

# SHAOLIN WATER HAND

Shaolin are monks in Lengoth-Ytame who study discipline and skill in body and mind, striving to reach astounding ability and personal power while achieving this through humility, patience, and calmness. Shaolin temples are often set far apart from civilization, allowing their students the ability to study and learn without distraction. Not so much a religion as a discipline, Shaolin do not teach redemption or a better future, but rather a better life now and a happier, more fulfilled existence through study and discipline. They also teach that their students must help others and make their surroundings a superior world through their best abilities and wisdom. The Water Hand is the most common school and is a base representative of Shaolin teaching.

BASIC MARTIAL MANEUVERS					
These martial arts maneuvers are the most basic ones that can be learned. Any of them can be learned without needing any other skill.					
MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Block	4	+2	+2	--	Abort, Block
Disarm	4	+1	-1	--	Disarm, +10 STR to disarm
Dodge	4	--	+5	--	Abort, vs all attacks
Fast Strike	4	+2	--	--	+2D6 Strike
Kick	5	-1	--	--	+4D6 Strike
Throw	3	--	+1	--	+V/5, target falls

BASIC MARTIAL MANEUVERS					
These are the more advanced abilities of the Shaolin, only available to more advanced students. A character must have at least 4 Basic Martial Skills, PS: Shaolin Healing, and Acrobatics to learn any of these.					
MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Bind	4	+1	--	--	+10 STR to Bind weapon
Defensive Strike	5	--	+3	--	+1D6 Strike
Escape	4	--	--	--	+15 STR vs grabs
Flying Kick	5	--	--	--	Fmove, +V/5, +1D6
Kill strike	5	-1	--	--	½D6 HKA
NND strike	4	-1	+1	--	2D6 NND (nerve strike)
Take Weapon	5	+2	-1	--	Grab Weapon, +5 STR to take

## SUGGESTED SKILLS AND TALENTS

Acrobatics	Off Hand Weapon Familiarity
Breakfall	Paramedic
Combat Sense	PS: Shaolin Healing
Defense Maneuver I-II	Rapid Attack

## SUGGESTED WEAPON ELEMENTS

Chain Weapons	Hand Weapons
Swords	Staff Weapons
Flails	



## **SPECIAL DISCIPLINES**

The Shaolin are able to learn to do many dazzling and astonishing things in their training, pushing their body to greater athletic and mental discipline. These abilities represent the real training of Shaolin, which the Martial Arts are a byproduct of. Often, some of these are combined into a Ch'i or Shaolin multipower, granting one ability at a time with concentration and time.

### **Basic Abilities**

These are the most basic abilities the Shaolin Monk can learn in addition to their other martial skills. A student of Shaolin may only learn one of these abilities for each martial maneuver they have learned, and only when the character's STR, CON, and EGO are at least 11. Once all the basic martial maneuvers are learned, any of the Basic Abilities may be learned as well.

### **Appetite of the Tortoise**

This discipline greatly slows the metabolism of the student while allowing him to gain more benefit from the little food needed.

Life Support: food and drink once a week  
1 Point

### **Centipede Fist**

This complex sequence of attacks sets up a powerful final strike that can be used with any damaging Martial Maneuver.

+2D6 HTA, +2 OCV

Requires Sequence of 2 blows (-1/4), Requires DEX roll, not affected by active cost (-1/4), Extra Time Delayed Phase (-1/4)

11 Points

### **Dragon Fans his Wings**

This discipline allows the student to knock aside arrows and other projectiles safely.

Missile Deflection (arrows)

10 Points

### **Ent Stance**

This discipline prevents the student from being thrown, shoved, or knocked flying as easily.

-3 Knockback Resistance

Requires Breakfall Roll (-1/2)

4 Points

### **Ghost Shield**

This discipline protects the student from soul draining attacks.

Power Defense 5

5 Points

### **Monkey Shield**

Like the psionic apes of the Lengothian jungles, this discipline protects the mind.

Mental Defense 5

3 Points or less



### **Ogre Harvests Wheat**

This discipline allows the student to easily destroy small items such as arrows, small weapons, and such.

5D6 Dispel on low-end foci (break little stuff, weapons)

Any small gadget power, one at a time (+1/4); No Range (-1/2)

13 Points

### **Rest of the Righteous**

This discipline allows the student to sleep as much as required while being able to awake easily to trouble and sound.

Lightsleep

3 Points

### **Scales of the Dragon**

This discipline protects the student from advanced techniques that find special spots to hit exploiting weakness and nerve clusters.

Lack of Weakness 5

5 Points

### **Sleep of the Hummingbird**

This discipline allows the student to function with very little sleep.

Life Support: Sleep 8 hours a week

1 Point

### **Soaring Monk**

Part of the advanced athletic and physical training is learning to leap astonishing distances.

Leaping +5"

Requires Acrobatics Roll (-1/2), No Noncombat Movement (-1/4)

3 Points

### **Step of the Grasshopper**

This is often the final training learned in the Basic Abilities, allowing the student to move across surfaces without disturbing them – such as rice paper. It even allows someone to run over such substances as mud.

Gliding 8"

Only on a surface (-1/4), Only to match Run speed max (-1/2)

5 Points

### Advanced Abilities

Only those who have demonstrated a mastery of the Shaolin Martial Arts and weaponry may learn these Abilities. The student must first have the full amount of Basic Martial Arts, and at least 4 Advanced, plus at least 5 of the Basic Abilities above, and all of the Skills and Weapon Elements listed. Further, the character must have a STR, CON, and EGO of at least 13 each.

### Basilisk Fist

This technique paralyzes the target, but is difficult to achieve.

Entangle 1D6, 3 DEF, -1 OCV

Vs ECV (+1), STR does not help (+1/4), takes no damage from physical attacks (+1/4), Requires Shaolin Healing Roll, no active cost adjustment (-1/4), Requires sequence of 3 blows (-1/2), CON Based (-1/2)  
19 Points

### Brother Serpent Shares his Wisdom

This discipline controls the student's metabolism so well that poison has no effect

LS: Poison with time and roll

Requires PS: Shaolin Healing roll, must be made each poison (-3/4), Extra Time: Full Phase (-1/4), Concentrate 1/2 DCV (-1/4)

4 Points

### Cat Stance

The student has reflexes and footing of a cat, almost impossible to topple or keep down

Gliding 1" (Position shift)

For balance and regaining footing only (-1/2), No Noncombat (-1/4), Requires Breakfall roll (-1/2)

3 Points

### Ghost Fist

This discipline allows the student to strike insubstantial creatures like ghosts.

Up to 20 STR and Fast Strike

Affects Desolidified (+1/2)

STR only to do damage (-1/2)

17 points

### Giant Opens the Door

This is an even greater strike than Ogre Harvests Wheat, destroying even more durable devices.

8D6 Dispel on low-end foci (break little stuff, weapons)

Any small gadget power, one at a time (+1/4); No Range (-1/2)

20 Points

### Hundred Hands

This discipline allows the student to strike with incredible speed.

Up to 20 STR and Fast Strike

Autofire (+1/2); STR only to do damage (-1/2), Requires Acrobatics Skill Roll (-1/2)

14 Points

### Hundred Hands

This discipline allows the student to strike with incredible speed.

Up to 20 STR and Fast Strike

Autofire (+1/2); STR only to do damage (-1/2), Requires Acrobatics Skill Roll (-1/2)

14 Points

### Hurricane Fist

This discipline allows the

Up to 20 STR and Fast Strike

Double Knockback (+3/4)

STR only to do damage (-1/2)

25 Points, 5 END

### Iron Shirt

This discipline hardens the skin of the Martial Artist, making him very difficult to harm with martial art attacks.

Damage Resistance 4 PD

Only vs martial arts and normal weapons (-1/2), Only to attacks aware of (-1/4)

1 Point

### Mongoose Seeks the Throat

With study, the student is able to find a weakness in their foe, a place to strike for maximum effect.

Find Weakness 11- with Martial Arts

10 Points

### SHATTERING FIST

Power: Armor Piercing on Hand-to-Hand Attack 8D6

Modifiers: adds to STR only (-1/2); only on targets that are immune to being stunned (-1), END x2 (-1/2)

Base Cost: 20 Real Cost: 7 END Cost: 4

### Shattering Fist

The warrior is able to strike with powerful blows against creatures that feel no pain

Armor Piercing on HTA up to 8D6

Adds to Strength only (-1/2), Only on targets that take no stun (-1), Increased END Cost x2 (-1/2)

4 Points

### Snake Venom Fist

With this technique, the student is able to strike in a manner that weakens the opponent, but it is difficult to execute.

Drain DEX 2D6

Requires Shaolin Healing Roll, no active cost adjustment (-1/4), Requires sequence of 2 blows (-1/4)

13 Points

**Spider Venom Fist**

With this technique, the student is able to strike in a manner that weakens the opponent, but it is difficult to execute.

Drain STR 2D6

Requires Shaolin Healing Roll, no active cost adjustment (-1/4), Requires sequence of 2 blows (-1/4)

13 Points

**Tiger Replies**

With this discipline, the student strikes back the instant they are hit.

Up to 20 STR and Fast Strike (20 pts)

Damage Shield (+1/2); no effect on Grab (-1/4)

STR only to do damage (-1/2)

14 Points

**Touch of the Willow**

This healing discipline allows the student to remove special Martial Arts ability effects such as the dreaded Dim Mak, disabling, or flash.

Dispel 10D6 special ability lasting effects (Dim Mak, etc)

Any one Martial Arts effect (+1/4); No Range (-1/2), Requires PS: Shaolin Healing roll (-1/2), Extra Time Turn (-1 1/4), Concentrate 1/2 DCV (-1/4)

11 Points

**Whisper of the Spirits**

Danger Sense in combat

15 Points

**Wind Fist**

With this discipline, the student strikes so fast it cannot be seen.

Up to 20 STR and Fast Strike

Invisible to Sight (+1/2)

STR only to do damage (-1/2)

17 Points

As amazing as these abilities and training are, there are yet still deeper secrets to the martial arts, secrets that are said to be only learned from the ancient, wise dragons of Lengoth-Ytame.

Such abilities as healing one's self, leaping impossible distances, ignoring damage, resistance to elemental attacks, climbing walls, even levitation and passing through walls are all rumored... as well as the dread Dim Mak, the death touch.