

BASIC STRIKE

Basic

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Dexterity
Damage: Strength – foe's Stamina (min 1)

Striking techniques are the core of martial conflict, encompassing the basic punches and kicks that form the foundation of any fighter's repertoire. With their firm grounding, such attacks automatically defeat Aerial techniques.

AERIAL STRIKE

Basic

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity – 1
Damage: Strength + 1 – foe's Stamina (min 1)

The fighter launches himself into the air, adding his full weight and momentum to the power of a leaping punch or kick. Aerial strikes afford great mobility, but suffer the drawback of total commitment once begun. Their high arc carries them over Projectile techniques, defeating them.

RUSH

Basic

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity
Damage: Strength – foe's Stamina (min 1)

The fighter throws himself into an aggressive assault, launching a punch, kick or body check with all of his momentum behind it. The overwhelming force of this attack defeats Strikes.

GRAPPLE

Basic

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Strength – foe's Strength (min 1)

The fighter locks up with his opponent with the intent of causing injury, generally in the form of a joint lock or throw. Grapples automatically defeat Defensive techniques.

BLOCK

Basic

Cost: —; **Range:** Mid/Still or Back
Type: Defensive
Defeats: Strikes; **Clash:** Stamina
Damage: None

Raising his arms and focusing on evading the worst of his opponent's assault, the fighter takes a moment to gather himself and attempt to find his second wind. If he successfully blocks his opponent's attack, this technique inflicts no damage; instead, the fighter regains two points of ki or health. Block defeats Strikes, and may be used as a Still or Back technique as desired.

ONE-TWO COMBO

Boxing

Cost: —; **Range:** Mid/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Dexterity – 1
Damage: Strength + 3 – foe's Stamina (min 1)

Difficult to land but devastatingly effective, this attack consists of an uppercut to the jaw which lifts the opponent's head into position for a left hook to the face. It defeats Rushes.

RUSHING UPPERCUT

Boxing

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Aerial; **Clash:** Dexterity
Damage: Strength + 1 – foe's Dexterity (min 1)

The boxer surges forward, throwing a vicious uppercut into his opponent. This attack defeats Aerial techniques.

CROSS COUNTER

Boxing

Cost: —; **Range:** Close/Still; **Type:** Defensive
Defeats: Strikes; **Clash:** Stamina
Damage: Dexterity – foe's Stamina (min 2)

The boxer waits for his opponent to make a move, then answers with a powerful cross to the chin. This counterattack defeats Strikes, but is a non-event if no attack is thrown by the opponent.

FLYING ARMBAR

Brazilian Jiu-Jitsu

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity
Damage: Strength + 1 – foe's Strength (min 1)

The martial artist launches himself through the air, using his legs and hands to lock an opponent's arm into a brutal joint lock as he falls to the ground. In addition to inflicting damage, this technique subtracts two dice from the opponent's next two Clash rolls. It defeats Projectiles.

SLIDING LEGBREAKER Brazilian Jiu-Jitsu

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity + 1
Damage: Strength + 2 – foe's Strength (min 1)

The martial artist throws herself into a baseball slide, kicking the opponent's legs out from under her, then snaps her leg into a painful joint lock before she can recover. This attack defeats Strikes.

TRIANGLE CHOKE-HOLD Brazilian Jiu-Jitsu

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Dexterity
Damage: Strength + 3 – foe's Stamina (min 1)

The martial artist leaps up, catching her opponent and dragging him to the ground, locking his head into a chokehold utilizing her arms and thighs. This attack defeats Defensive techniques.

ROLLING AXE KICK (MAWASHI HAITEH GIRI) Kyokushin Karate

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity
Damage: Strength + 1 – foe's Dexterity (min 1)

The martial artist's feet leave the ground as he throws himself head-over-heels into a rolling axe kick, using his body as a pendulum to accelerate his heel into his opponent's face. In addition to inflicting damage, this technique removes one die from the opponent's next Clash roll. Rolling Axe Kick defeats Grapple techniques.

FRONT KICK Kyokushin Karate

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Strength
Damage: Strength – foe's Stamina (min 1)

The martial artist steps into the opponent with a strong forward kick, driving all the power of his hips into the blow, knocking any opponent not firmly rooted in a stable stance to the ground. This attack defeats Rushes, and adds two dice to Clash rolls against any Advance technique.

STEP SPEAR KICK Kyokushin Karate

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity
Damage: Strength + 2 – foe's Stamina (min 1)

Taking a long step forward, the martial artist chambers his leg out in a devastating side kick that clears the opponent off his feet and drives him back. This attack defeats Strikes, and knocks the opponent Back.

ELBOW SLASH (SOK TI) Muay Thai

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Strength
Damage: Strength + 1 – foe's Stamina (min 1)

The fighter throws a slashing elbow into his opponent's face, stunning them or cutting their eyebrow open with the impact. This attack defeats Grapples, and takes two dice from the opponent's next Clash roll when it does so.

FLYING KNEE (KHAB LOI) Muay Thai

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Defensive; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 1)

The fighter advances with an unstoppable flying knee, which defeats Strikes. This attack also adds one additional die to Clash rolls against Defensive techniques.

NECK WRESTLING (CHAP KHO) Muay Thai

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Stamina
Damage: Strength + 2 – foe's Stamina (min 2)

The martial artist clinches the opponent behind the head or neck, and throws a series of punishing knee strikes into his foe's solar plexus. Chap Kho defeats Defensive techniques.

SERPENT BLINDS THE WOLF Snake Style (Shequan)

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity
Damage: Dexterity + 1 – foe's Dexterity (min 1)

The martial artist delivers a darting strike to his opponent's eyes, temporarily blinding her. In addition to inflicting damage, this technique causes the opponent to lose two dice from her next Clash roll. It defeats Grapples.

STRIKING SERPENT SPEED

Snake Style (Shequan)

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity + 2
Damage: Dexterity – foe's Stamina (min 1)

The martial artist uncoils, lunging forward with a deadly nerve strike to his opponent's solar plexus. This attack defeats Strikes.

SNAKE STRIKES THE HEEL

Snake Style (Shequan)

Cost: —; **Range:** Close/Still; **Type:** Defensive
Defeats: Rushes; **Clash:** Dexterity + 1
Damage: Dexterity – foe's Dexterity (min 2)

Whipping his ki out from the base of his spine to the tips his fingers, the martial artist lunges around an opponent's attack to deliver a devastating counter-strike. This technique defeats Rushes.

ROUNDHOUSE KICK (DOLLYEEO CHAGI)

Taekwondo

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Dexterity
Damage: Strength + 2 – foe's Stamina (min 1)

The martial artist pivots his body to deliver a devastating roundhouse kick to the opponent's head. This attack defeats Rushes, and adds two dice to Clashes against Aerial techniques.

SIDE KICK (YEOP CHAGI)

Taekwondo

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Strength
Damage: Strength – foe's Stamina (min 2)

The martial artist spears his leg out in a high, powerful side kick. This crisp, versatile attack defeats Aerial techniques, and inflicts one additional damage when it beats Advance techniques.

JUMPING AXE KICK

(EE DAN NAERYEO CHAGI)

Taekwondo

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity – 1
Damage: Strength + 1 – foe's Stamina (min 2)

The martial artist brings his leg high in a jumping axe kick, then swings it down onto the opponent's head or collarbone with bone-breaking force. This attack defeats Projectiles.

HUNGRY TIGER TECHNIQUE

Tiger Style (Hung Gar)

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Strength + 1
Damage: Strength + 2 – foe's Stamina (min 1)

The martial artist launches a series of brutal tiger claw strikes, savaging her opponent. This attack defeats Grapples.

TIGER SEIZES THE JOINT

Tiger Style (Hung Gar)

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Strikes; **Clash:** Strength
Damage: Strength + 1 – foe's Stamina (min 2)

Immobilizing one of her opponent's limbs to create an opening, the martial artist lays in a brutal tiger claw strike which simultaneously lacerates the opponent's skin and wrenches the joint. In addition to causing damage, this attack causes the opponent's next two Close attacks to lose one die from their Clash rolls. It defeats Strikes.

PRONE FIGHTING

Tiger Style (Hung Gar)

Cost: —; **Range:** Close/Still; **Type:** Defensive
Defeats: None; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

The martial artist draws on her extensive training in fighting prone and in other disadvantageous circumstances to launch a series of agile but well-disciplined attacks. These attacks are immune to any Clash penalties they should otherwise suffer. This attack does not automatically defeat any technique type.

ONE-INCH PUNCH

Wing Chun

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity + 1
Damage: Dexterity + 2 – foe's Stamina (min 1)

The martial artist delivers a very short but brutally powerful snap-hit to the opponent's body. This technique defeats Grapples.

TRAPPING Wing Chun

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Strikes; **Clash:** Dexterity + 1
Damage: None

The martial artist moves with the opponent, grasping an offending limb when it is offered in attack. This immobilizes the opponent, offering great opportunities for the Wing Chun practitioner. Although this technique inflicts no damage, it allows the character to add four dice to her next Clash roll. It defeats Strikes.

CHI SAO Wing Chun

Cost: —; **Range:** Close/Still; **Type:** Defensive
Defeats: None; **Clash:** Dexterity + 2
Damage: None

Drawing on hours of chi sao training, the martial artist instinctively moves in sync with her opponent's aggression, gliding gracefully away from his attacks. This defensive technique grants three ki points when it successfully evades an attack. It does not automatically defeat any type of technique.

CLOTHESLINE Wrestling

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Rushes; **Clash:** Strength
Damage: Strength + 1 – foe's Stamina (min 1)

The wrestler rushes his opponent, striking her neck with an outstretched arm and knocking her off her feet. In addition to inflicting damage, this attack prevents the opponent from using an Advance or Back technique in the next round. It defeats other Rushes.

PILEDRIVER Wrestling

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 2)

The wrestler hoists his opponent upside-down in the air, then drops down, spiking their head into the ground while it is held immobile between his legs. This devastating technique disorients as well as damages, causing the opponent to lose one die from his next two Clash rolls. It defeats Defensive techniques.

POWERBOMB Wrestling

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Aerial; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 1)

The wrestler catches his opponent, lifting her high into the air, then slamming her into the ground with all the strength he can muster. In addition to inflicting damage, this technique counts as two steps toward Staggering the opponent. It catches and defeats Aerial techniques.

STUMBLING FIST Zui Quan (Drunken Boxing)

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Dexterity
Damage: Dexterity + 2 – foe's Dexterity (min 1)

The martial artist stumbles toward his opponent, looping out an unexpected fist to strike at the side of his foe's head. The technique's Clash roll becomes Dexterity + 2 + Stumbling Fist if the martial artist's last action was Drunkard's Sway. This attack defeats Rushes.

ZHANG XU REMOVES HIS CAP Zui Quan (Drunken Boxing)

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity
Damage: Strength + 2 – foe's Dexterity (min 1)

Named after one of the Eight Drunken Immortals, this attack sees the martial artist stagger forward, dropping a back-fist from above as though doffing his cap. The technique's Clash roll becomes Dexterity + 2 + Zhang Xu Removes His Cap if the martial artist's last action was Drunkard's Sway. This attack defeats Strikes.

DRUNKARD'S SWAY Zui Quan (Drunken Boxing)

Cost: —; **Range:** Close/Advance
Type: Defensive
Defeats: Aerial; **Clash:** Dexterity
Damage: None

The martial artist reels about in an unpredictable fashion, as though intoxicated, throwing off his enemies. If successful, this technique restores one ki point, and adds two (non-stackable) damage to the martial artist's next Victorious technique. Drunkard's Sway defeats Aerial techniques.

BURNING CORONA STRIKE Solar Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Dexterity + 2
Damage: Strength + 1 – foe's Stamina (min 1)

The Mugen erupts from the ground with a mighty uppercut, trailing a brilliantly burning arc of ki in its wake. This potent attack defeats Aerial techniques and grants an additional point of Overdrive upon inflicting damage. It is immune to Reversal.

This technique may be purchased at reduced cost by Kyokushin Karate practitioners.

☐ **Sunfire Eruption** (••••, 5xp, exclusive): A secondary eruption of ki tears through opponents intercepted in the air, sending them spinning away. The attack's damage when defeating an Aerial attack becomes Strength + 1 (min 1), and the opponent is knocked Back.

☐ **Burning Heaven Spear** (••••, 5xp, exclusive): Burning Corona Strike gains even greater height, momentum, and force, adding another two dice to Clash rolls. However, this total commitment creates vulnerability when the technique fails; attackers who hit the Mugen through Burning Corona Strike add one additional damage to their attack.

EARTH-SPLITTING FIST Solar Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Strength + 1
Damage: Strength + 2 – foe's Stamina (min 2)

Stoking his ki into an internal storm, the Mugen unleashes his spiritual power through his fist, striking the ground before him. A jagged shockwave-spike of gold-scarlet power rips outward, shattering pavement and flattening opponents. Earth-Splitting Fist defeats Rushes.

This technique may be purchased at reduced cost by Tiger Style and Boxing practitioners.

☐ **Earth Swallows Lightning** (••••, 6xp): Earth-Splitting Fist's range becomes Mid/Still, and it Clashes against any Projectile that should defeat it outright.

ROARING FLAKE KICK Solar Technique

Cost: —; **Range:** Close/Still; **Type:** Aerial
Defeats: Aerial; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 1)

The Mugen slashes a leg high into the air in a brutally powerful vertical jumping kick, trailing a flaring streamer of ki behind the limb, then spins and spikes her opponent back to the ground with the other leg. This attack defeats other Aerial techniques and grants an additional point of Overdrive upon inflicting damage.

This technique may be purchased at reduced cost by Brazilian Jiu-Jitsu and Taekwondo practitioners.

FALLING METEOR ATEMI Solar Technique

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity
Damage: Strength + 2 – foe's Stamina (min 1)

The Mugen draws the ki of the earth into himself as he leaves the ground, and the ki of the heavens into himself as he curls through the air. At the apex of his leap, he uncoils and drives down a fist, wreathed in a corona of heavenly fire; the impact is sufficient to shatter nearby windows and crack concrete beneath his unfortunate opponents. This attack rises above Projectiles, defeating them.

This technique may be purchased at reduced cost by Tiger Style and Muay Thai practitioners.

☐ **Unstoppable Comet** (••, 3xp): This technique produces one additional Overdrive point when it inflicts damage.

HEAVENLY STORM Solar Technique

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Strikes; **Clash:** Strength
Damage: Stamina + 3 – foe's Stamina (min 1)

Summoning up ki from his heart, lungs, and the earth beneath his feet, the Mugen hurls a roaring projectile of spirit energy from both hands like a cannon shot, burning in the colors of the sun: gold, violet, white. This technique defeats Strikes, and adds one additional die when Clashing with other Projectiles.

This technique may be purchased at reduced cost by Kyokushin Karate and Wing Chun practitioners.

☐ **Solid Shot** (••, 2xp): Heavenly Storm gains increased spiritual weight and a scarlet corona, tearing aside lesser projectiles. Add two additional dice to Clashes against Projectiles.

☐ **Thunder Cannon** (•••••, 6xp, exclusive): The projectile becomes a blistering comet of purest gold, adding two additional damage.

☐ **Heaven's Bullet** (•••••, 6xp, exclusive): The projectile grants two additional Overdrive points upon inflicting damage.

THUNDERCLAP RUSH ATTACK Solar Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Grapples; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

Driving forward with a mighty strike, ki erupts from the Mugen's heart to his fist, wreathing it in a corona of power. In addition to suffering damage, the opponent's stance is blown wide open, preventing him from using a Defensive technique in the next round. This attack defeats Grapples and grants one additional Overdrive point.

This technique may be purchased at reduced cost by Snake Style and Boxing practitioners.

☐ **Sun Fist Strike** (•••, 5xp): The technique's damage rises by one, and it may knock close opponents Back, if the Mugen desires.

IRON RAPTOR COMBINATION Solar Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity + 1
Damage: Dexterity – foe's Stamina (min 2)

The Mugen leaps forward with an overhead rolling kick, then slides into a devastating precision strike to the solar plexus, stunning his opponent. In addition to inflicting damage, this technique counts as two steps toward Staggering the opponent. It defeats Strikes.

This technique may be purchased at reduced cost by Snake Style, Taekwondo, and Zui Quan practitioners.

DRAGON COIL KANZETSUWAZA Solar Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength + 1
Damage: Strength – foe's Dexterity (min 2)

Grasping an opponent's limb, the Mugen gives a calculated wrench, sending his ki racing explosively through the enemy's joints. In addition to suffering damage, the opponent loses one die from his next two Clashes. This defeats Defensive techniques.

This technique may be purchased at reduced cost by Brazilian Jiu-Jitsu and Wrestling practitioners.

☐ **Sun-Seared Joints** (••, 3xp): When Dragon Coil Kanzetsuwaza defeats a Defensive technique, the opponent loses two dice from his next two Clashes.

CRASHING WAVE THROW Solar Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

The Mugen grasps his opponent and rolls with him, throwing a leg up. Ki and momentum carry the enemy to a painful impact with the ground or some other surface, knocking the wind out of them and weakening their ki. In addition to suffering damage, the opponent may not use an Aerial technique in the next round, and is forced Back from the Mugen. This defeats Defensive techniques, and grants the martial artist one additional Overdrive point.

This technique may be purchased at reduced cost by Kyokushin Karate, Wrestling, and Zui Quan practitioners.

☐ **Storm-Tossed Chakras** (•••••, 4xp): In the next round, the opponent must also spend one Willpower to spend any ki.

BREAK THE STORM Solar Technique

Cost: —; **Range:** Mid/Still; **Type:** Defensive
Defeats: Projectiles; **Clash:** Stamina
Damage: None/Special

Crossing his arms, the Mugen fortifies his ki into an iron defense, rebounding force directed at him back against his foes. Successfully executed, Break the Storm restores one health and ki point, and causes the attacker to lose two dice from his next Clash roll. It automatically defeats Projectiles, sending them hurtling back at the one who threw them, inflicting the Projectile's listed damage against its creator. It is immune to Reversal.

This technique may be purchased at reduced cost by Muay Thai practitioners.

☐ **Solar Counterattack** (••, 3xp): Reflected Projectiles gain a slight solar corona, and add one to their damage.

☐ **Sun-Eating Method** (••, 3xp): The martial artist may, at the player's discretion, absorb a projectile rather than reflecting it, adding 4 dice to his next Clash roll.

REED IN THE WIND

Solar Technique

Cost: —; **Range:** Mid/Advance or Back
Type: Defensive
Defeats: Rushes; **Clash:** Dexterity + 1
Damage: None

Time seems to slow for the martial artist as he concentrates on his opponent's movements, measuring the arc of the next blow. His opponent's fighting intent is traced out in bright lines of ki that only the martial artist can see. In the last moment before contact, the martial artist bends around the blow, drawing off some measure of his opponent's energy as he twists aside, better positioning himself for the next strike. Successfully executed, Reed in the Wind restores one health or ki point, and grants three extra dice on the Mugen's next Clash. It automatically defeats Rushes.

This technique may be purchased at reduced cost by Snake Style, Wing Chun, and Zui Quan practitioners.

□ **Grass Before the Storm** (•••, 3xp): Reed in the Wind adds another die to Clash rolls, or another two dice to Clashes against Strikes.

□ **Drinking the Storm** (••, 3xp): Successfully executing this technique grants one Overdrive point.

OVERDRIVE: HEAVENLY DESTROYER BLAST

Solar Technique

Cost: 2 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Rushes, Defensive; **Clash:** Strength + 1
Damage: Stamina + 6 – foe's Dexterity (min 1)

Recapturing one of the lost arts of the Legendary Masters, the Mugen channels the ki of the Eye of Heaven into his glowing hands, then releases a mighty blast of destructive energy to annihilate his opponents. To observers, it seems he has hurled the sun itself from his hands—a roaring ball of impossibly intense spiritual flames as large as a man. This attack defeats Rushes and Defensive techniques.

OVERDRIVE: HEAVEN THUNDER HAMMER

Solar Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes, Grapples; **Clash:** Strength + 3
Damage: Strength + 3 – foe's Stamina (min 2)

Recapturing one of the lost arts of the Legendary Masters, the Mugen channels the full wrath of Heaven into a single burning fist, then delivers an earth-shaking blow. In addition to suffering damage, the opponent is knocked Back and must check for Stagger in the next round. This attack defeats Rushes and Grapples.

BLACK TIDE RISING

Akuma Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Strike
Defeats: Aerial; **Clash:** Dexterity + 2
Damage: Strength + 1 – foe's Stamina (min 1)

The Akuma surges forward, slashing a fist from his hip up to high in the air as he advances, pushing a wave of sizzling redblack ki ahead of him. This potent attack defeats Aerial techniques and grants an additional point of Overdrive upon inflicting damage.

This technique may be purchased at reduced cost by Boxers and Kyokushin Karate practitioners.

□ **Black Tide Drowning** (••••, 5xp, exclusive): The ki wave swallows and erupts around opponents, it plucks from the air. The attack's damage when defeating an Aerial attack becomes Strength + 1 (min 1), and the opponent's next technique is automatically considered Still.

□ **Midnight Tsunami** (••••, 5xp, exclusive): Black Tide Rising's ki wave becomes a deadly, more compact ebon wedge, adding three dice to Clash rolls against Rushes and Aerial techniques and one die to its damage, but sacrificing its ability to cleanly defeat Aerial techniques.

AIR-SKINNING FIST

Akuma Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Strength + 1
Damage: Strength + 2 – foe's Stamina (min 2)

Stoking his ki into a poisonous maelstrom, the Akuma unleashes his spiritual power through his fist, striking the air before him. A tattered splash of black-purple toxic ki sprays through the air, burning and weakening opponents. Air-Skinning Fist defeats Rushes.

This technique may be purchased at reduced cost by Tiger Style and Boxing practitioners.

□ **Hell Spits Spite** (••••, 6xp): Air-Skinning Fist's range becomes Mid/Still, and it Clashes against any Projectile that should defeat it outright.

SKY-SPLITTING CLAW

Akuma Technique

Cost: —; **Range:** Close/Still; **Type:** Aerial
Defeats: Aerial; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 1)

The Akuma slashes a clawed hand high into the air in a brutally powerful vertical slash, trailing a tattered stream of ebon ki, then spins and kicks her opponent away. This attack knocks the opponent Back in addition to dealing damage, and defeats other Aerial techniques.

This technique may be purchased at reduced cost by Taekwondo and Zui Quan practitioners.

HELL WIND ATEMI

Akuma Technique

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity
Damage: Strength + 2 – Stamina (min 1)

The Akuma draws the ki of Yomi Wan into himself as he leaves the ground, then kindles it in his own ragged soul as he curls through the air. At the apex of his leap, he uncoils and drives down a fist, wreathed in a corona of flying winds which lacerate unfortunate opponents. This attack rises above Projectiles, defeating them, and produces one additional Overdrive point when it inflicts damage.

This technique may be purchased at reduced cost by Snake Style and Muay Thai practitioners.

□ **Unstoppable Comet** (••, 1xp): This technique is immune to Reversal.

HELL SPITE BLAST

Akuma Technique

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Strikes; **Clash:** Strength
Damage: Stamina + 3 – foe's Stamina (min 1)

Channeling poisonous ki through his tainted chakras and meridians, the Akuma hurls a screaming projectile of spirit energy from both hands like a cannon shot, burning in the terrible colors of Hell: green, scarlet, black. This technique defeats Strikes, and adds one additional die when Clashing with other Projectiles.

This technique may be purchased at reduced cost by Kyokushin Karate and Wing Chun practitioners.

□ **Hell Shot** (••, 2xp): Hell Spite Blast tears aside lesser projectiles with a triumphant scream. Add two additional dice to Clashes against Projectiles.

HELL SURGE ADVANCE

Akuma Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Grapples; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

Erupting forward, poisoned ki streaming from a clawed hand, the Akuma grasps her opponent and drives him to the ground, dragging him along behind her as her attack engulfs his body in black flames, then tossing him aside. In addition to suffering damage, the opponent's body is wracked by such agony that he cannot use a Strike in the next round. This attack defeats Grapples and grants one additional Overdrive point.

This technique may be purchased at reduced cost by Brazilian Jiu-Jitsu and Tiger Style practitioners.

□ **Black Claw Strike** (•••, 5xp): The technique's damage rises by one, and it may knock close opponents Back, if the Akuma desires.

□ **Reaping Claw** (•••••, 6xp, exclusive): The ki claw is studded with jagged demon teeth, adding two additional damage.

HELL FOCUS COMBINATION Akuma Technique

Cost: —; **Range:** Close/Still; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity + 1
Damage: Dexterity – foe's Stamina (min 2)

The Akuma lunges forward with a flat-handed strike to the opponent's solar plexus, arm wreathed in a drill of black-scarlet ki, then wheels into a devastating round-house kick that knocks the opponent Back and counts as two steps toward Staggering the opponent. It defeats Strikes.

This technique may be purchased at reduced cost by Snake Style, Taekwondo and Zui Quan practitioners.

DEVIL FANG KANZETSUWAZA Akuma Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength + 1
Damage: Strength – foe's Dexterity (min 2)

Grasping an opponent's limb, the Akuma injects slivers of poisonous ki, causing the least movement of the limb to become agonizingly painful. In addition to suffering damage, the opponent loses one die from his next two Clashes. This defeats Defensive techniques.

This technique may be purchased at reduced cost by Brazilian Jiu-Jitsu and Wrestling practitioners.

□ **Devil-Bitten Joints** (••, 3xp): When Devil Fang Kanzetsuwaza defeats a Defensive technique, the opponent loses two dice from his next two Clashes.

EARTH-BREAKING THROW Akuma Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

The Akuma grasps his opponent and shoulder-tosses him into the ground with sufficient force to shatter the earth, leaving them at the bottom of a crater whose cracks produce an inauspicious mandala. In addition to suffering damage, the opponent may not use an Aerial technique in the next round. This defeats Defensive techniques, and grants the martial artist one additional Overdrive point.

This technique may be purchased at reduced cost by Kyokushin Karate and Wrestling practitioners.

□ **Hell-Sealed Chakras** (•••••, 4xp): In the next round, the opponent must also spend one Willpower to spend any ki.

LAUGHING DEVIL REBUKE Akuma Technique

Cost: —; **Range:** Mid/Still; **Type:** Defensive
Defeats: Projectiles; **Clash:** Stamina
Damage: None/Special

Crossing his arms, the Akuma's visage is shrouded by a halfillusory demon mask of fearsome aspect, and his form wreathed momentarily by phantasmal armor. Successfully executed, Laughing Devil Rebuke restores one health and ki point, and causes the attacker to lose two dice from his next Clash roll. It automatically defeats Projectiles, sending them hurtling back at the one who threw them, inflicting the Projectile's listed damage against its creator. It is immune to Reversal.

This technique may be purchased at reduced cost by Muay Thai and Zui Quan practitioners.

□ **Infernal Counterattack** (••, 3xp): Reflected Projectiles gain a slight ebony corona, and add one to their damage.

□ **Ki-Feasting Method** (••, 3xp): The martial artist may, at the player's discretion, absorb a projectile rather than reflecting it, adding 4 dice to his next Clash roll.

RIDING THE WHIRLWIND Akuma Technique

Cost: —; **Range:** Mid/Advance; **Type:** Defensive
Defeats: Rushes; **Clash:** Dexterity + 1
Damage: None

Maddening voices whisper martial advice in the Akuma's ears, betraying a few precious moments of the future. His opponent's fighting intent becomes plain to the Akuma, allowing him to bend around the opponent's attack while stealing some measure of its energy. Successfully executed, Riding the Whirlwind restores one health or ki point, and grants three extra dice on the Akuma's next Clash. It automatically defeats Rushes.

This technique may be purchased at reduced cost by Snake Style and Wing Chun practitioners.

□ **Storm-Driven Debris Refinement** (•••, 3xp): Riding the Whirlwind adds another die to Clash rolls, or another two dice to Clashes against Strikes.

□ **By Whispers Nourished** (••, 3xp): Successfully executing this technique grants one Overdrive point.

OVERDRIVE: RAGING GALE Akuma Technique

Cost: 2 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes, Aerial; **Clash:** Strength + 5
Damage: Stamina + 3 – foe's Dexterity (min 2)

Unleashing the raw and terrible forces of Yomi Wan into the mortal world, the Akuma strikes his fists into the ground, tearing open a portal at his feet. Terrible skinning winds and storms of black and scarlet ki erupt in a torrent, savaging all opponents near the Akuma. This attack defeats Rushes and Aerial techniques.

OVERDRIVE: DEVIL RIOT Akuma Technique

Cost: 2 ki; **Range:** Mid/Still; **Type:** Defensive
Defeats: Grapples; **Clash:** Stamina + 4
Damage: None

The Akuma momentarily awakens the full demonic taint in his blood, drowning reason in a tide of Hellish wrath. His eyes glow scarlet, his fingers harden into devil-claws, and his eyeteeth visibly sharpen, while his strength and reflexes become superhuman as he descends into a berserk fury. Unlike other Overdrive Techniques, Devil Riot does not inflict damage on the Akuma's opponent, nor deprive them of a Health Stock. The Akuma raises his Strength and Dexterity by five points for the next four rounds, at which point the Devil Riot abates. This technique defeats Grapples.

SEARING CLAW OF THE DEVIL-TIGER Infernal Technique

Cost: —; **Range:** Close/Still or Back; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity + 2
Damage: Strength + 1 – foe's Stamina (min 1)

The Yamajin's hand burns with bilious emerald flames as she unleashes a vicious claw-strike to her opponent, searing both flesh and soul. This technique defeats Grapples. It is immune to Reversal.

Heart-Rending Claw (••••, 3xp): If this technique causes the opponent to lose a Health Stock, they must also check for Stagger on the next round.

HELL ECHO KIAI Infernal Technique

Cost: 1 ki; **Range:** Mid/Still or Back
Type: Strike
Defeats: Aerial; **Clash:** Stamina + 1
Damage: Strength + 2 – foe's Stamina (min 1)

Filling his lungs with tainted ki, the Yamajin unleashes an echoing roar or piercing scream, which beats at the air and hammers the ki of living things. This attack defeats Aerial techniques.

EMERALD ANGEL UNFURLING

Infernal Technique

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity
Damage: Strength + 3 – foe's Stamina (min 1)

Twin wings of viridian flame sweep the Yamajin high into the air, propelling her into her opponent with bone-shaking force. This technique defeats Projectiles.

GREEN SUN NIMBUS FLARE

Infernal Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Aerial
Defeats: Grapples; **Clash:** Stamina + 1
Damage: Stamina + 2 – foe's Dexterity (min 2)

The Yamajin levitates into the air, unleashing her full infernal aura as a searing emerald corona which burns any foolish enough to assault her. This attack defeats Grapples.

□ **Kissed by Hellish Noon** (•••••, 5xp): Green Sun Nimbus Flare is applied against all Close enemies.

EARTH-SCOURGING BLAST

Infernal Technique

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Rushes; **Clash:** Dexterity + 1
Damage: Strength + 2 – foe's Stamina (min 2)

Filling her palm with emerald flames, the Yamajin sweeps her hand out, sending a skittering burst of hellish power racing along the ground toward an opponent, to explode on contact. This attack defeats Rushes.

□ **Devil Rebuke** (••, 2xp): When this technique erupts, it forces the opponent Back.

HELL DRIVER

Infernal Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Strength + 2
Damage: Strength + 3 – foe's Stamina (min 1)

The Yamajin's body collapses into a stream of tainted ki, trailing behind a terrible rune-marked fist, which flies into her opponent with lethal force. This attack defeats Strikes.

SINNER-SKINNING GRASP

Infernal Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Strength – foe's Stamina (min 3)

The Yamajin takes hold of an opponent, and tears deep gouges into her flesh with burning, iron-hard hands. This gruesome attack defeats Defensive techniques.

□ **Flaying Winds** (•••, 6xp): Upon releasing the opponent, the flaying winds of the Hell of Being Skinned Alive bear the target aloft, inflicting one die of additional damage and flinging them Back.

LITANY OF LOST SOULS

Infernal Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Grapple
Defeats: Rushes; **Clash:** Strength + 1
Damage: Stamina + 2 – foe's Strength (min 2)

The Yamajin surges forward, slamming a clawed hand over her opponent's brow. Sending a pulse of tainted ki into her opponent's crown chakra, she ignites his body in emerald flames and momentarily fills his soul with the torments of Yomi Wan. This attack defeats Rushes.

□ **Shattered Soul Revelations** (•••, 3xp): If this attack inflicts three or more points of damage, the opponent also loses a Willpower point.

AGONY-SAVING POSTURE

Infernal Technique

Cost: —; **Range:** Close/Still; **Type:** Defensive
Defeats: Strikes; **Clash:** Dexterity + 1
Damage: Strength + 1 – foe's Stamina (min 1)

Coiling herself into a tight defensive stance, the Yamajin tastes her opponent's suffering and unleashes it in a vicious counterstrike, igniting her foe's body with a rush of tainted ki. This attack's minimum damage becomes 2 if the character has already lost two Health Stocks, or 3 if they have already lost four. It defeats Strikes and is immune to Reversal.

THE TEMPEST OF INWARD FOCUS

Infernal Technique

Cost: —; **Range:** Mid/Still or Back
Type: Defensive
Defeats: Rushes; **Clash:** Stamina
Damage: None

Stealing the fighting spirit from an opponent's blocked attack, the Yamajin refines it in the burning cauldron of her tainted ki, focusing herself toward victory. Successfully using this technique grants one point each of health, ki, and overdrive. It defeats Rushes.

□ **Hell Focus Cauldron** (••, 4xp): The Tempest of Inward Focus grants one additional point of ki.

OVERDRIVE: DEMON EMPEROR SHINTAI

Infernal Technique

Cost: 2 ki; **Range:** Mid/Still; **Type:** Defensive
Defeats: Grapples; **Clash:** Stamina + 2
Damage: None

The Yamajin's body dissolves in a blaze of emerald fire; when the inferno dies away, she wears a new form befitting her infernal majesty. Horns, claws, long fangs, lashing tails, black devil-armor, third eyes, and other such infernal features are common, though each Yamajin's devil form is ultimately unique. Unlike other Overdrive Techniques, Demon Emperor Shintai does not inflict damage on the Yamajin's opponent, nor deprive them of a Health Stock. Instead, it empowers the Yamajin's body, granting +3 to Strength, Dexterity, and Stamina. This form persists until the Yamajin loses a Health Stock. Demon Emperor Shintai defeats Grapples.

AIR BINDING: KNIFE-WIND STRIKE

Air Dragon Style

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Dexterity
Damage: Dexterity + 1 – foe's Strength (min 1)

The Ryuujin makes a series of tight, lashing kicks and knife-edge hand and elbow strikes, the attacking edges of his limbs wreathed in concentrated wedges of wind. These attacks beat Rush techniques.

LIGHTNING BINDING: SKY-BREAKING KICK

Air Dragon Style

Cost: 1 ki; **Range:** Close/Still or Back
Type: Strike
Defeats: Aerial; **Clash:** Dexterity
Damage: Stamina + 3 – foe's Stamina (min 1)

The Ryuujin executes a blazingly fast back flip kick, carrying herself high into the air. Lightning erupts from the ground to the sky in the wake of her slashing heel, defeating Aerial techniques.

AIR BINDING: AIR DRAGON SCREAM

Air Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Strikes; **Clash:** Strength + 2
Damage: Dexterity – foe's Dexterity (min 1)

Concentrating ki and wind between his hands, the Ryuujin hurls a cannon-shot of solidified winds with a howl like an angry dragon. In addition to inflicting damage, a successful hit blows opponents off their feet and disorients them, causing them to lose two dice from their next Clash. This attack defeats Strikes.

□ **Air Bullet Style** (•••, 4xp): Add an additional die to Clashes against other Projectiles.

LIGHTNING BINDING: SKY-FIRE STRIKE

Air Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Defensive; **Clash:** Stamina + 1
Damage: Dexterity + 1 – foe's Strength (min 2)

Folding her hands together, the Ryuujin channels the ki of the air and the earth through her lungs and feet and into her fingertips, releasing it as a bolt of lightning. This attack defeats Defensive techniques.

□ **Nerve-Biting Dragon Strike** (••, 4xp): On a successful hit, Sky-Fire Strike also removes one die from the target's next Clash roll.

AIR BINDING: KATABATIC WIND-CLAW

Air Dragon Style

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity + 1
Damage: Dexterity – foe's Strength (min 1)

Wheeling through the air, the Ryuujin surrounds himself in slashing claws of solidified wind. This technique defeats Projectiles.

□ **Air Dragon's Embrace** (•, 3xp): The technique's hardened air-barrier adds an additional die to Clashes against other Aerial techniques.

AIR BINDING: DRAGON CANNON RUSH

Air Dragon Style

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Grapples; **Clash:** Stamina
Damage: Dexterity + 2 – foe's Stamina (min 2)

Wrapping himself in a blast of powerful winds, the Ryuujin hurls himself forward, delivering a devastating elbow or knee strike that folds his opponent double, before releasing his winds to batter them. This attack defeats Grapples.

□ **Hurricane Rebuke Refinement** (•••, 4xp, exclusive): This attack may hurl opponents Back if the Ryuujin wishes.

□ **Dragon Rail Strike** (•••, 4xp, exclusive): Dragon Cannon Rush adds two dice to Clashes against Strikes.

LIGHTNING BINDING: RACING LIGHTNING METHOD

Air Dragon Style

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity + 3
Damage: Strength – foe's Stamina (min 1)

The Ryuujin flashes forward in a crackling corona of lightning, driving an electrified palm into the opponent's chest. This technique defeats Strikes and knocks the opponent Back.

□ **Electric Heart Strike** (•••, 3xp): The technique adds one to its damage.

AIR BINDING: HOWLING GALE TOSS

Air Dragon Style

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Dexterity
Damage: Dexterity – foe's Dexterity (min 2)

A series of quick grabs creates ki anchor points on the opponent's body, at which point the Ryuujin steps back as he commands the wind to batter the opponent about before finally hurling them away. The opponent is too disoriented to use a Projectile in the next round without spending one Willpower to do so, and is forced Back from the Ryuujin. Howling Gale Toss defeats Defensive techniques.

□ **Wind Step Grapple** (••, 3xp): The technique's movement type becomes Mid/Advance or Still.

AIR BINDING: CYCLONE WINDS DEFENSE

Air Dragon Style

Cost: 1 ki; **Range:** Mid/Still or Back
Type: Defensive
Defeats: Projectiles; **Clash:** Dexterity + 2
Damage: None

The Ryuujin whirls his limbs in a quick, elegant kata around himself, stirring the wind into a cyclone shield surrounding his body. Successfully employing this technique adds one to the Ryuujin's Dexterity and Stamina for the purpose of resisting damage until his next Health Stock breaks. Multiple activations of Cyclone Winds Defense do not stack. This technique defeats Projectiles. Cyclone Winds Defense is immune to Reversal.

OVERDRIVE: THUNDER CYCLONE BUST

Air Dragon Style

Cost: 2 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Dexterity + 2
Damage: Dexterity + 4 – foe's Stamina (min 2)

Rooting himself in an ancient stance, the Ryuujin unleashes his ki in a devastating tempest, surrounding himself with a roaring whirlwind crackling with lightning. This Overdrive maneuver defeats Aerial techniques and Grapples, knocks opponents Back, and if it should Hit Trade, goes to a Clash instead.

EARTH BINDING: WHISTLING STONE ATEMI

Earth Dragon Style

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

Using his ki to draw a stone from the earth to orbit his fist, the Ryuujin makes a devastating attack, automatically defeating Grapples.

METAL BINDING: STEEL AVALANCHE STRIKE

Earth Dragon Style

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Stamina
Damage: Stamina + 3 – foe's Stamina (min 1)

Executing a rolling axe kick, the Ryuujin drags a heavy metallic object along in his leg's arc, smashing anything above or ahead of him. This attack defeats Aerial techniques.

EARTH BINDING: EXPLODING EARTH TECHNIQUE

Earth Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Rushes; **Clash:** Strength
Damage: Strength + 1 – foe's Dexterity (min 1)

The Ryuujin drives his fist or heel into the ground, causing an eruption of stone and debris beneath the feet of his opponent. This attack defeats Rushes.

□ **Earthquake Step** (••••, 6xp, exclusive): This attack also applies itself to all close opponents who attack the Ryuujin during the round.

□ **Erupting Earth Method** (••••, 5xp, exclusive): Using a more powerful strike, the technique adds two additional dice to its damage.

EARTH BINDING: EARTHSHOCK STRIKE

Earth Dragon Style

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Projectiles; **Clash:** Stamina
Damage: Strength + 1 – foe's Stamina (min 1)

Rooting his feet in the earth, the Ryuujin's ki propels him into his opponent, releasing him to deliver an elbow strike amidst an eruption of stone. The martial artist may even draw himself momentarily down into the earth during this attack, allowing it to defeat Projectiles.

□ **Earth Ward Attitude** (••, 4xp): Projectiles which should defeat the technique Clash against it instead if used at a distance.

EARTH BINDING: EARTH DRAGON KOSHINAGE

Earth Dragon Style

Cost: 1 ki; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Strength + 3 – foe's Stamina (min 1)

The Ryuujin grasps his opponent and hip tosses him. At the same moment, his foot stamps the ground, raising up a fang of stone, onto which the opponent is brutally slammed. This attack defeats Defensive techniques.

METAL BINDING: STEEL ARMS RESTRAINT

Earth Dragon Style

Cost: 1 ki; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength – 1
Damage: Stamina – foe's Stamina (min 1)

The Ryuujin binds metal into a cage, restraining his opponent. In addition to inflicting damage, this technique forces the opponent to check for Stagger in the next round. It defeats Defensive techniques.

EARTH BINDING: EARTH SCALE FORTIFICATION

Earth Dragon Style

Cost: —; **Range:** Mid/Still; **Type:** Defensive
Defeats: Strikes; **Clash:** Stamina + 1
Damage: None

The Ryuujin pulls up the ground around himself, creating a momentary protective shell. Successfully executed, this technique restores 2 ki or health points. It automatically defeats Strikes, and is immune to Reversal.

EARTH BINDING: CLAWS OF THE EARTH DRAGON

Earth Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Defensive
Defeats: None; **Clash:** Strength + 1
Damage: None

With a mighty kiai, the Ryuujin punches his fists and feet into the earth. If successful, when he draws them forth, they are sheathed in flexible stone, granting all of his attacks +1 damage until his next Health Stock breaks. This technique doesn't stack, or automatically defeat any technique type.

□ **Earthen Unity Prana** (•, 2xp): The Technique uses the higher of Strength or Stamina for Clash rolls.

METAL BINDING: IRON CLAW TECHNIQUE

Earth Dragon Style

Cost: 1 wp; **Range:** Mid/Still; **Type:** Defensive
Defeats: None; **Clash:** Stamina
Damage: None

With a mighty kiai, the Ryuujin punches his fists into some large source of metal, such as a fire door or engine block, and withdraws them sheathed in steel. This grants all of his attacks +2 damage until his next Health Stock breaks. This technique doesn't stack, or automatically defeat any technique type, and is incompatible with Claws of the Earth Dragon.

OVERKIVE: AS IN THE BEGINNING

Earth Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Rushes; **Clash:** Stamina + 1
Damage: Strength + 2 – foe's Stamina (min 2)

The Ryuujin smashes his fist into the earth, causing a massive explosion of stone and debris, and creating a localized earthquake. The attack is applied against all opponents, both near and distant, in the current battle. It defeats Rushes.

FIRE BINDING: FIRE DRAGON FIST

Fire Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity + 1
Damage: Strength + 2 – foe's Dexterity (min 1)

The Ryuujin lashes out with a snap punch or kick, a gout of flame erupting from the strike to scorch opponents. This attack defeats Grapples.

□ **Fire Kata Mastery** (•••••, 7xp): Fire Dragon Fist adds an additional die to all Clashes against near opponents.

FIRE BINDING: INFERNO KICK

Fire Dragon Style

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Strikes; **Clash:** Dexterity + 2
Damage: Strength – foe's Stamina (min 1)

The Ryuujin unleashes a savage, wheeling kick, sending an arc of flame billowing toward his opponent. This attack defeats other Strikes.

□ **Ring of Fire** (••••, 6xp): This attack now applies against all near opponents.

FIRE BINDING: BREATH OF THE FIRE DRAGON

Fire Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Rushes; **Clash:** Stamina + 1
Damage: Strength + 1 – foe's Dexterity (min 2)

Concentrating his fiery ki in his stomach, the Ryuujin expels a long streamer of flame from his mouth with a mighty roar. This attack defeats Rushes.

SHADOW BINDING: SMOKE FOLLOWS FIRE

Fire Dragon Style

Cost: —; **Range:** Mid/Still or Back
Type: Projectile
Defeats: Defensive; **Clash:** Dexterity + 1
Damage: None

Wheeling his arms through the air, the Ryuujin unleashes a wave of flame at his opponent—which darkens into a miasma of murky shadows upon impact. This attack inflicts no damage, but subtracts four dice from the opponent's next Clash. It defeats Defensive techniques.

□ **Clinging Shadows** (••, 3xp): If the opponent uses a Projectile technique in the round after being struck with Smoke Follows Fire, that Projectile cannot be automatically Victorious against any technique; at best, it may Clash.

FIRE BINDING: LASHING DRAGON TAIL TECHNIQUE

Fire Dragon Style

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

The Ryuujin hurls himself into a high curling arc, slashing his heel down at his opponent's head, trailing an arc of flame behind it. In addition to inflicting damage, a successful strike scorches and disorients the opponent, subtracting two dice from his next Clash. This attack defeats Projectiles.

□ **Double Lash Technique** (•••, 5xp): If a successful use of this move is followed up in the next round by another Lashing Dragon Tail Technique, its damage becomes Strength + 2 (min 3).

FIRE BINDING: EARTH-SCORCHING VOLCANO STRIKE

Fire Dragon Style

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Rush
Defeats: Aerial; **Clash:** Dexterity
Damage: Strength + 3 – foe's Dexterity (min 1)

The Ryuujin explodes forward, dragging a fist low to the ground and leaving a trail of smoke and flame in its wake; upon reaching his opponent, he explodes from the ground into the air in a curling, burning uppercut which sends a wave of flame rolling forward. This attack defeats Aerial techniques. It is immune to Reversal.

SHADOW BINDING: FLAME-CHASED IMAGE ASSAULT

Fire Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Rush
Defeats: Grapples; **Clash:** Dexterity
Damage: Dexterity – foe's Dexterity (min 1)

Executing a complex kata, the Ryuujin sends his shadow racing at his opponent, its heart carrying a core of burning flames, to explode on impact. If used from a distance, this technique is vulnerable to Close attacks—the shadow may be struck, though it only transmits a fragment of the injury inflicted back to its owner. Used from a distance in this fashion, if Flame-Chased Image Assault is defeated by a Close Clash or Close Victorious technique, the winning technique cannot inflict more than two points of damage. This attack defeats Grapples.

FIRE BINDING: DRAGON NEST SLAM

Fire Dragon Style

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Strength – foe's Stamina (min 2)

Locking his opponent up in a two-armed hold, the Ryuujin stomps the earth, creating a red-hot crater, and then slams his enemy into it. Dragon Nest Slam defeats Defensive techniques.

□ **Swift Talons Tactic** (••, 5xp): The technique's movement becomes Mid/Advance or Still.

FIRE BINDING: BURNING SCALES DEFENSE

Fire Dragon Style

Cost: —; **Range:** Mid/Still or Back
Type: Defensive
Defeats: None; **Clash:** Stamina
Damage: None

The Ryuujin presents a powerful defense, his spiritual aura burning around him like banked embers. If successful, all of his ki is restored. Burning Scales Defense doesn't automatically defeat any technique type.

SHADOW BINDING: SMOKING MIRROR

Fire Dragon Style

Cost: —; **Range:** Mid/Still; **Type:** Defensive
Defeats: Strikes; **Clash:** Dexterity + 1
Damage: Dexterity + 1 – foe's Dexterity (min 1)

The opponent strikes the fighter only to discover she has hit nothing but smoke and shadow. A moment later, the Ryuujin launches a devastating counter-strike from amidst the dissipating shadows. This technique defeats Strikes.

OVERKIVE: FLAME AND SHADOW DANCE

Fire Dragon Style

Cost: 2 ki; **Range:** Close/Still; **Type:** Grapple
Defeats: Rushes, Defensive; **Clash:** Dexterity
Damage: Dexterity + 5 – foe's Stamina (min 3)

Seizing the opponent in an immobilizing hold, the Ryuujin's ki pulses out into all nearby shadows, animating them into likenesses of himself. Each of these dozen shadow assassins charges the helpless opponent, striking them and exploding into a torrent of flame, until the opponent is utterly defeated. This attack defeats Rushes and Defensive techniques.

WATER BINDING: LASHING WATER DRAGON TAIL

Water Dragon Style

Cost: —; **Range:** Mid/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Dexterity + 1
Damage: Dexterity – foe's Stamina (min 1)

Twisting water into a liquid whip, the Ryuujin lashes out at his opponent. This attack adds two dice to its Damage if a useful water source is nearby. It defeats Rushes.

□ **Savage Dragon Braid** (••, 4xp): The attack's damage becomes Dexterity – opponent's Stamina (min 2).

WATER BINDING: WATER DRAGON SURGE

Water Dragon Style

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity + 1
Damage: Strength + 1 – foe's Stamina (min 1)

The Ryuujin sweeps himself into the air high atop a wave, then crests and falls down upon his enemy with a slashing knee or elbow strike. If a useful water source is nearby, the damage is raised by one. This attack defeats Projectiles.

ICE BINDING: HAILSTORM SLASH

Water Dragon Style

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity + 2
Damage: Strength + 2 – foe's Stamina (min 2)

The fighter leaps high, slashing an arm through the air, and rains down her ki upon the opponent in the form of slashing ice daggers. This attack defeats Projectiles. It is immune to Reversal.

WATER BINDING: BATTERING WAVE KATA

Water Dragon Style

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Defensive; **Clash:** Dexterity + 2
Damage: Dexterity – foe's Strength (min 1)

The Ryuujin sweeps his palms forward, exhaling, and sends a great wave surging forward to strike down his enemy. If a useful water source is nearby, the damage is raised by two. This attack defeats Defensive techniques.

□ **Crashing Tsunami Force** (•••, 5xp): When it defeats Defensive techniques, this attack's Damage becomes Dexterity (min 1).

WATER BINDING: DRAGON SPIRAL STRIKE

Water Dragon Style

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Dexterity
Damage: Dexterity + 2 – foe's Stamina (min 1)

The Ryuujin hurls herself toward her opponent, surrounding herself in a lashing spiral of water which stretches back from her attacking fist or foot to wreath her body. Upon impact, this aquatic typhoon slashes across the enemy with terrible force. If a useful water source is nearby, add two dice to this attack's Clash rolls. Dragon Spiral Strike defeats Strikes.

ICE BINDING: SLIDE SWEEP

Water Dragon Style

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Grapples; **Clash:** Dexterity + 1
Damage: Dexterity + 1 – foe's Stamina (min 1)

The Ryuujin throws herself into a power slide, icing the ground beneath herself as she goes, and then sweeps the opponent's legs out from under him. In addition to inflicting damage, this attack causes the opponent to lose two dice from his next Clash roll. It defeats Grapples.

WATER BINDING: DROWNING DEPTHS KATA

Water Dragon Style

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Dexterity + 1
Damage: Dexterity – foe's Dexterity (min 1)

The Ryuujin circles her opponent while executing a flowing kata. Water coalesces in a rippling orb around the opponent's head and upper body, forcing itself into their lungs. In addition to doing damage, Drowning Depths Kata also inflicts a -2 penalty to the opponent's next Clash. With a useful source of water nearby, this attack gains an additional two dice to Clashes. It defeats Defensive techniques.

ICE BINDING: BLOOD BINDING KATA

Water Dragon Style

Cost: 1 ki; **Range:** Close/Still; **Type:** Grapple
Defeats: Strikes; **Clash:** Stamina
Damage: Strength – foe's Dexterity (min 1)

The Ryuujin seizes her opponent and floods her own ki into her opponent's chakras, freezing the flow of blood and ki through his body. In addition to inflicting damage, this technique forces the opponent to check for Stagger in the next round. It defeats Strikes.

ICE BINDING: SHINING ICE GUARDIAN

Water Dragon Style

Cost: —; **Range:** Mid/Still or Back
Type: Defensive
Defeats: Aerial; **Clash:** Dexterity + 1
Damage: None

The Ryuujin sweeps up a curtain of water before herself and freezes it into a jagged shield, protecting her from attacks. Successfully executed, this technique restores two health and one ki. Shining Ice Guardian defeats Aerial techniques.

OVERDRIVE: SEA-TOSSED STORM METHOD

Water Dragon Style

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes, Aerial; **Clash:** Dexterity + 4
Damage: Dexterity – foe's Stamina (min 1)

Whirling his arms in an intricate, furious kata, the Ryuujin stirs water into a howling storm of lashing whips and ice particulates around himself. This attack strikes all near opponents. It automatically defeats Rushes and Aerial techniques.

OVERDRIVE: WRATH OF THE LIVING ELEMENTS

Wood Dragon Style

Cost: 2 ki; **Range:** Mid/Still; **Type:** Strike
Defeats: Strikes, Grapples; **Clash:** Stamina + 2
Damage: Strength + 5 – foe's Stamina (min 1)

The Ryuujin's ki erupts with the elements of Air, Earth, Fire, and Water. She stomps the ground, causing 'roots' of water to ensnare her opponent, then issues a double palm-heel strike which fans blossoms of burning embers across the foe. A sudden kata ensnares the enemy in a cyclonic trunk of wind, whirling the flames and water into a liquid inferno, which is finally disrupted—explosively—by a powerful strike by a fist wrapped in stony thorns. In addition to inflicting severe damage, this last strike knocks the opponent Back. This technique defeats Strikes and Grapples.

OVERDRIVE: FIVE-DRAGON FUSION METHOD

Wood Dragon Style

Cost: 2 ki; **Range:** Mid/Still; **Type:** Defensive
Defeats: Projectiles; **Clash:** Stamina + 2
Damage: None

Air, Earth, Fire, and Water surge through the martial artist's key meridians, suffusing her chakras. Her crown shines a clear, brilliant blue, while her feet glow with pure white ki. Her stomach gleams a deep black, while her fists shine blazing red. Her heart chakra, at the nexus of these energies, pulses with the emerald ki of life, at the point where the other elements combine. Until she next loses a Health Stock, the Ryuujin may draw on an unlimited wellspring of ki, and may execute all techniques at no cost. Unlike other Overdrive Techniques, successfully executing this technique does not deplete one of the opponent's Health Stocks. It defeats Projectiles, which dissipate upon contact with the perfect storm of ki that is the martial artist's body.

TERRESTRIAL TECHNIQUE: BRIDGE OF THE WAKING DREAM

Sidereal Technique

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Dexterity
Damage: Strength + 1 – foe's Stamina (min 1)

The Tennin takes a circular, weaving step toward her opponent, then applies a palm heel strike to the forehead. Strange, otherworldly visions briefly pulse before the opponent's eyes, clouding his ability to perceive his own ki. In addition to inflicting damage, Bridge of the Waking Dream prevents the target from spending ki during the next round. It defeats Rushes.

CELESTIAL TECHNIQUE: BRIDGE OF THE JADE HARMONY

Sidereal Technique

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Rushes; **Clash:** Stamina + 2
Damage: Strength – foe's Stamina (min 2)

Driving two fingers into her opponent's crown chakra, the Tennin becomes the perfect receptacle for spiritual energies; the target's ki, obligingly, flows into her body. In addition to inflicting damage, this technique causes the Tennin to drain two ki points from her opponent into herself. Bridge of the Jade Harmony defeats Rushes.

SIDEREAL TECHNIQUE:
BRIDGE OF THE SCARLET PHOENIX
Sidereal Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Strength + 4
Damage: Dexterity + 3 – foe's Stamina (min 2)

The Tennin unfolds her arms, raising them to the heavens, trailing wings of unfurling celestial flame from her fingertips. These flames burn away all spiritual illusion, frighten the unquiet dead, and inflict righteous agony on the wicked. This attack defeats Aerial techniques. It is immune to Reversal.

TERRESTRIAL TECHNIQUE:
BRIDGE OF THE MIKROK
Sidereal Technique

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Aerial; **Clash:** Dexterity + 1
Damage: Dexterity + 2 – foe's Stamina (min 1)

Leaping into the air, the Tennin moves through the spaces-between-spaces, strange dimensions understood only by the shinma. Her body seems to shatter as would light passing through a prism, appearing momentarily to strike at the opponent from seven directions almost at once. This attack defeats other Aerial techniques.

PRAYER BINDING
Sidereal Technique

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Defensive; **Clash:** Dexterity + 1
Damage: Stamina – foe's Dexterity (min 2)

Raising a hand and channeling the power of the shinma, the Tennin causes an ethereal prayer strip to flutter into existence between her fingers, then hurls it toward her opponent. In addition to inflicting damage, the prayer strip causes the opponent's next technique to become Still. This attack defeats Defensive techniques.

□ **Threefold Prayer Binding** (•, 3xp): If used after a Terrestrial Technique, Prayer Binding also removes two dice from the target's next Clash roll.

□ **Eightfold Prayer Binding** (•••, Threefold Prayer Binding, 3xp): If used after a Celestial Technique, Prayer Binding incorporates the benefits of Threefold Prayer Binding and also inflicts an additional two dice of damage.

□ **Thousandfold Prayer Binding** (•••••, Eightfold Prayer Binding, 3xp): If used after a Sidereal Technique, Prayer Binding incorporates the benefits of Threefold and Eightfold Prayer Binding, and also forces the opponent to check for Stagger in the next turn.

SIDEREAL TECHNIQUE:
BRIDGE OF THE DRAGON EMPEROR
Sidereal Technique

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Rushes; **Clash:** Stamina + 3
Damage: Stamina + 3 – foe's Strength (min 3)

Summoning up the infinite power of the Celestial River which winds between Heaven, Earth, and the starry vault, the Tennin borrows the aspect of its rulers, the dragon kings. She hurls a great rolling wave of prismatic energy which freezes her opponent's chakras—in addition to suffering damage, the opponent's next technique which should restore health or ki fails to do so. This attack defeats Rushes. It is immune to Reversal.

CELESTIAL TECHNIQUE:
BRIDGE OF THE BLACK SERPENT
Sidereal Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Rush
Defeats: Grapples; **Clash:** Dexterity + 1
Damage: Stamina + 2 – foe's Strength (min 2)

The Tennin blurs forward, wrapped in the darkness of the night sky, to discharge this cold darkness through a strike to the opponent's solar plexus. In addition to inflicting damage, this attack poisons the target's ki, inflicting one additional die of damage each subsequent round until the opponent loses a Health Stock or damages the Tennin. This attack defeats Grapples.

SIDEREAL TECHNIQUE:
BRIDGE OF THE DEVIL FIGHTER
Sidereal Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Defensive; **Clash:** Dexterity + 5
Damage: Strength + 1 – foe's Stamina (min 1)

Trusting to destiny and the shinma to guide her fist, the Tennin lands a perfect blow. In addition to suffering damage, the opponent automatically suffers Stagger in the next round without a check. This attack defeats Defensive techniques. It is immune to Reversal.

CELESTIAL TECHNIQUE:
BRIDGE OF THE CELESTIAL GODS
Sidereal Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Strikes; **Clash:** Strength + 3
Damage: Stamina – foe's Strength (min 2)

Grasping the opponent's head and forcing him to bow, the Tennin brands a celestial mark of judgment upon his enemy's back, stripping away his earthly might, so that he has only his martial learning to rely upon. In addition to inflicting damage, Bridge of the Celestial Gods causes the opponent's next Clash to omit all Attributes from its dice pool calculation. It defeats Strikes.

TERRESTRIAL TECHNIQUE:
BRIDGE OF THE RESILIENT CAT
Sidereal Technique

Cost: —; **Range:** Mid/Still or Back
Type: Defensive
Defeats: Projectiles; **Clash:** Dexterity + 2
Damage: Strength – foe's Stamina (min 1)

Moving with a sophisticated and unnatural grace, the Tennin weaves around an opponent's attack, retaliating with a knife-edge strike which impedes the flow of ki through the attacker's chakras. In addition to suffering damage, the opponent cannot use the defeated technique during the next round. The Demon Saint's counterstrike need not actually touch the opponent's flesh; it is the offending technique that the Tennin targets, and thus the Bridge of the Resilient Cat defeats Projectiles.

OVERKIVE: DEVIL JUDGMENT ART
Sidereal Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Dexterity + 3
Damage: Dexterity + 3 – foe's Stamina (min 2)

Launching a flurry of pressure point strikes, the Tennin impedes and detonates her opponent's ki, causing brilliant multihued eruptions of energy to devastate his body. Used in the round after successfully deploying a Sidereal Technique, this attack's minimum damage becomes (Dexterity + 3). It defeats Grapples.

CLAW STRIKE

Lunar Technique

Cost: —; **Range:** Close/Still or Back
Type: Strike
Defeats: Rushes; **Clash:** Dexterity + 2
Damage: Strength + 3 – foe's Stamina (min 1)

The Okami lashes out with her savage claws, lacerating the opponent with a powerful strike. This technique defeats Rushes.

□ **Bloody Fervor** (••, 3xp): Each time the Okami successfully lands a Claw Strike, she adds one die to her next Clash. This bonus stacks with itself, but resets once she actually rolls a Clash.

REAPING STRIKE

Lunar Technique

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Dexterity + 2
Damage: Strength + 1 – foe's Stamina (min 1)

Using her powerful legs to propel herself into the air, the Okami lashes out with a circular claw strike, savaging any foolish enough to attack her. This attack defeats Aerial techniques.

□ **Reaping Kick** (•••, 4xp): The Okami follows up her circular claw strike with a spin-kick, adding one to the technique's damage and knocking the opponent Back.

BEAST CANNON

Lunar Technique

Cost: —; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity + 1
Damage: Strength + 1 – foe's Stamina (min 1)

Tensing all of her muscles, the Okami hurls herself into the air, curled into a tight ball. This compact mass strikes the opponent with devastating force, automatically defeating Projectiles.

□ **Beast Kick** (•••, 4xp, exclusive): The Okami uncoils into a double-legged kick at the last moment, inflicting an extra die of damage.

□ **Stunning Roll** (•••, 4xp, exclusive): The full bulk of the Okami landing on her opponent stuns him; in addition to suffering damage, the opponent loses one die from his next Clash roll.

AIR DANCE

Lunar Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity + 2
Damage: Strength – foe's Stamina (min 1)

The Okami erupts high into the air in a flash of argent ki, slamming down on top of her opponent with claws. The opponent loses two dice from his next Clash roll from the bone-jarring impact. Air Dance automatically defeats Projectiles.

MOONLIGHT CLAWS

Lunar Technique

Cost: 1 ki; **Range:** Mid/Still or Back
Type: Projectile
Defeats: Rushes; **Clash:** Dexterity + 3
Damage: Dexterity – foe's Stamina (min 2)

Focusing her fighting spirit into her claws, the Okami slashes the air, sending crescent boomerangs of ki slashing wildly toward an opponent. This attack defeats Rushes. It is immune to Reversal.

□ **Moonlight Slaughter** (•••••, 6xp): If Moonlight Claws strikes an opponent attempting to use an Advance or Back technique, it inflicts (Dexterity x 2) – opponent's Stamina (min 1) damage.

BEAST RUSH

Lunar Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 1)

The Okami throws himself into a forward roll, uncoiling into a powerful kick at the last moment. This attack defeats Strikes.

□ **Beast Pounce** (•, 3xp): The Okami follows up Beast Rush by striking his downed opponent, adding one to the attack's damage.

BEAST SWEEP

Lunar Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Grapples; **Clash:** Dexterity + 2
Damage: Strength – foe's Dexterity (min 1)

The Okami throws herself into a low, vicious slide, kicking her opponent's knees to take his legs out from under him. In addition to suffering damage, the opponent's next technique automatically becomes Still. This attack defeats Grapples.

SAVAGE MONKEY METHOD

Lunar Technique

Cost: —; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Strength + 2 – foe's Stamina (min 2)

The Okami grasps and savages her opponent, biting and clawing. This defeats Defensive techniques.

RESILIENCE OF THE BEAR

Lunar Technique

Cost: 1 ki; **Range:** Mid/Still or Back
Type: Defensive
Defeats: None; **Clash:** Stamina
Damage: None

The Okami concentrates his ki into his half-spirit flesh, fortifying himself and recovering from injury. Used successfully, this technique restores 4 health points. It does not automatically defeat any technique types.

□ **Ox-Body Technique** (•••, 4xp): When the Okami successfully uses this technique, she also adds one to her Strength and Stamina for the purpose of resisting the next attack that strikes her. This benefit does not stack, and if she is next struck by an attack resisted by Dexterity, the bonus is wasted.

CUNNING SERPENT COUNTER-STRIKE

Lunar Technique

Cost: —; **Range:** Close/Still; **Type:** Defensive
Defeats: None; **Clash:** Dexterity + 1
Damage: Dexterity + (special) – foe's Dexterity (min 1)

Swaying with animalistic grace, the martial artist coils around an incoming attack, responding with a devastating strike of her own. This attack has a damage bonus equal to the number of successes the opponent gained on her Clash roll. It does not automatically defeat any type of technique.

OVERDRIVE: FULL MOON FRENZY

Lunar Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Rush
Defeats: Rushes, Grapples; **Clash:** Strength + 4
Damage: Strength + 3 – foe's Stamina (min 2)

The Okami erupts toward his opponent, argent ki blazing and howling in whirling claw-strike patterns around his attacking limbs as he launches a deadly combo of slashes, kicks, and strikes. Full Moon Frenzy defeats Rushes and Grapples.

OVERDRIVE: MOON CRESCENT SLASH

Lunar Technique

Cost: 2 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Projectiles, Defensive
Clash: Dexterity + 3
Damage: Dexterity + 1 – foe's Dexterity (min 1)

The Okami floods her killing intent into her claws, causing them to burn with an unearthly aurora of ki, then slashes wildly at the air. A great wheeling crescent of deadly ki whirls out at the opponent, then returns to the Okami. If this technique is successful, it inflicts its damage again on the following turn. It defeats other Projectiles and Defensive techniques.

BANISHING STRIKE

Abyssal Technique

Cost: —; **Range:** Close/Still; **Type:** Strike
Defeats: Grapples; **Clash:** Strength
Damage: Stamina + 1 – foe's Stamina (min 1)

The Shinigami lays in a tight, powerful palm heel thrust against his opponent's chest. Ebon ki whirls and howls as it carries the opponent back through the air, slamming them to the ground and knocking them Back. This attack defeats Grapples.

□ **Binding Strike** (•••, 4xp): The opponent may not use an Advance Technique in the round after being struck with Banishing Strike.

CRASHING SHADOW STRIKE

Abyssal Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Strike
Defeats: Aerial; **Clash:** Dexterity
Damage: Strength + 2 – foe's Stamina (min 1)

The Shinigami slaps his palms against the ground, then raises them quickly into the air. In response to the call of his silent ki, the uttermost darkness of the earth rises up in a silent flood, chilling the muscles and bones of the opponent caught within the black pillar. In addition to inflicting damage, the opponent loses three dice from his next Clash roll. This attack defeats Aerial techniques.

□ **Shadow Blinding Method** (••, 3xp): When Crashing Shadow Strike defeats an Aerial Technique, the opponent loses one ki point.

SHADOW STEP: DEATH FROM ABOVE

Abyssal Technique

Cost: 1 ki; **Range:** Mid/Advance; **Type:** Aerial
Defeats: Projectiles; **Clash:** Dexterity + 1
Damage: Strength + 1 – foe's Stamina (min 1)

Disappearing in a sudden rush of shadows, the Shinigami drops down from above her opponent with a powerful knife-edge strike to the collarbone, sending down a surge of ki that binds the target to the earth. In addition to inflicting damage, the opponent's next technique is automatically Still. This attack defeats Projectiles.

MU KEN

Abyssal Technique

Cost: 1 ki; **Range:** Mid/Still or Back
Type: Projectile
Defeats: Defensive; **Clash:** Dexterity
Damage: Stamina + 3 – foe's Stamina (min 1)

The Shinigami expels all breath from his lungs, pauses, and then strikes the air with a single fist. The killing intent of this strike surges invisibly through the air to savage the ki of his opponent; individuals slain by this technique often seem to have died of heart failure or some other catastrophic breakdown within their body. Mu Ken defeats Defensive techniques. It is immune to Reversal.

□ **Guttering Flame** (•••••, 5xp): In addition to inflicting damage, Mu Ken causes the opponent to lose one ki point.

ABYSSAL REAPER STRIKE

Abyssal Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes; **Clash:** Strength
Damage: Dexterity + 2 – foe's Stamina (min 1)

Rushing forward in a surge of shadows, the Shinigami throws a curving elbow strike at the opponent, trailing a blade of entropic ki behind the strike. This attack defeats Strikes, and when it does so, counts as two steps toward Staggering the opponent.

GRAND EMPEROR GUILLOTINE KICK

Abyssal Technique

Cost: —; **Range:** Mid/Advance; **Type:** Rush
Defeats: Rushes; **Clash:** Dexterity + 1
Damage: Strength + 1 – foe's Strength (min 1)

The Shinigami flips toward the opponent with an overhead kick, his heel trailing screaming shadows. In addition to inflicting damage, this technique removes one die from the opponent's next Clash roll. It defeats other Rushes.

□ **Absolute Execution** (•••, 4xp): If a successful Grand Emperor Guillotine Kick is followed up by the same technique again, its Damage becomes (Strength x 2) – opponent's Strength (min 3).

BREATH-STILLING TOUCH Abyssal Technique

Cost: —; **Range:** Close/Advance; **Type:** Grapple
Defeats: Defensive; **Clash:** Dexterity
Damage: Stamina + 2 – foe's Strength (min 1)

The Shinigami lays a palm against his opponent's forehead, spiking a pulse of ki into them that chills their fighting spirit. Each point of damage this attack inflicts also causes the opponent to lose one Overdrive point, to a minimum of 0 points. It defeats Defensive techniques.

BREATH-DRINKING TECHNIQUE Abyssal Technique

Cost: 1 ki; **Range:** Close/Still; **Type:** Grapple
Defeats: Defensive; **Clash:** Strength
Damage: Stamina – foe's Strength (min 3)

The Shinigami grasps his opponent in an iron embrace, then draws out her breath and life-force into his own lungs. Each point of damage inflicted by this attack restores one point of health to the Shinigami. This is the technique by which Shinigami most often prefer to destroy spirits. It defeats Defensive techniques.

BOTTOMLESS ABYSS DEFENSE Abyssal Technique

Cost: 1 ki; **Range:** Mid/Still or Back
Type: Defensive
Defeats: None; **Clash:** Stamina + 1
Damage: None

The Shinigami crosses his arms in an impervious guard, radiating the inevitability of his success and the futility of battle against him. Should an attack directed against this technique fail to harm the Shinigami, the Shinigami regains one point of health, and the opponent loses one Willpower point. Bottomless Abyss Defense does not automatically defeat any technique type.

SHADOW STEP: SPIKIT RAVEN RETREAT Abyssal Technique

Cost: —; **Range:** Close/Back; **Type:** Defensive
Defeats: Strikes; **Clash:** Dexterity
Damage: None

Disappearing in a rush of fluttering shadows, the Shinigami fades back away from his opponent, reappearing at a distance and stealing some measure of the opponent's ki in the process. Used successfully, this technique causes the opponent to lose one ki, and the Shinigami to gain two points of ki. It defeats Strikes.

OVERDRIVE: ABSOLUTE JUDGMENT Abyssal Technique

Cost: 1 ki; **Range:** Mid/Still; **Type:** Projectile
Defeats: Strikes, Defensive; **Clash:** Strength + 1
Damage: Stamina + 3 – foe's Dexterity (min 1)

Raising his hand, the Shinigami calls upon the vengeance of the Earth, striking down his foe with a final, deadly judgment. Black lances of ki erupt from the shadows to pierce the foe, utterly chilling his soul. In addition to inflicting damage, this technique causes the opponent to lose all Overdrive points. It defeats Strikes and Defensive techniques.

OVERDRIVE: HEART-DRINKING PALM Abyssal Technique

Cost: 2 ki; **Range:** Mid/Advance; **Type:** Rush
Defeats: Strikes, Rushes; **Clash:** Dexterity + 1
Damage: Strength + 5 – foe's Stamina (min 1)

The Shinigami blurs forward, hand wreathed in a corona of screaming shadows, to latch this deadly black claw over his opponent's heart. In addition to inflicting damage, Heart-Drinking Palm drains one ki and from the opponent and grants it to the Shinigami. It defeats Strikes and Rushes.

Cost: _____; Range: _____

Type: _____

Defeats: _____

Clash: _____

Damage: _____

Cost: _____; Range: _____

Type: _____

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Cost: _____; Range: _____

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Defeats: _____

Clash: _____

Damage: _____

