Elephant Style

Costume: Thick leather Judo style outfit SDC by location:

Main body 30, legs 20, arms 15, cowl 10

Stance: Feet at a 45-degree angle to the body, feet splayed wide, double shoulder width, with knees bent halfway. Placement of the arms look as if the martial artist is about to catch a large ball.

Character Bonuses: + 10 chi + 2 PS + 2 PE + 35 SDC + 4 save vs. pain

Combat Skeelz: # of attacks 5

Escape moves: roll, maintane balance

Basic defensive moves: dodge, parry, auto parry

Advanced defenses power block/parry 1d6 dam. disarm

Hand attacks: punch, powerpunch, backhand

Basic foot attack: kick, snap kick, round house, crescent, wheel, stomp doing 1d8 damage, power stomp Both are considered dishonorable, tripping leg hook

Special attacks: bodyblock/tackle, power bodyblock/tackle, auto flip/throw, power flip/throw

Crush/squeeze, pin/incapacitate, 1 hand choke

Holds/Locks:
 auto arm hold, body hold, neck hold

Weapon Kata: Bo Staff

Modifiers to attacks: critical, pull punch

Skeelz included with training:

Wilderness survival + 20, begging 10, body building, dowsing + 15

Advanced Kaijutsu – martial arts yell. Max range is 40 ft.

 Stun yell – anyone not saving vs. pain (14 or higher) Victims will be stunned for 1d6+1 melees

 Force yell – Anyone not saving vs, pain within the 40-degree radius will be knocked back 4d6 ft.

 Shock yell – 1d6 damage

 Death yell – anyone within 40 ft. must save vs. pain or take 4d6 damage

The Herd = Masters of Elephant style have developed limited telepathy with each other. Surface thoughts up to 60 ft. away or two-way communication within 140 ft. + 40 ft. per level. Unlimited duration. No ISP cost

Fasting + 15%

Meditation

Level advancement bonuses:

1st + 2 strike with bodyblock tackle, + 1 damage, + 3 roll, + 3 pull punch,

2nd: + 1 parry, + 1 power block/parry, + 3 roll, + 3 pull punch

3rd: + 1 PS, + 1 PE + 10 SDC, + 2 s,p,d.

4th: Kick practice or Chagi, + 2 strike with kicks, + 1 damage and 1d6 to speed

5th add one attack, + 2 damage

6th: Chi gung body hardening exercise: at 1st level chi kung is A.R. 14 + 1 at levels 3,6,9,12,15. + 10 SDC.

7th + 3 bodyblock/tackle. Combo auto powerblock/parry with Bo staff, + 2 parry with Bo staff, + 3 disarm

8th: + 5 damage stomp, + 1 PS, + 1 PE, + 10 SDC

9th + 2 auto flip/throw, + 2 strike, gains circular parry with Bo staff

10: add 1 attack, + 2 parry/dodge

11th: gain 1 body hardening exercise Stone Ox - + 2 PE + 25 sdc + 5 tripping leg hook,

12 add one attack, + 2 bodyblock tackle, + 2 auto throw,

13th: Part mysticism part ancient surgery techniques the martial artist gains a heightened sense of hearing. Can hear whispers to up to 360 ft. away. Also good for estimating the distance of a sound: 60% + 5 per level. Estimate the speed and direction of sound 50% + 5 per level. Recognize a voice or sound 40% + 5 per level. Imitate a voice at 30% + 5 per level. Bonuses: + 1 parry, + 2 dodge, + 6 on initiative.

14th add one attack, + 15 Chi

1. No sleep: can go for 2 days + 8 hours per level experience without ill effects
2. 15th: Elephant style Zenjorki Power Alter metabolism
3. 2. No food or water: for up to 1 day per level of experience without ill effects. After the duration, the martial artist must eat 3 large meals and a gallon of water or suffer the effects of starvation
4. Calm self: can keep heart rate steady and even. Does not become excited, anxious or nervous. + 1 save vs. magic, + 4 save vs. H.F, + 4 save vs. mind control/hypnosis, + 2 save vs. possession. Can stay focused and execute skills without penalty. Duration is 5 min. per level of exp.
5. Adrenal rush + 2 initiative, + 1 s,p,d. + 4 PS, + 4 speed and add 1 attack per melee round. Duration is 1 melee per level of experience.
6. Slow metabolism: Becomes slow and lethargic. Reduce his speed , # of attacks and bonuses by half. This condition also reduces the effects and damage poisons, gasses, and diseases by half.