

MARTIAL ARTIST — 250 points

You're a true master of barehanded combat and exotic weapons, from a faraway land – probably the Mysterious East. While the knight and swashbuckler claim to be trained in “martial arts,” their *kung fu* is weak. Years as a monastic ascetic have awakened your gift for Chi Mastery and taught you disciplines that channel your inner strength. Now you've left the monastery for the dungeon to perfect your art against even the strangest of foes.

Attributes: ST 11 [10]; DX 16 [120]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 12 [0]; Basic Speed 7.00 [0]; Basic Move 8 [5].

Advantages: Chi Talent 2 [30] *and* Trained by a Master [30]. • 20 points in Chi abilities (p. 21); put leftovers into special skills. • A further 20 points chosen from among additional Chi abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Chi Talent 3 [15], Combat Reflexes [15], Enhanced Dodge 1 [15], Enhanced Parry 1 or 2 (Unarmed) [5 or 10], Fit [5] *or* Very Fit [15], Flexibility [5] *or* Double-Jointed [15], High Pain Threshold [10], Luck [15], Magic Resistance [2/level], Mind Shield [4/level], Signature Gear [Varies], Unfazeable [15], Weapon Bond [1], Weapon Master (One exotic weapon) [20], *or* Wild Talent 1 [20].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10]. • Another -25 points chosen from among Code of Honor (*Bushido*, equivalent to Chivalry) [-15], Compulsive Vowing [-5*], Honesty [-10*], Obsession (“Perfect my art at any cost!”) [-10*], Social Stigma (Minority Group) [-10], Vow (Vegetarianism) [-5], Vow (Silence) [-10], Vow (Always fight unarmed) [-15], *or* Wealth (Struggling, Poor, or Dead Broke) [-10, -15, or -25]. • A further -15 points chosen from among those traits or Callous [-5], Loner [-5*], No Sense of Humor [-10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], *or* Stubbornness [-5].

Primary Skills: Jumping (E) DX [1]-16; *and* Acrobatics, Judo, and Karate, all (H) DX-1 [2]-15. • One of Thrown Weapon (Dart, Knife, *or* Shuriken) (E) DX [1]-16; Throwing (A) DX-1 [1]-15; *or* Blowpipe or Sling, both (H) DX-2 [1]-14. • One of these three melee skills packages:

1. Two of Knife (E) DX+2 [4]-18; Axe/Mace, Jitte/Sai, Shortsword, Smallsword, Staff, or Tonfa, all (A) DX+1 [4]-17; *or* Flail or Kusari, both (H) DX [4]-16.
2. One of the Melee Weapon skills in option 1, *and* raise both Judo *and* Karate to DX [4]-16.
3. No Melee Weapon skills, but raise one of Judo or Karate to DX+1 [8]-17 and the other to DX [4]-16.

Secondary Skills: Stealth (A) DX-1 [1]-15 *and* Meditation (H) Will-1 [2]-10.

Background Skills: Tactics (H) IQ [4]-10. • Three of Fast-Draw (any) (E) DX [1]-16; Climbing (A) DX-1 [1]-15; First Aid or Gesture (E) IQ [1]-10; Teaching (A) IQ-1 [1]-9; Hiking or Running, both (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-10; *or* Observation (A) Per-1 [1]-9.

Special Skills: Seven of Immovable Stance, Light Walk, Parry Missile Weapons, Push, *or* Throwing Art, all (H) DX+1 [2]-17; Breaking Blow, Flying Leap (requires Power Blow), *or* Pressure Points, all (H) IQ+1 [2]-11; Breath Control or Kiai, both (H) HT+1 [2]-13; Body Control (VH) HT [2]-12; Mental Strength (E) Will+3 [2]-14; Mind Block (A) Will+2 [2]-13; Autohypnosis or Power Blow (H) Will+1 [2]-12; Esoteric Medicine (Chi) (H) Per+1 [2]-11; *or* Blind Fighting (VH) Per [2]-10. All include +2 for Chi Talent.

* Multiplied for self-control number; see p. B120.

Customization Notes

The martial artist must balance Chi abilities, other advantages, and special skills. It's tempting to take a few combat effective Chi abilities (DR, Striking ST, etc.) and put all leftover points into one skill (e.g., Power Blow). However, the warrior with Catfall, DR, Danger Sense, *and* Resistant will probably live longer to develop his skills!

Favored combat skills affect these choices. Some martial artists fight using Judo and Karate. They *need* DR (to protect their hands) and Striking ST (because they lack a weapon's leverage), and should improve Breaking Blow early in order to defeat armor. Martial artists who fight armed can take a longer view – they have a weapon between them and their enemies.

This template depicts a fighter fresh from the monastery or academy. He's capable but needs time to hone his skills. He'll grow quickly with a few points, and the 5 points from quirks can boost key skills significantly. Those points aren't needed for cash – a martial artist requires only inexpensive weapons and perhaps gauntlets (count as brass knuckles *and* protect the hands).

CHI MASTERY — This power channels the user's life energy, *or chi*. All of its abilities have the Chi limitation. Rolls to use them enjoy a bonus equal to the wielder's Chi Talent level.

Power Modifier: Chi -10% — Chi abilities depend on special diet, exercise, and meditation. The user must take the disadvantage Disciplines of Faith (Chi Rituals) [-10] to reflect this. Each day, roll 1d; this is how many hours *less* he has for sleep, standing watch, etc. Moreover, he must pay double for rations, which reflects not just an unusual diet, but incense, ointments, etc. If deprived of these things, or if he fails to sacrifice the necessary time, he must take a day out to rebalance his chi. His entire power will immediately burn out for 1d days if called upon before he does this.

Chi Abilities — Catfall (PM, -10%) [9]; Damage Resistance 1 or 2 (PM, -10%; Tough Skin, -40%) [3 or 5]; Danger Sense (PM, -10%) [14]; Enhanced Move 0.5 or 1 (Ground; PM, -10%) [9 or 18]; Extra Attack 1 or 2 (PM, -10%) [23 or 45]; Metabolism Control 1 to 5 (PM, -10%) [5 to 23]; Perfect Balance (PM, -10%) [14]; Regeneration (Slow, Regular, *or* Fast; PM, -10%) [9, 23, or 45]; Resistant to Metabolic Hazards (+3) or (+8) (PM, -10%) [9 or 14]; Striking ST 1 or 2 (PM, -10%) [5 or 9]; *and* Super Jump 1 or 2 (PM, -10%) [9 or 18].

Chi Talent—15 points/level — Chi Talent adds to both Chi Mastery rolls *and* the special chi skills below. In general, a power's Talent *doesn't* add to its special skills – this one is an exception!

Chi Skills — Those with *any* points in Chi Mastery can learn Autohypnosis (p. B179), Blind Fighting (p. B180), Body Control (p. B181), Breaking Blow (p. B182), Breath Control (p. B182), Esoteric Medicine (Chi) (p. B192), Flying Leap (p. B196), Immovable Stance (p. B201), Invisibility Art (p. B202), Kiai (p. B203), Light Walk (p. B205), Mental Strength (p. B209), Mind Block (p. B210), Parry Missile Weapons (p. B212), Power Blow (p. B215), Pressure Points (p. B215), Pressure Secrets (p. B215), Push (p. B216), Throwing Art (p. B226), *and* Zen Archery (p. B228).

New Perk: Weapon Bond — 1 point

You own a weapon that's uniquely suited to you, and get +1 to effective skill when using it. This has nothing to do with magic or quality – you're just *used* to your weapon. If you lose the weapon, you lose this perk! You may start play with a bond to any kind of weapon you've bought with cash or as Signature Gear.