Lion style or Tae Shi Zhi (Exclusive)

requirements Spd of 16 and PS of 16

Character bonuses, + 3 PS, + 3 Spd, + 1 PP, + 2 PE, + 15 sdc, + 10 chi

Front teeth get sharpened and elongated canines are implanted doing 2d4 damage

Skills included in training: meditation, running, reiki, paramedic + 20%, prowl + 20%, land navigation + 15%. Wilderness survival + 15%, climbing + 15%

The Bite: If opponent is held or pined/incapacitated the martial artist gets an extra attack in the form of a bite.

King of the Jungle: The idea is to whirl around in a powerful and intimidating fashion = intimidate 60% + 5% per level

The pounce: Leap plus pin + 4 strike (see The Bite) also see leap

Roar of the Lion: range 80 ft. stun roar – anyone within range rolls save vs. pain or is stunned for 2d4 melee and cannot attack. Defense only

Force roar – anyone within 40 Ft. must sav e vs. pain or be knocked back 4d6 ft. and loses a turn and initiative

Shock Roar: any o e within 80 ft must save vs. pain or take 1d6 damage plus – 8 strike, parry, dodge and ½ speed and # of attacks

Roar of death. Focusing on 1 opponent within must save vs. pain 40 feet, or take 2d4 damage to HP

Mutations: Animal abilities; Lion: Can see twice as normal as a human, night vision 200 ft.

+ 1d6X10 sdc, + 1d6 to PS, + 2d4 PP, leap 20 ft. up and 40 ft. across

1 Combat Skills:

Attacks per melee: 3

Escape Moves: roll, maintane balance, leap, backflip

Attack Moves: leap, roll, backflip

Basic defensive moves: dodge, parry, auto parry

Advanced defenses: multiple dodge, powerblock/parry/claw

Hand attacks: punch, power punch, back hand, dou-claw strike 2d6 + bonuses

Basic foot attacks: kick, power kick, snap kick, crescent kick, axe kick, power axe kick

Jumping foot attacks: jump kick, power leap axe kick

Special Attacks: pin on natural 17-20, claw hand 2d6 damage, dou-claw strike, power claw hand, 1 hand choke

Weapon Katas: claws, add 3d6 to claw strikes, indestructible, never dulls

Modifiers to attacks: critical, critical from rear

Holds: body hold, arm hold, leg hold

Advancement Bonuses

1st: + 3 initiative, + 2 disarm, + 2 maintain balance, + 2 pull punch, + 2 roll

2nd: + 4 leap and add 4 ft., + 2 damage with claw, + 2 strike jump/leap kick, + 2 parry/dodge

3rd: + 3 initiative, + 2 disarm, + 2 maintain balance, + 2 pull punch, + 2 roll

4th add an attack, + 2 PS, add crush/squeeze

5th: + 2 PS, + 1 body hardening exercise + 2 PE, + 2 strike

6th: + 4 leap and add 4 ft., + 2 damage with claw, + 2 strike jump/leap kick

7th: + 1 PE, + 3d6 sdc, + 1 PS + 1 strike, + 2 parry/dodge

8th: critical on natural 18-20, meditation, + 5 paramedic

9th: Vital harmony can go 3 weeks without food and 1 week without water + 1 week for both for every level of advancement. + 2 PS, + 2 PE, + 3d6 sdc

10th 1 extra bite attack, + 1d6 damage to claw, + 1 strike

11th + 5 % to prowl, + 5% to climb, + 5% wilderness survival, + 2 parry/dodge

12 add 1 attack, + 3 strike with pin/incapacitate

13 + 15 chi and add 1 chi mastery skill

14 + 2 initiative, + 2d4 to speed, critical on natural 18-20

15 add attack, + 1d6 damage to bite and 1d6 to claw and add 1 chi mastery skill and double chi