through rigorous training in ancient and modern combat techniques, your hero has learned to block the attacks of others. With an easy Block action opposed by the relevant power or ability score, your hero can lower the damage of an attack by his Block intensity, treating it as a unique resistance bonus. Unfortunately, concentrating on defense negates the possibility of a counter-attack (unless otherwise noted).

*Stunt — Deflecting Punch*: Your hero counterpunches during an opponent's punching attack, simultaneously deflecting his punch and landing your own. If successful, you reduce damage as outlined above and also inflict intensity damage on your opponent. This defense works only against punching attacks (made by Strength or Punch). If any other type of attack is used, you may still attempt to land a counterattack, but the opponents punch is not deflected and you gain no defense bonus. *Prerequisites*: Punch Defense, Block 10, Punch

*Stunt — Energy Reflection*: Your hero has trained himself to catch and return energy attacks (Fireball, Sonic Boom, etc.). It requires an easy Block (Attack) action to block a projectile attack, or an average Block (Attack) action to deflect or intercept it. If successfully deflected or intercepted, your hero may redirect the attack at another target as a contingent easy Block (Agility) action. If this counter-attack is successful, it deals damage as per the original attack (it is not affected by Block's intensity). *Prerequisites*: Missile Reflection, Block 10, Focus 10

*Stunt — Kick Defense*: Your hero performs a series of evasive maneuvers (ducking, bobbing, weaving, etc.) that renders him nearly untouchable versus kicking attacks (made by Agility or Kick). Once initiated, this stunt makes dodging a kick attack an unopposed automatic (0) action. Unfortunately, this stance is useful only against kick attacks; dodging any other form of attack while in Kick Defense Mode becomes an opposed Challenging (10) action.

*Stunt — Maka Wara*: Your hero has trained his body until his bones have become super-hard. Striking an opponent that has mastered Maka Wara is like punching metal beams. A

Maka Wara master has bones of material strength equal to his power intensity. If an opponent lands a striking blow against your hero, the opponent automatically suffers damage at the power's intensity (defended as normal by Strength and Resistance).

*Prerequisites:* Block 10

*Stunt — Missile Reflection:* Your hero has trained himself to catch and return physical objects that are fired or thrown at him. It requires an easy Block (Attack) action to block a missile attack, or an average Block (Attack) action to deflect or intercept it. If successfully deflected or intercepted, your hero may redirect the attack at another target as a contingent easy Block (Agility) action. If this counter-attack is successful, it deals damage as per the original attack (it is not affected by Block's intensity). A hero must have superhuman (11) Strength or appropriate equipment (ex: metal wristbands) to block, deflect, or intercept gunfire. *Prerequisites:* Block 10

*Stunt — Punch Defense:* Your hero performs a series of evasive maneuvers (ducking, bobbing, weaving, etc.) that renders him nearly untouchable versus punching attacks (made by Strength or Kick). Once initiated, this stunt makes dodging a punch attack an automatic (0) action. Unfortunately, this stance is useful only against punch attacks; dodging any other form of attack while in Punch Defense Mode becomes Challenging (10).

*Stunt — San He:* Your hero can control his ki to root him to the ground and bend the laws of kinetic motion. Your hero can ignore physical attacks as if he had Resistance to Kinetics at the power's intensity. Additionally, your hero can choose to make himself immovable as per the Immovability stunt (see: Kinetic Control) at the power's intensity.

*Prerequisites:* Block 10, Focus

*Stunt — Throw Counter:* Your hero flips over in mid-air to land on his feet while being thrown. If the hero makes a successful Average Block (Throw) action, the damage for the throw is reduced by Block's intensity. *Prerequisites:* Block 15

## Focus

Trump Suit: Willpower

Exemplars: Ryu, Guile, Dhalsim

Related Powers: Chi

Through rigorous training in ancient and modern secrets, your hero has learned to control the flow of ki within his body to perform amazing feats. A master of Focus can channel his ki to mimic certain superhuman powers. The Mental Control skill makes any Focus action one level easier. The maximum range of a Focus maneuver is generally about one foot per point of power intensity unless otherwise indicated. For example: a character with Focus 10 could spit Acid Breath up to 10 feet.

*Stunt — Acid Breath:* Your hero can spit a blob or cloud of acid at an opponent as if he had Corrosion at the power's intensity. *Prerequisites:* Focus 10

*Stunt — Animal Form:* Your hero gains Animal Form at the power's intensity with the One Creature Only limit. *Prerequisites:* Focus 10

*Stunt — Blending:* Your hero gains Blending at the power's intensity.

*Stunt — Body Armor:* Your hero can focus his ki into his skin and muscles, making them tougher and more resistant to attack. By performing an average Focus action, your hero gains Body Armor at ¼ the power's intensity for an aura duration.

*Stunt — Chi Kung Healing:* Your hero can heal the wounds of another person at the rate of one hit point per point of the power's intensity (or one card per five points of intensity). *Prerequisites:* Focus 10

*Stunt — Claw Dash:* Your hero dashes forward in a straight line, with claws extended, dealing damage to a single target, and pushing him backward. The maximum total distance of this maneuver (dashing and pushing combined) is a number of feet equal to the power's intensity. *Prerequisites:* Claws (Power or Stunt)

*Stunt — Claw Shredder:* Your hero waves his claws back and forth, creating a scissor effect. This move deals double damage versus an aerial attack. *Prerequisites:* Claws (Power or Stunt)

*Stunt — Claw Spark:* Your hero can create an electrical spark by rubbing his claws together. This deals electrical damage at the power's intensity, but only works out to striking distance. *Prerequisites:* Focus 10, Claws (Power or Stunt)

*Stunt — Claw Spin:* Your hero spins around with claws extended, dealing damage to everyone within grappling distance. *Prerequisites:* Claws (Power or Stunt)

*Stunt — Claw Tornado:* Your hero moves around the battlefield dealing damage to all opponents within a circle with a radius equal to 1 foot per point of power intensity. *Prerequisites:* Turbo Claw Spin

*Stunt — Claws:* Your hero gains the Claws power with a damage bonus equal to  $\frac{1}{4}$  of the power's intensity.

*Stunt — Cobra Charm:* Your hero can give hypnotic commands as if he had the Mesmerism skill and a Willpower score equal to the power's intensity with the following limits: 1) The Cobra Charm requires direct eye contact to initiate, 2) taking wounds breaks the control of Cobra Charm, 3) the charmer must concentrate to maintain control, and 4) the charmer and his victim cannot move farther apart than Striking Distance or the hold is broken.

*Stunt — Deep Freeze Shatter:* If the Deep Freeze maneuver reduces your opponent to zero health or cards, your hero can make a contingent attack against him. If this attack is successful, the opponent shatters, killing him. *Prerequisites:* Deep Freeze

*Stunt — Deep Freeze:* Your hero can freeze an opponent solid. If your hero freezes an opponent that has already been frozen, the opponent is ensnared as per the Ensnarement stunt (see: Cold Control). *Prerequisites:* Improved Ice Blast

*Stunt — Extendible Limbs:* Your hero can extend his or her limbs as if he had Elongation at the power's intensity. Your hero can also perform a Telescopic Attack as if he had that stunt. The maximum rate of extension is about one foot per point of intensity.

*Prerequisites:* Focus 10

*Stunt — Finishing Move:* Once per battle, your hero may boost the intensity of an Ability or another Ki Power (Strength, Agility, Athletics, Grab, Kick, or Punch) by his Focus intensity (to a total of 20) to perform an attack. Treat this as a push (you cannot use Focus or the pushed power/ability again until at full health).

*Stunt — Fireball:* Your hero can discharge a ball of fiery energy at an opponent as if he had Energy Blast at the power's intensity. *Prerequisites:* Focus 10

*Stunt — Flying Fireball<sup>1</sup>:* Your hero can perform a Fireball maneuver as a contingent action after performing a Jump maneuver. *Prerequisites:* Focus 10, Fireball, Jump

*Stunt — Ghost Form:* Your hero can turn insubstantial as if he had Phasing at the power's intensity. *Prerequisites:* Focus 15

1 = Aerial Maneuver

2 = Crouching Maneuver

*Stunt — Ice Blast:* Your hero can discharge a ball of pure cold energy at an opponent as if he had the Cold Fire stunt (see: Cold Control) at the power's intensity.

*Stunt — Ice Decoy:* Your hero can make an ice sculpture duplicate of himself to confuse or distract opponents as if he had the Ice Sculpture stunt (see: Cold Control) at the power's intensity. Anyone who touches the ice decoy is encased in ice as per the Ensnarement stunt (see: Cold Control). *Prerequisites:* Focus 10, Ice Blast

*Stunt — Ice Shower:* Your hero can discharge a shower of ice into the sky that then rains down at an opponent as if he had the Ice Missiles stunt (see: Cold Control) at the power's intensity. Anyone struck by this attack is also encased in ice as per the Ensnarement stunt (see: Cold Control), with the exception that the ice is broken if the victim suffers damage on an attack. Dodging this attack is one level more difficult than normal. *Prerequisites:* Improved Ice Blast

*Stunt — Ice Shudder:* Your hero can emit waves of cold energy as if he had the Cold Waves stunt (see: Cold Control) at the power's intensity. Anyone struck by this attack is also encased in ice as per the Ensnarement stunt (see: Cold Control), with the exception that the ice is broken if the victim suffers damage on an attack. This attack goes out to grappling distance in all directions and cannot be dodged, but does not affect cold-resistant individuals. *Prerequisites:* Improved Ice Blast

*Stunt — Ice Tower:* Your hero can create a pillar of ice that grows up from the ground beneath an opponent as if he had the Ice Walls stunt (see: Cold Control) at the power's intensity. Anyone struck by this attack is also encased in ice as per the Ensnarement stunt (see: Cold Control), with the exception that the ice is broken if the victim suffers damage on an attack. Dodging this attack is one level more difficult than normal. *Prerequisites:* Improved Ice Blast

*Stunt — Improved Fireball:* Your hero can discharge a ball of fire at an opponent as if he had Fire Control at the power's intensity. Anyone struck by this attack is dizzied for one exchange and is blinded for an aura duration. This attack may be used to ignite flammable materials. *Prerequisites:* Focus 10, Fireball

*Stunt — Improved Ice Blast:* Your hero can discharge a shower of ice at an opponent as if he had the Ice Missiles stunt (see: Cold Control) at the power's intensity. Anyone struck by this attack is encased in ice as per the Ensnarement stunt (see: Cold Control), with the exception that the ice is broken if the victim suffers damage on an attack. *Prerequisites:* Focus 10, Ice Blast

*Stunt — Inferno Strike:* Your hero can discharge a fiery meteor that damages a target and the surrounding area as if he had the Nova Flame stunt (see Fire Control). This attack may be used to ignite flammable materials. *Prerequisites:* Focus 15, Improved Fireball.

*Stunt — Invisibility:* Your hero gains Invisibility at the power's intensity.

*Stunt — Ki Doubles:* Your hero can create copies of himself as if he had Duplication at the power's intensity. *Prerequisites:* Focus 10

*Stunt — Ki Flame:* Your hero can spew a cone of flame out to striking distance in one direction, sustaining it for an aura duration. This acts like the Flame Shield stunt (see: Fire Control) while activated and the attack is treated as if it has the Collateral Damage limit (see: Fire Control). *Prerequisites:* Focus 10, Fireball

*Stunt — Ki Lift:* By concentrating his ki, your hero can lift objects or people as if he had Telekinesis at Focus' intensity.

*Stunt — Ki Teleport:* Your hero can teleport and reappear as if he had Teleportation at the power's intensity. A hero's maximum range with this stunt is approximately one foot per point of power intensity. *Prerequisites:* Focus 10

*Stunt — Lightning Strike:* Your hero can discharge a bolt of electrical energy at an opponent as if he had Electrical Control (Limit: Blast Only) at the power's intensity.

*Prerequisites:* Focus 10

*Stunt — Mind Reading:* Your hero can read an opponent's thoughts to determine his planned moves, as if he had Danger Sense at the power's intensity. *Prerequisites:* Focus 10, Telepathy

*Stunt — Musical Accompaniment:* Your hero fights better to the rhythm of music. If music of a hero's preferred style (rock, reggae, etc.) is playing in the background, he may boost one of his abilities as if he had Ability Boost at  $\frac{1}{4}$  the power's intensity.

*Prerequisites:* Focus

*Stunt — Regeneration:* Your hero can control the flow of ki within his body, altering the flow to repair an injured area. If your hero gives up all other actions in the exchange, he can draw cards to replace health until at full hand size or until the point total meets or exceeds the power's intensity, whichever comes first. If used by a character, this stunt recovers health equal to the power's intensity. *Prerequisites:* Focus 10

*Stunt — Repeating Fireball:* Your hero can break down his fireball attack into a normal attack and one or more contingent attacks with a maximum number of attacks equal to the power's intensity. Your hero's power intensity and all pre-cardplay modifiers are divided evenly among the attacks, rounding down. Cards may be played to each attack.

*Prerequisites:* Focus 10, Fireball

*Stunt — Shock Treatment:* Your hero can control his internal ki to magnify his personal electrical field. Your hero can short-circuit electronics, damage enemies, and resist electrical attacks as if he had the following powers and stunts at the power's intensity: Electrical Control (Limits: Constant, Touch Only, Stunts: Brownout, Resistance, Shock Field). *Prerequisites:* Focus 10

*Stunt — Shredder:* Your hero quickly swipes the claws back and forth creating a small wall of slashing blades, effectively doubling the Claws' damage bonus. If this attack scores damage against an airborne foe, it deals a knockdown and dizzies the opponent.

*Prerequisites:* Focus 10, Claws (Power or Stunt)

*Stunt — Sonic Boom:* Your hero can generate and release an immense wave of visible, semi-solid, sonic energy at an opponent as if he had the Sonic Shapes stunt (see Sonic Control) at the power's intensity. This stunt can only be used to hurl sonic projectiles at an opponent. *Prerequisites:* Focus 10

*Stunt — Spear:* Your hero can fire a line at an opponent as if he had Web-Slinging at the power's intensity. The pointy end of the spear sticks into an opponent's flesh, acting as a weapon with a damage bonus equal to  $\frac{1}{4}$  the power's intensity. If successful, your hero may draw the opponent into grappling distance as a contingent action by tugging on the line. *Prerequisites:* Focus 10

*Stunt — Stunning Shout:* Your hero can focus his ki to magnify his voice as he yells a battle cry, knocking over and dizzying a single opponent with the force of the sonic waves. This power works like the Hyper-breath skill, except that it applies to Focus rather than Strength. *Prerequisites:* Focus

*Stunt — Telepathy:* Your hero has mastered the art of mind-to-mind communication and can form a Team Link as if he had the Telepathy power at this power's intensity.

*Prerequisites:* Focus 10

*Stunt — Teleport Strike:* Your hero can attack as a contingent action after teleporting.

*Prerequisites:* Focus 10, Ki Teleport

*Stunt — Thunderclap:* Your hero can create seismic tremors by clapping his hands together or punching the ground. This power works like the Sonic Slam skill, except that it applies to Focus rather than Strength. *Prerequisites:* Focus 10

*Stunt — Toughskin:* Your hero can focus his ki into his skin and muscles, making them tougher and more resistant to attack. By performing an average Focus action, your hero may use the power's intensity in place of Strength for the purposes of defense for an aura duration. *Prerequisites:* Focus 10

*Stunt — Turbo Claw Spin:* Your hero spins around with claws extended, dealing damage to everyone within grappling distance. Your hero may, if he chooses, move in a straight line for a number of feet up to Focus' intensity, dealing damage to everyone caught in the path. *Prerequisites:* Claw Spin, Focus 10

*Stunt — Zen No Mind:* Your hero has learned to act faster than thought, making him able to fight proactively rather than reactively. Your hero may alter his attacks as if he had Time Control at the power's intensity. *Prerequisites:* Focus 10

## Grab

Trump Suit: **Strength**

Exemplars: Zangief, T. Hawk

Related Powers: Chi

Through rigorous training in ancient and modern combat techniques, your hero has learned to grapple and throw opponents with extraordinary skill. Your hero must be within striking distance to enact a grappling attack. Your hero can perform wrestling grabs as if he had the Wrestling skill, substituting Grab intensity for Strength. If the hero actually does have the Wrestling skill, it makes any Grab action one level easier.

*Stunt — Air Throw<sup>1</sup>:* Your hero leaps into the air; grabs an opponent; and then slams, throws, or drops him to the ground, dealing intensity damage and dizzying the opponent. Additionally, the hero receives his Athletics intensity as a bonus (*to damage only*).

*Prerequisites:* Jump, Throw

*Stunt — Arm Throw:* If an opponent attempts a punching attack (through an Ability or Punch), you may attempt a daunting (16) Grab (Ability or Power Intensity) action to catch the outstretched arm and counter attack. This counter-attack is usually swinging the opponent into a nearby large object, throwing him some distance, or pulling him into a hold. Your hero can toss an opponent any distance desired up to a maximum of about one foot per point of intensity. If successful, your hero takes no damage from the punch and the victim suffers intensity damage upon landing (like a normal throw). *Prerequisites:* Throw

*Stunt — Back Breaker:* Your hero grabs an opponent, lifts him into the air, and then smashes him downward over his knee, causing intensity damage. Because the damage is concentrated on the spinal column, a Back Breaker can easily cripple or kill an opponent. If a victim is reduced to 0 health or cards by a Back Breaker, he must draw for serious wounds (see: GB pg. 71). *Prerequisites:* Body Slam, Grab 10

1 = Aerial Maneuver

2 = Crouching Maneuver

*Stunt — Back Roll Throw:* Your hero grabs an opponent and then rolls to the ground, planting a foot in the opponent's chest and kicking him backward. The hero can throw an opponent approximately one foot per point of Grab intensity. The victim suffers intensity damage upon landing (unless he performs a counter maneuver). *Prerequisites:* Athletics, Kick, Throw

*Stunt — Bear Hug:* Your hero grabs an opponent and doesn't let go, attempting to crush the opponent in his arms. This is a more powerful version of the common wrestling hold (see: GB pg. 113) and works in the same way. However, in addition, the victim's Strength action to break free is increased by one level of difficulty for each exchange the hold is maintained because of the difficulty in breathing. Ex: Average on first exchange, Challenging on second exchange, Daunting on third exchange, and so on.

*Stunt — Body Slam:* Your hero grabs an opponent, lifts him into the air, and then smashes him downward and into the ground in a prone position. *Prerequisites:* Grab 10

*Stunt — Brain Cracker:* Your hero grabs an opponent's head and forces it downward, then repeatedly strikes the back of the opponent's head. If your hero successfully performs a wrestling hold (see: GB pg. 113), he may launch a punching attack on the next exchange instead of duplicating the hold's damage, but like the hold, the damage cannot be dodged. Punching a held opponent is an Automatic (0) Punch action. *Prerequisites:* Punch

*Stunt — Double Suplex:* Your hero can chain together two Suplex maneuvers. This improved version starts off like a regular Suplex except that the hero then flips his legs over the victim and performs a second Suplex maneuver. *Prerequisites:* Athletics, Grab 10, Suplex

*Stunt — Grappling Defense:* Your hero has learned to counter the grabs and throws of others. Any attempts to grapple or hold the hero are opposed by the hero's Grab intensity. Additionally, any successful grab or sustained hold against the hero is reduced in damage as if the hero had Resistance to Grab at the power's intensity. *Prerequisites:* Grab 10

*Stunt — Hair Throw:* Your hero runs at an opponent and leaps directly at him. While in mid-air, the hero grabs the opponent's hair and flips, throwing the opponent by his hair. (A bald opponent may still be thrown by the head or ears.) *Prerequisites:* Grab 10, Throw

*Stunt — Head Bite:* Your hero leaps at an opponent and bites into his neck or shoulder. This works just like a basic wrestling hold (see: GB pg. 113), except that you may add bonus damage for Teeth, if you have that power.

*Stunt — Improved Throw:* Your hero can toss an opponent just like with a normal throw, except that instead of throwing the opponent to the ground, you throw the first opponent at a second opponent. Hitting an opponent with this throw is an average Grab (Agility) action. *Prerequisites:* Throw

*Stunt — Iron Claw:* Your hero grabs an opponent with one hand and applies pressure to the face with the other, forming a vise with his hands. By concentrating on pressure points, the damage of this attack is maximized. To perform an Iron Claw, a fighter must first successfully perform a basic wrestling hold. On the exchange following, the fighter may make an attack against the held opponent in lieu of repeating the hold's original damage. The opponent is at 0 defense for this attack on the facial pressure points. This is a sustained hold and the damage repeats each exchange until the hold is broken.

*Prerequisites:* Grab 15

*Stunt — Knee Basher:* Your hero grabs an opponent's head and forces it downward into his upswinging knee. If successful, this attack deals intensity damage and dizzies the opponent. *Prerequisites:* Kick

*Stunt — Leg Throw:* If an opponent attempts a kicking attack (through an Ability or Kick), you may attempt a daunting (16) Grab (Ability or Power Intensity) action to catch the outstretched leg and counter attack. This counter-attack is usually swinging the opponent into a nearby large object, throwing him some distance, or pulling him into a hold. Your hero can toss an opponent any distance desired up to a maximum of about one foot per point of intensity. If successful, you hero takes no damage from the kick and the victim suffers intensity damage upon landing (like a normal throw). *Prerequisites:* Throw

*Stunt — Neck Choke:* Your hero grabs an opponent by the neck and strangles him with his hands, making it difficult to breathe. The hero may or may not lift the opponent by the neck while performing this stunt. This is a more powerful version of the common wrestling hold (see: GB pg. 113) and works in the same way. However, in addition, the victim's Strength action to break free is increased by one level of difficulty for each exchange the hold is maintained. The choked character is dizzied for the rest of the exchange if he manages to break free. Ex: Average on first exchange, Challenging on second exchange, Daunting on third exchange, and so on. *Prerequisites:* Grab 10

*Stunt — Pile Driver:* Your hero grabs an opponent, inverts him and then uses gravity to smash him headfirst into the ground. Most commonly, the victim's head is secured between the hero's legs before performing the maneuver. There are many variations of this stunt – standing, kneeling, or seated – but they all amount to the same pile-driving action. A Pile Driver deals intensity damage and dizzies the opponent for the rest of the exchange. *Prerequisites:* Athletics, Grab 10

*Stunt — Siberian Bear Crusher<sup>1</sup>:* Your hero rushes at an opponent, picks him up, inverts him and leaps into the air, landing in a body slam position. This is a preemptive maneuver. *Prerequisites:* Athletics, Grab 10, Body Slam

*Stunt — Siberian Suplex:* Your hero has perfected a way to increase the damage of a Suplex. Also called the Bouncing Suplex, this improved version starts off like a regular Suplex except that the hero slams the victim hard enough to rebound both the hero and the victim into the air. The hero then lands in the Suplex position, essentially performing a second Suplex. Not only does the victim take damage from each attack, but he is dizzied for the following exchange. *Prerequisites:* Athletics, Grab 10, Suplex

*Stunt — Spinning Pile Driver<sup>1</sup>:* Your hero can perform this improved aerial version of the Pile Driver. This move starts out like a basic Pile driver except that the hero leaps into the air with the inverted victim. This move deals intensity damage and dizzies the opponent just as a normal Pile driver, and additionally, the hero receives his Athletics intensity as a bonus (*to damage only*). *Prerequisites:* Athletics 10, Grab 10, Jump, Pile Driver

*Stunt — Stomach Pump:* Your hero grabs an opponent and lifts him into the air with one hand, then repeatedly strikes the victim's stomach with the other. If your hero successfully performs a wrestling hold (see: GB pg. 113), he may launch a punching attack each exchange until the hold is broken. This attack is instead of duplicating the hold's damage each exchange, but like the hold, the damage cannot be dodged. Punching a held opponent is an Automatic (0) Punch action. *Prerequisites:* Grab 10, Punch

*Stunt — Storm Hammer<sup>1</sup>:* Your hero grabs an opponent by the head and leaps into the air, then swings the opponent around his head like a tomahawk before flinging him face-first

1 = Aerial Maneuver

2 = Crouching Maneuver  
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into the ground. This move deals intensity damage and dizzies the opponent, and additionally, the hero receives his Athletics intensity as a bonus (*to damage only*).

*Prerequisites:* Athletics 10, Grab 15, Jump

*Stunt — Suplex:* Your hero grabs an opponent and then leans backward violently while arching his back. If performed correctly, the opponent's head is driven into the ground and the arching of the back prevents the hero's head from contacting the ground. The victim of a Suplex suffers intensity damage and is knocked down.

*Stunt — Thigh Press:* Also called the Reverse Suplex or Inverse Suplex, this acrobatic version of the Suplex is popular among women. Your hero wraps the opponent's head between her thighs (using a jump or handstand to get into position) and then uses her legs to push the victim into the ground. The victim suffers intensity damage and a knockdown. Unlike a normal Suplex, this is considered a continuous hold. *Prerequisites:* Athletics, Grab

*Stunt — Throw:* Your hero can toss an opponent any distance desired up to a maximum of about one foot per point of intensity. There are dozens of variations of the basic throw; a hip throw (similar to a hip-check in hockey), a shoulder throw (in which the hero uses his shoulder for leverage), or an arm throw (in which the hero tosses the victim like a baseball). Regardless of the type of throw, the victim suffers intensity damage upon landing.

## Kick

Trump Suit: **Agility**

Exemplars: Chun Li, Ken, Fei Long

Related Powers: Chi

Through rigorous training in ancient and modern combat techniques, your hero has learned to kick harder and more accurately than any normal person.

*Stunt — Air Hurricane Kick<sup>1</sup>:* Your hero can perform a Hurricane Kick as a contingent action after performing a Jump. *Prerequisites:* Athletics 10, Kick 10, Jump, Hurricane Kick

*Stunt — Backflip Kick:* Your hero has mastered a tricky maneuver that simultaneously attacks an opponent and moves his own body out of harm's way. Your hero waits for the opponent to close to striking distance, and then does a back flip (or back handspring), kicking the opponent as he swings his legs up and around. The hero inflicts intensity damage on the victim and moves backward out of striking distance. *Prerequisites:* Athletics

*Stunt — Bicycle Kick<sup>1</sup>:* Your hero launches himself horizontally at an opponent, leading with the legs and delivering multiple kicking attacks as if pedaling a bicycle. A Bicycle Kick always travels in a straight line. Your hero can divide her Kick intensity and all pre-cardplay modifiers between multiple kicking attacks (with a maximum number of attacks equal to the power intensity) against a single target within striking distance.

*Prerequisites:* Flying Kick

*Stunt — Double Dread Kick:* Your hero delivers a quick combination of a Roundhouse Kick and a Spinning Thrust Kick. The Roundhouse is a normal attack and the Spinning Thrust Kick is contingent, though you do not divide the Kick intensity between these two attacks. *Prerequisites:* Kick 10, Double Hit Kick, Spinning Thrust Kick.

<sup>1</sup> = Aerial Maneuver

<sup>2</sup> = Crouching Maneuver

*Stunt — Double Hit Kick:* Your hero can land two kicking blows with one motion; usually either a high-low or left-right combination. Your hero can divide his Kick intensity and all pre-cardplay modifiers between two kicking attacks (one normal and one contingent).

*Stunt — Double Hit Knee:* Your hero leaps upward, kneeing an opponent in the chest and continuing up to his chin. Your hero can divide his Kick intensity and all pre-cardplay modifiers between two knee attacks (one normal and one contingent).

*Stunt — Dragon Kick<sup>1</sup>:* Your hero can perform a spinning kick that emits fire from his leg. This is a version of the Flaming Dragon Punch and works identically to that maneuver. *Prerequisites:* Kick 15, Focus 15, Jump

*Stunt — Flash Kick<sup>1</sup>:* Your hero crouches down, and then suddenly springs into an aerial backflip. As the leg(s) sweep through the air, a deadly trail of energy is formed in the wake. If successful, the Flash Kick deals intensity damage to its target, and scores a Knockdown against any opponent performing an aerial maneuver. The hero may perform a contingent attack with the energy trail as an average Focus (Agility) action.

*Prerequisites:* Kick 10, Flying Thrust Kick, Focus

*Stunt — Flip Kick:* Your hero can perform a forward flip (or front handspring) toward an opponent before delivering a devastating downward kick. Starting from striking distance (out to a number of feet equal to Kick's intensity), the hero performs a forward flip, kicking the opponent as he swings his legs down to land. The hero inflicts intensity damage on the victim and closes to grappling distance. *Prerequisites:* Athletics

*Stunt — Flying Kick<sup>1</sup>:* Your hero launches himself horizontally at an opponent, leading with the legs. A Flying Kick always travels in a straight line. Your hero can launch a ramming attack as if he had Flight with the Blast Only limit at the power's intensity.

*Prerequisites:* Jump

*Stunt — Flying Knee Thrust<sup>1</sup>:* Your hero launches himself at an opponent, leading with the knee. If successful, the attack deals intensity damage. *Prerequisites:* Athletics

*Stunt — Flying Thrust Kick<sup>1</sup>:* Your hero performs a vicious thrust kick so hard that the momentum carries him into the air in an inverted position. If successful, the attack deals intensity damage and scores a Knockdown against any opponent performing an aerial maneuver. *Prerequisites:* Athletics, Jump

*Stunt — Foot Sweep<sup>2</sup>:* Your hero can knock down an opponent with a powerful low kick that literally sweeps him off his feet. The victim suffers intensity damage and a knockdown.

*Stunt — Forward Flip Knee<sup>1</sup>:* Your hero performs a twisting forward leap, flipping over an opponent and striking him in the back with a knee.

*Stunt — Great Wall of China:* Your hero can kick so hard and so fast that her leg appears to become a solid wall around her. Your hero can divide her Kick intensity and all pre-cardplay modifiers between multiple kicking attacks (with a maximum number of attacks equal to the power intensity) each of which strikes all opponents within striking distance.

*Prerequisites:* Kick 15, Lightning Leg Kick

*Stunt — Handstand Kick:* Your hero performs a handstand with such force that his rising legs kick like a mule. The attack deals intensity damage. If an airborne opponent suffers wounds from this kick, he suffers a knockdown. *Prerequisites:* Athletics

*Stunt — Hurricane Kick<sup>1</sup>:* Your hero buoys himself on a cushion of Ki and spins with one leg outstretched, launching a spinning kick attack that can land multiple hits. This move

can travel up to a number of feet equal to Kick's intensity. The hero makes one action score and it applies to all attacks made with the Hurricane Kick, so the attack may have different effects on different targets. The Hurricane Kick affects all targets within grappling distance on either side of the line of motion; dealing intensity damage and knocking them straight back to grappling distance (so that targets to the left or right of the line of motion are knocked out of range). This attack can therefore be used against a single person repeatedly by lining up in front of him and repeatedly kicking him backward into your line of forward motion until you run out of distance (up to 3 attacks at intensity 10). *Prerequisites:* Kick 10, Athletics 10

*Stunt — Lightning Leg Kick:* Your hero can kick so hard and so fast that her leg becomes a blur of motion. Your hero can divide her Kick intensity and all pre-cardplay modifiers between multiple kicking attacks (with a maximum number of attacks equal to the power intensity) against a single target within striking distance. *Prerequisites:* Kick 10, Double Hit Kick

*Stunt — Propeller Kick<sup>2</sup>:* Your hero starts with a crouching handstand, spinning into a stationary Whirlwind Kick. This move is identical to the Whirlwind Kick, except that it does not move. *Prerequisites:* Kick 10, Athletics

*Stunt — Roundhouse Kick:* By planting his heel and spinning on it, your hero can deliver a powerful blow to the body or face of an opponent, delivering intensity damage. If this move inflicts wounds against an airborne opponent, that opponent's move is interrupted and he suffers a knockdown.

*Stunt — Shadow Kick:* Your hero surges forward, propelled by his ki, launching a powerful kicking attack. This move gets its name because the hero leaves behind a trail of shadowy images in his wake. The victim suffers intensity damage and a knockdown, just as with a Slide Kick. *Prerequisites:* Athletics

*Stunt — Green Shadow Kick:* Your hero surges forward, propelled by his ki, launching a powerful kicking attack. This move gets its name because the trail of shadowy images the hero leaves behind has a green hue. The victim suffers intensity damage and a knockdown, just as with a Slide Kick. Additionally, your hero deals damage equal to his Focus as a contingent action, with the opponent's Willpower acting as defense on the second attack. *Prerequisites:* Kick 10, Shadow Kick, Focus

*Stunt — Red Shadow Kick:* Your hero surges forward, propelled by his ki, launching a powerful kicking attack. This move gets its name because the trail of shadowy images the hero leaves behind has a red hue. The victim suffers intensity damage and a knockdown, just as with a Slide Kick. Additionally, your hero deals damage equal to his Focus as a contingent action, with the opponent's Willpower acting as defense. The Red Shadow Kick is so fast it is considered a preemptive strike. *Prerequisites:* Kick 10, Focus

*Stunt — Slide Kick<sup>2</sup>:* Your hero throws himself into a slide that can knock down an opponent with a powerful low kick that knocks him off his feet. The victim suffers intensity damage and a knockdown. *Prerequisites:* Athletics

*Stunt — Spinning Foot Sweep<sup>2</sup>:* Your hero can perform a spinning variation of the standard foot sweep. The hero spins his outstretched leg(s) like a lawnmower blade. This is the same as the standard Foot Sweep except that it affects everyone within striking distance. *Prerequisites:* Athletics, Foot Sweep

*Stunt — Spinning Thrust Kick:* Your hero takes a step, spins on his heel, and lunges forward into a powerful kick to the gut. This attack causes intensity damage and dizzies the victim. *Prerequisites:* Roundhouse

*Stunt — Stepping Front Kick:* Similar to the Double Hit Kick, your hero can land two kicking blows with one motion. In this case, your hero lunges towards his opponent and skips into a rising knee bash. If successful, this deals intensity damage and knocks the opponent backward enough to extend the leg and kick him a second time. If the first attack is successful, your hero can make a second (contingent) Kick attack after the first one is resolved. *Prerequisites:* Kick 10, Double Hit Kick

*Stunt — Whirlwind Kick<sup>1</sup>:* Your hero starts with a handstand, spinning into an inverted Hurricane Kick. This move is slightly slower than a Hurricane Kick, but hits harder. This move works identically to a Hurricane Kick with the following exceptions: 1) it is a Challenging action to perform, 2) the attack(s) are considered contingent, and 3) each attack receives a bonus to damage equal to  $\frac{1}{4}$  the power's intensity. *Prerequisites:* Kick 10, Athletics 10

*Stunt — Wounded Knee:* Your hero delivers a low, powerful kick to the femoral nerve, slowing an opponent down and weakening the leg. This attack deals intensity damage to the victim and also lowers the target's Agility and Kick intensity by 1 point each for an aura duration. *Prerequisites:* Kick 10

## Punch

Trump Suit: **Strength**

Exemplars: Balrog, Ryu, Zangief

Related Powers: Chi

Through rigorous training in ancient and modern combat techniques, your hero has learned to punch harder and more accurately than any normal person.

*Stunt — Dim Mak:* Your hero has mastered the art of channeling an attack through the target's ki with the devastating Dim Mak ("Death Touch") maneuver. If successful, this attack deals intensity damage to the target. Additionally, the hero may choose to use one or both of these two special effects if the target is a living being: 1) the hero may choose to delay inflicting the damage to his opponent by a number of exchanges up to his Punch intensity, and/or 2) a hero may immediately lower an opponent's Strength and Agility by one point each. *Prerequisites:* Punch 10, Chi Kung Healing

*Stunt — Dragon Punch<sup>1</sup>:* Your hero can perform a powerful leaping uppercut that inflicts incredible damage against an opponent. If successful, the attack deals intensity damage and knocks back the opponent to firing distance, negating the possibility of a striking counter-attack (but not a ranged attack). If an airborne opponent is struck by this maneuver, he suffers a knockdown. With a challenging (10) instead of average (8) Dragon Punch (Agility) action, your hero can interrupt an opponent's attack with his own, negating damage from that opponent. *Prerequisites:* Punch 10, Jump, Power Uppercut

*Stunt — Ear Pop:* Your hero can cup his hands and slap at both sides of an opponent's head. This influx of air pressure dizzies the opponent and may possibly damage hearing. When performing an ear pop, draw a card. If the aura is negative, the target loses his hearing (gains the hindrance Physically Disabled – Deaf) for an aura duration. Unfortunately, since this move is considered to be dishonorable, the hero's fate is linked

<sup>1</sup> = Aerial Maneuver

<sup>2</sup> = Crouching Maneuver

with his victim's. If your hero has a heroic (any non-villainous) calling, and his victim suffers ear damage, he automatically gets a negative response bonus at the end of the adventure.

*Stunt — Flaming Dragon Punch<sup>1</sup>*: Your hero can infuse his fist with Ki energy while performing a Dragon Punch, causing anything touched by the attack to burst into flames. This move works like the regular Dragon Punch with the following exceptions: 1) anyone struck by it suffers a knockdown, regardless of if they are airborne; 2) if the opponent is within grappling distance (½ of striking distance or approx. 5 feet) at the start of the attack, he suffers double damage on the attack; 3) a Flaming Dragon Punch deals an amount of damage equal to the hero's Focus intensity as a bonus *to damage only*; and 4) the Flaming Dragon Punch is always of Challenging (10) difficulty. *Prerequisites*: Punch 15, Focus, Dragon Punch

*Stunt — Head Butt*: Your hero has trained to use his head as a weapon. Your hero can inflict intensity damage with a blow from his head. Additionally, a fighter that is being held (as by a wrestling hold) may use a Head Butt (in place of Strength) to attempt to break free from the hold.

*Stunt — Hundred Hand Slap*: Your hero has mastered the art of quick-striking to the point that his hand becomes a blur of motion as he delivers a rain of blows on the target. Your hero can divide his Punch intensity and all pre-cardplay modifiers between multiple punching attacks (with a maximum number of attacks equal to the power intensity) against a single target within striking distance. *Prerequisites*: Punch 15

*Stunt — Hyper Fist*: Your hero can land a chain of up to three devastating uppercut blows. Your hero can divide his Punch intensity and all pre-cardplay modifiers between up to three punching attacks against a single target within striking distance.

*Prerequisites*: Punch 10, Power Uppercut

*Stunt — Megaton Punch*: Your hero can rear back and deliver a truly devastating blow. By giving up his counteraction and concentrating on offense, your hero maximizes damage. Your hero attempts a challenging Punch (Strength) action, and if successful, he may add his strength score as a bonus *to damage only*.

*Stunt — Monkey Grab Punch*: Your hero grabs an opponent's blocking hand with one hand before issuing a quick strike with the remaining hand. This move is an average Punch (Strength) action, and has the added bonus of ignoring the Block power.

*Prerequisites*: Grab

*Stunt — Power Uppercut*: Your hero starts in a crouch and surges upward, delivering a powerful uppercut blow. While very basic, this move is still effective and is a staple of any street fighter's repertoire. If successful, the Power Uppercut deals intensity damage to the opponent. If this move inflicts wounds against an airborne opponent, that opponent's move is interrupted and he suffers a knockdown.

*Stunt — Rekka Ken*: Your hero has learned to chain together punches in rapid succession to stun an opponent before he gets the chance to counterattack. On the first exchange of a Rekka Ken, the hero can divide his Punch intensity and all pre-cardplay modifiers between up to three punching attacks against a single target within striking distance. If all three are successful, the hero may chain in another punch on each of the two following exchanges. As long as the chain remains unbroken, the opponent can make no actions or counteractions (except to block or dodge), and each successive hit gains an additional +1 damage bonus (+1 for the 1<sup>st</sup> attack, +2 on the 2<sup>nd</sup> and so on up to +5 for the final attack).

However; if any one of these actions fails the chain is broken and the victim can counter-attack. *Prerequisites:* Punch 10, Athletics

*Stunt — Shadow Uppercut:* Your hero surges forward and upward, propelled by his ki, launching a powerful rising uppercut. This move gets its name because the hero leaves behind a trail of shadowy images in his wake. The victim suffers intensity damage and a knockdown. This move can be used to interrupt an aerial maneuver in the same manner as Power Uppercut. *Prerequisites:* Power Uppercut

*Stunt — Shadow Uppercut, Green:* Your hero surges forward and upward, propelled by his ki, launching a powerful rising uppercut. This move gets its name because the hero leaves behind a trail of green shadowy images in his wake. The victim suffers intensity damage and a knockdown. Additionally, your hero deals damage equal to his Focus as a contingent action, with the opponent's Willpower acting as defense. This move can be used to interrupt an aerial maneuver in the same manner as Power Uppercut.

*Prerequisites:* Punch 10, Shadow Uppercut, Focus

*Stunt — Shadow Uppercut, Red:* Your hero surges forward and upward, propelled by his ki, launching a powerful rising uppercut. This move gets its name because the hero leaves behind a trail of red shadowy images in his wake. The victim suffers intensity damage and a knockdown. Additionally, your hero deals damage equal to his Focus as a contingent action, with the opponent's Willpower acting as defense. This move can be used to interrupt an aerial maneuver in the same manner as Power Uppercut. This move is considered a preemptive strike. *Prerequisites:* Green Shadow Uppercut

*Stunt — Shockwave:* Your hero can smash his hands into the ground with such incredible force that it creates a seismological tremor in a straight line out to firing distance. Not only does this work like the Sonic Slam skill, but it also deals intensity damage to any person or object caught in its path. *Prerequisites:* Punch 10

*Stunt — Slide Punch:* Your hero throws himself into a slide that can travel up to a number of feet equal to his Punch intensity before delivering a powerful uppercut that can knock an opponent off his feet. If successful, the victim suffers intensity damage and a knockdown. *Prerequisites:* Power Uppercut

*Stunt — Spinning Back Fist:* Your hero takes a step toward an opponent and pivots on his heel before delivering a spinning backhanded smash. The attack deals intensity damage and dizzies an opponent if he does not make a successful average Willpower (Punch) action.

*Stunt — Spinning Clothesline:* Your hero spins around with arms outstretched like a human lawnmower. The hero can move up to striking distance before enacting this attack, which affects all opponents within grappling distance. This attack deals intensity damage and follows the rules for pile-ons (see GB pg. 35). Each person that takes wounds from the attack is knocked backward a number of feet equal to Punch's intensity. This attack may be repeated as a contingent action, provided that the first attack was successful. *Prerequisites:* Punch 10, Athletics 10

*Stunt — Spinning Knuckle:* Your hero takes several spinning, dancing steps before making two backhanded smashing attacks. Your hero can divide his Punch intensity and all pre-cardplay modifiers between two punching attacks against a single target within striking distance. This attack may be used in place of Agility for the purposes of dodging. *Prerequisites:* Punch 10, Athletics, Spinning Back Fist

*Stunt — Triple Strike:* Your hero leans back, as if he is going to block, but then launches a surprise spinning 1-2-3 triple attack; punch-kick-punch. Your hero can divide his Punch intensity and all pre-cardplay modifiers between two punching attacks against a single target within striking distance. Additionally, your hero may play cards to a kicking attack against the same target, using the hero's Kick intensity to figure the damage and score for the kicking attack. The kicking attack and the second punching attack are contingent. It's an average Punch (Agility) action for each of the two punch attacks, and an average Kick (Agility) action for the kicking attack. If the hero misses with any part of the punch-kick-punch chain, the rest of the move is considered to miss, as well (ex: if the Kick misses, the following Punch misses automatically). *Prerequisites:* Punch 10, Kick

*Stunt — Turbo Spinning Clothesline:* This move is identical to the Spinning Clothesline except that it travels farther and faster. This move works like a Spinning Clothesline with the following exceptions: 1) the move can travel a number of feet equal to Punch's intensity, and 2) the move targets all opponents within Striking Distance. *Prerequisites:* Athletics 10, Spinning Clothesline