

Common Maneuvers

- **Wait.** Specify another maneuver you will execute if you observe a trigger action. Defenses and Movement as per specified maneuver.
- Allows you to interrupt opponent actions. This often includes bracing for an enemy charge attack.
- **All-out Defense.** Move: 1 step. You forgo making an attack but get +2 to one active defense of your choice. Also, if you fail a defense roll, you may try one other means.
 - **Move-and-attack.** Shield slam (E40) at full skill. Otherwise, Karate skill capped at 9. Move: full.
 - **Attack.** Move: One step, before or after attack. One full attack, or two rapid unarmed strikes, at skill-3.
 - **All-out Attack.** Move: Up to half. May make two attacks at full skill, one strong attack at +2 damage. **No defense allowed.**
 - **Feint.** Move: 1 step. Roll a Quick Contest of your sword v. theirs. Margin of success = subtracted from one attack made next round. Can be combined in a one-round strike with All-Out Attack or Rapid Strike.

Notes.

- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating crushing damage deal

- x1 against most targets (min 0).
- **Major Wound:** any single wound greater than half current HP. HT roll to avoid knockdown.
- **Crippling (Major) Wound.** Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- **Knockback.** Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates unconsciousness.
- May retreat one step away from the attack while attempting a dodge to receive +2.
- Once per turn, you can make an Acrobatic Dodge (E48) which may be combined with a retreat. Successful check gives extra +2 to dodge, while failure gives -2.

MARTIAL ARTIST Masha Deathfoot
(Human female)
Size Humanoid (+0 mod)
Base Speed 7 Move 8 yards (8)
Strength(ST) 11 Dexterity(DX) 16
IQ 10 Health(HT) 12
Fatigue Points 12 Will 11
Perception 10 Observation 5 Search 5
Hit Points 11
Damage Reduction 2 (6 on hands/feet)
Armor Plate armor (hands and feet only)
Encumbrance/Move Penalty 0
Dodge 10 Block NA
Parry 11 (Karate, Judo, Missiles)
Thrust / Swing 1d / 2d-1
Reaction Mod -2 (Minority)
Language Common.



"It's complicated. I'm not part orc, I was raised by orcs. You're thinking orcs must have killed my parents, but no - famine did. My orcish brothers and sisters are masters of kung-fu. Yes, I guess, 'fancy fisticuffs' is one way to describe it. Anyway, are you hiring?"

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	17	1d+2 cr	c				
Kick	17	1d+4 cr	c, 1				
Kick (Power Blow)	17	2d+10 cr	c, 1		3	600	
Med. Shield (Bash)	16	1d+1 cr	1	DB +2	15	60	

Ranged	#	Damage	Acc	WT	Properties	Shots

Treasure
2 sp, 13 cp

Advantages

Chi Talent- 2
Requires 1d hours each day in Chi rituals. Pay double for rations due to special diet.

Dragon Skin
Tough skin, DR 2.

Trained by a Master
Half-penalty for Rapid Strike and multi-parry.

Mantis Strike +2 Striking ST

Seven Secret Kicks Eliminates -2 penalty for kicks. +1 die of damage. Roll v Karate if you miss to not lose balance.

Unarmed Master You are immune from hurting yourself by striking hard objects (E40). Enemies do not receive a free attack for parrying your unarmed attacks. +1 per die of damage.

Personality Quirks

- Adds small scar for each opponent kicked to death
- Kicks enemies whenever feasible
- Fond of orcs.
- Likes to dance, poorly.
- Takes offense if called "angry."

Disadvantages

Compulsive Generosity(12)

Advantages

Roll 12 or less to ignore a call for aid or a handout from charity or the less fortunate.

Vow: Must fight unarmed.

Sense of Duty (Adventuring Companions)

You think of your adventuring party like a family and feel honor bound to protect and defend them.

Social Stigma (Minority Group)
-2 to all reaction rolls except those in your group.

Wealth (Struggling). Receive 20% lower payouts for selling goods.

Gear

Item	Location	WT	Cost
Personal basics/ clothing	Body	3	5
2xPouch	Body	.4	20
Canteen (1 Qt.)	Body	8	10

Skills

IQ-Based Skills
0 -8
2 -9
3 -10
5 -11
7 -12
10 -13
15 -14
20 -15
30

Other Skills
-4
-3
-2
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Chi Skills
Body Control-12 Use to resist disease, poison, spells and other effects.
Breaking Blow-11. Costs 1 FP. Success grants armor divisor of 5.
Immovable Stance-17 Roll to resist knockback, throws, and falls.
Light Walk-17 Roll to move silently, minimize weight or hide tracks.
Mental Strength-14 Use to resist mind control.
Parry Missile Weapon-17 +4 v thrown weapons over 1 lbs. +2 for lighter thrown. -2 for arrows/crossbow bolts.
Power Blow-12 Costs 1 FP. Check will double strength for hit.

Karate-17
Stealth-15
Wrestling-14

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Speed-Range-Size Modifier

Mod	Linear	Mod	Linear
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		