

### Expanded Special Maneuver List

PUNCH	Cost	Spd	Dmg	Mv	Keywords	Prerequisites
<b>Jab</b>	-	+2	-1	+0	<b>Basic Punch</b>	<b>P1</b>
<b>Strong Punch</b>	-	+0	+1	+0	<b>Basic Punch</b>	<b>P1</b>
<b>Fierce Punch</b>	-	-1	+3	-1	<b>Basic Punch</b>	<b>P1</b>
Boxing Punches	-	-	-	-	<i>Add Short, Forward, and Roundhouse Punch to Basic Punches</i>	P2
Buffalo Punch	-	-2	+5	One	Overhead	P2
Caber Punch	-	-2	+3	-2	KD	P2, Strength 4
Cannon Fist	-	-2	+5	None	KB (even if blocked)	P3, F2
Cherry Blossom Uppercut	W	+0	+3	+0	Rising, KDA	P4, Power Uppercut, Jump
Clothesline	-	-1	+2	-1	High, KD	P2
Cobra Hand Strike	W	+3	+1	+1	-	P4
Crane Fist	-	-	-	(Two)	Modify Basic Punch, Reach 1, misses in-hex, Hand	P2
Cup Hand	-	-	-	-	Modify Basic Punch, +1 to your Soak this turn, Hand	P2, B1
Dashing Clothesline	W	-1	+4	+2	High, KD	P4, A1
Dashing Fist Sweep	W	-1	+4	+2	Low, KD	P4, A1, Fist Sweep
Dashing Gale Fist	W	+1	+3	+1	Stagger	P4, A2, F1
Dashing Punch	W	+0	+4	+2	-	P4, A1
Dashing Slide Uppercut	2W	+0	+4	+2	Dodge Projectile, KDA	P4, A1, Crouch, Dashing Punch
Dashing Uppercut	W	+0	+4	+2	High, KDA	P4, A1, Dashing Punch
Dim Mak	C	+0	+0	+0	Delayed, Reduce physical attribute	P4, F3, Chi Kung Healing
Disarming Strike	-	+0	+1	-1	Disarm (Punch vs. Weapon Technique)	P2, F1
Double Head Butt	-	+0	+0 x2	One	2 Hits	P2, Head Butt
Double Hit Punch	-	-1	+0 x2	+0	2 Hits	P2
Dragon Claw	W	(+1)	(+1)	(+1)	Modify Basic Punch, Hand, Barrage	P3, F1
Dragon Punch	W	+0	+6	-2	Rising, KDA	P4, Jump, Power Uppercut
Dragon Punch, Flaming	W,C	-1	+6	-2	Rising, KD, 2 hits if in-hex	P5, F2, Dragon Punch
Ducking Fierce	-	-1	+4	None	Crouch	P2, Crouch
Eagle Claw	-	-	(-1)	-	Modify Basic Punch, +2 SPD to Any Grab next turn, Hand	P2, G2
Ear Pop	-	-1	-4	-1	Ignore Sta, Stagger, Dizzying, Dishonorable	P2
Elbow Smash	-	+2	+2	One	In-hex	P1
Elbow Strikes	-	(+0)	(+1)	(-1)	Modify Basic Punch, In-hex, Hand	P2

Eye Gouge	-	+2	-3	+0	Blinded until end of next turn (no blind-fighting = dizzied), Dishonorable	P2
Fist Sweep	-	-1	+3	-2	KD, Crouch	P3
Flash Chop	-	-1	+2	One	Stagger	P2
Giant Palm Bomber	-	-2	+4	One	Overhead, Stagger	P2
Hammer Fist	-	-2	+4	One	Dizzying	P2
Haymaker	-	-2	+4	-2	-	P1
Head Butt	-	+0	+3	-2	-	P1
Hundred Hand Slap	W	-2	+0 x3	One	Barrage, KB (even if blocked)	P5
Hyper Fist ( <i>Machinegun Uppercut</i> )	W	+1	+0 x3	One	Barrage, KDA, misses crouching	P4, Power Uppercut, Double Hit Punch
Iron Palm	W,C	+0	+4	One	KD (even if blocked), Dizzying	P5
Jaguar Elbow	-	+1	+1	One	In-Hex, Overhead	P3, Elbow Smash
Jumping Arc Palm	-	+0	+3	-1	In-hex, Overhead	P2, A1, Jump
Jumping Overhead	-	-2	+5	One	Overhead, Air, In-Hex	P2, Jump
Kidney Punch	-	+0	+0	+0	Hindrance (-1 SPD next round)	P2
Leopard Fist	-	-	-	-	Modify Basic Punch, Victim's Soak is at -1, Hand	P2
Low Blow	-	+0	+1	One	In-Hex, Low, Dizzying, Stagger, Dishonorable	P1, K1
Lunge Punch	-	+0	+1	+1	Low	P3, A1
Machinegun Blow	W	-1	+0 x3	+0	Barrage	P4, Double Hit Punch
Maelstrom Vortex Punch	W	+1	+4	+0	Pull (Focus), opponent ends adjacent	P3, Vortex Punch
Mantis Fist	-	-	-	-	Modify Basic Punch, Pull 1, Hand	P2
Monkey Grab Punch	W	-2	+1	+0	Ignore Blocks	P1, G1
Mountain Gale Chop	W	-2	+5	One	KD, Overhead	P4, Overhead Chop
One Inch Punch	2W	+2	+3	One	Stagger, KB (Focus), KB1 even if blocked	P5
Palm Heel Punch	-	-2	+3	+0	Dizzying, ignore Iron Body damage	P3
Phoenix-Eye Fist	-	-1	+2	+0	Hindrance: -1 MV until end of next turn	P3
Power Uppercut	-	-1	+3	One	KDA	P1
Rekka Ken ( <i>Inferno Fist</i> )	W	(+3)	-	-	Modify Basic Punch, possible for up to 3 consecutive turns, damage combines to dizzy	P4, A2
Ridge Hand Strike	-	-2	+4	+0	Barrage	P1
Rushing Strong	-	+0	+1	+1	Overhead	P3, A1
Sand Palm	W	-	-	-	KD, Modify Basic Punch, Hand	P3, F1
Serpent Fist	-	(+1)	(-1)	-	Modify Basic Punch, Hand	P2
Shockwave	C	+0	+0	None	Range (Strength), KD all affected hexes, Low	P3, F2
Spear Hand Strike	-	+1	-1	-1	Vs. ½ Stamina unless blocked	P3

Spinning Back Fist	-	-1	+2	+1	-	P2
Spinning Clothesline	W	+0	+0/hit	-1	Spin, KB/hit, 1 hit /Mv, Mv-Hit-Mv-Hit, High, Barrage	P3, A3, Clothesline
Spinning Clothesline, Turbo	W	+1	+0/hit	-2	Spin, KB/hit, 1 hit /Mv, Hit-Mv-Hit, High, Barrage	P3, A4, Spinning Clothesline
Spinning Knuckle	W	-1	+1 x2	+3	Dodge Projectile	P3, A1, Spinning Back Fist
Stepping Straight	-	-1	+3	One	Reach 1	P2
Stun Gun Head Butt	W	+0	+3	-2	Dizzying, Reach 1, Pull 1	P4, G2, Head Butt
Sword Hand Strike	-	-1	+3	-2	Ignore Toughskin/Armor	P3
Throat Strike	-	-1	+2	One	Dizzying, Stagger, Dishonorable	P3
Tiger Claw	-	-	-	-	Modify Basic Punch, Barrage, Hand	P2
Tiger Palm (Push Palm)	W	-1	+4	One	KD, KB = Strength + Focus	P4, F2
Tiger Uppercut	2W	+0	+3	One	Rising, KDA, 3 hits if in-hex	P4, Power Uppercut, Jump
Triple Strike	-	-2	+0 x2, +1	None	Take the best two of the three damage rolls, use Kick technique for third hit	P2, K1
Turn Punch	W	-1	+4	Two	charge for up to four turns (-1 Spd, Dmg, Mv to other moves while charging up the turn punch) and release; Dodge Projectile on release	P4
<ul style="list-style-type: none"> <li>• 2<sup>nd</sup> turn</li> <li>• 3<sup>rd</sup> turn</li> <li>• 4<sup>th</sup> turn</li> </ul>	1st	-1	+5			
		+0	+6			
		+1	+7			
Vertical Straight Fist	W	+0	+4	None	KD, Juggle	P4
Vortex Punch	-	+1	+1	+0	KDA, roll opposed Strength to KB 1 hex/success	P2
<b>KICK</b>	<b>Cost</b>	<b>Spd</b>	<b>Dmg</b>	<b>Mv</b>	<b>Keywords</b>	<b>Prerequisites</b>
<b>Short Kick</b>	-	<b>+1</b>	<b>+0</b>	<b>+0</b>	<b>Basic Kick</b>	<b>K1</b>
<b>Forward Kick</b>	-	<b>+0</b>	<b>+2</b>	<b>-1</b>	<b>Basic Kick</b>	<b>K1</b>
<b>Roundhouse Kick</b>	-	<b>-2</b>	<b>+4</b>	<b>-1</b>	<b>Basic Kick</b>	<b>K1</b>
Ax Kick	-	-1	+4	-2	In-hex, Overhead	K2
Backflip Kick	-	+0	+2	Two	Hit then move away	K2, A2
Backflip Kick, Forward	W	+2	+1	Two	Rising, KDA, 2 Hits vs. Air	K3, A3, Backflip Kick, Jump
Backspring Kick	-	+2	-4	+0	KB, Hit then move away	K3, A3, Backflip Kick, Jump
Capoeira Kicks	-	-	-	-	<i>Add Jab, Strong, and Fierce Kick to Basic Kicks</i>	K2
Cutting Gust Kick	W	-2	+0 x3	+0	Barrage, KB/Hit	K3, A3
Cutting Gust Kick, Air	W	-2	-1 x3	+4	High Air, Barrage, KB/Hit	K3, A3, Jump, Cutting Gust Kick
Cyclone Spin Kick	W	-2	+2, +1, +0	+0	Barrage, KB/Hit, 3 <sup>rd</sup> Hit KD	K4, A1, Double Hit Kick
Descending Spear Kick	-	+2	+0	+0	In-Hex, Diving	K2, A2, Jump

Diving Kick	W	+0	+4	+0	Diving	K4, A2, Jump
Double Dread Kick (Double Spin Kick)	W	-2	+1, +4	+1	2 Hits, KB/Hit, Mv-Hit-Mv-Hit	K3, Double Hit Kick
Double Hit Kick	-	-2	+1 x2	-1		K2
Double Hit Knee	-	+0	+0 x2	-2		K2, Knee Smash
Dragon Kick (Rising Inferno Kick)	W,C	-1	+6	-2	Rising, KD, KB, 2 hits if in-hex	K5, F4, Jump
Drop Kick	-	-2	+3	-2	Air, KD	K2, A1, Jump
Flash Kick (Somersault Kick)	W,C	-1	+7	None	KDA, Rising	K3, A2, F2
Flying Ax Kick	W	+1	+4	+0	Diving, In-hex	K4, A2, Jump
Flying Knee Thrust	W	+1	+2	+1	KDA	K2, A1, Knee Smash
Flying Side Kick	W	+1	+2	+3	Air	K3, A3, Jump
Flying Spin Kick	-	+0	+2	-2	Overhead	K2
Flying Thrust Kick (Cannon Spike)	W	+0	+6	-2	Rising, KDA	K4, A4, Jump
Foot Sweep	-	-2	+3	-2	Crouch, KD	K2, Crouch
Foot Sweep, Spinning	W	-2	+3	None	Crouch, KD, Spin (or 2 Hits against a single opponent)	K2, A1, Foot Sweep
Forward Flip Knee	-	-2	+4	Two	Air, Cancel	K2, A2, Jump
Forward Slide Kick	-	+0	+2	+0	KD, Low	K2, A2
Great Wall of China	2W	-2	+1 x3	None	hits three connecting, adjacent hexes	K5, Lightning Leg
Handstand Kick	-	-2	+4	-2	KDA	K2, A1
Hurricane Kick	W,C	+0	-1/hit	-1	Spin, Barrage, KB/hit, Hit-Mv-Hit	K4, A3, Whirlwind Kick
Hurricane Kick, Air	W,C	-1	-1/hit	+1	Air, Barrage, Spin, KB/hit, Hit-Mv-Hit	K4, A3, Whirlwind Hurricane Kick, Jump
Javelin Kick	-	-1	+1	+0	Reach 1	K2
Knee Smash	-	+1	+3	One	In-Hex	K1
Knee Strikes	-	(+0)	(+1)	(-1)	Modify Basic Kick, In-Hex	K2
Lightning Leg	W	-2	+1 x3	None	Barrage, 3 hits each to 3 adjacent hexes in front of the fighter	K4, Double Hit Kick
Low Kick	-	+1	+0	-1	Low	K1
No Shadow Kick	W	(+3)	-	-	Add 3 to SPD of Basic Kick, for up to 3 consecutive turns, damage combines to dizzy	K4, A2
Reverse Frontal Kick	-	-1	+3	-1	Ignore Block	K3, Double Hit Kick
Rising Arc Kick	W	+0	+3	+1	KDA, Dodge Projectiles and Air	K4, A3, Jump
Rising Cascade Kick	W,C	+0	+0 x5	One	Rising, KDA, Barrage	K5, A2, Jump

Rising Jaguar	W	+2	+1	-1	Rising, KDA, 2 Hits if In-Hex	K3, A3, Knee Smash, Jump
Rising Spin Kick	W	+1	+1 x3	One	Rising, KDA, 3 hits, Spin	K4, A2, Jump
Ruffian Kick	W	-1	+4	+0	Choose one: High=Stagger / Mid=KB / Low=KD	K4, A2
Scissor Kick	W	+0	+3 x2	+3	Dodge Projectiles	K3, A3, Jump
Shockwave Stomp	C	+0	+0	None	Fill (Strength), KD (even if blocked), Low	K3, F2
Side Sword Kick	W	-2	+5	+0	KD, KB/Dmg, Juggle	K4
Slide Kick	-	-1	+3	+1	KD, Crouch	K2, A1
Snap Kick	-	+2	+2	None		K2
Spring Breeze Kick	W	+2	+2	+0	Overhead	K3
Stepping Front Kick	W	+0	+1 x2	+1	1 <sup>st</sup> hit in-hex, KB	K4, Double Hit Kick
Stepping Roundhouse	-	-2	+4	One	Reach 1	K2
Stomach Kick	-	-2	+3	One	KB, Stagger	K2
Stomp	-	+1	+3	One	In-hex, dizzying, Stagger, Opponent must be prone, Dishonorable	K1
Sweeping Roundhouse	-	-2	+4	One	KD, Low	K1
The Big Boot	-	-2	+4	One	KD	K2
Tiger Knee	2W	+3	+2	+0	KD, Rising, 2 Hits if in-hex	K3, A2, Jump
Tiger Tail Kick	-	-2	+3	None	Crouch, KD, Reach 1	K2, Foot Sweep
Trample	W	+2	+3 x2	One	In-hex, dizzying, opponent must be prone	K3, A1, Stomp
Whirlwind Kick	2W	-2	+0/hit	-1	Spin, Barrage, KB/hit, Hit-Mv-Hit	K4, A4
Whirlwind Kick, Air	W,C	-2	+0/hit	+1	Air, Barrage, Spin, KB/hit, Hit-Mv-Hit	K4, A4, Spinning Bird Kick, Jump
Wounded Knee	-	-2	+3	-1	Hindrance: -2 MV & -2 SPD to Kicks until end of 2nd turn	K3
<b>BLOCK</b>	<b>Cost</b>	<b>Spd</b>	<b>Dmg</b>	<b>Mv</b>	<b>Keywords</b>	<b>Prerequisites</b>
<b>Block</b>	-	<b>+4</b>	-	<b>None</b>	<b>Add Block to Soak (High), Abort, Basic Block</b>	<b>B1</b>
Block, Air	W	+4	-	+0	Add Block to Soak (High), Air	B4, A2, Jump
Block, Crouching	-	+4	-	None	Add Block to Soak (Low), Abort, Crouch, Basic Block	B1, A1, Crouch
Counter, High	-	+2	+0	None	Block (High), then roll dmg, use punch or kick for damage (assigned)	B2
Counter, Low	-	+2	+0	None	Block (Low), then roll dmg, use punch or kick for damage (assigned)	B2
Cross Counter	W	+4	+7	+0	Effective vs. High or Low, Take full damage <i>but ignore effects</i> of opponent's standing or aerial attack, then roll Cross Counter damage. KD, Hit-MV	P3, B4
Deflecting Lock	W	+4	+1	-	Block (High or Low), then roll dmg, Use Grab for damage, Hold, Hits adjacent	B3, G3, Hold

Deflecting Punch	-	+2	+0	None	Block vs Punch, then roll dmg, use punch for damage	P1, B3, Punch Defense
Deflecting Throw	W	+4	+1	-	Block (High or Low), then roll dmg, Use Grab for damage, Throw, KD, Hits adjacent	B3, G3, Throw
Diverting Block	-	+4	-	-	Block (High or Low), if opponent enters your hex with a strike, you may move the opponent out to any adjacent hex after blocking	B3, F2
Energy Reflection	C	+1	-	None	Abort, roll Wits (2 successes needed) to reflect Energy or Force Projectile, must match chi cost	B3, F4
Entering Block	-	+3	-	One	Block (High or Low), then the fighter may step into the opponent's hex.	B3
Falling Block	-	+4	-	One	Block x2 (High or Low), fighter is knocked back one hex and falls prone	B3, A2
Kick Defense	-	+4	-	None	Soak Block +4 vs Kicks, Block -2 vs other, no effect vs. Low attacks that are not Kicks	B2
Maka Wara ( <i>Iron Body</i> )	-	-	-	-	Blocks deal damage = Sta +Block -3	B4
Missile Reflection	-	+3	-	-1	Abort, roll Dex to catch and reflect missile attacks (1 success vs. thrown, 2 successes archery, 3 successes gunfire)	B4
Opening Block	-	+2	-	-	Block (High or Low), +2 Dmg next turn	B3
Parry	-	+4	-	None	Parry (choose High or Low), success = 0 dmg	B5
Punch Defense	-	+4	-	None	Soak Block +4 vs Punch, Block -2 vs other, no effect vs. Low attacks that are not Punches	B2
San He ( <i>Rooted Stance</i> )	-	+2	-	None	Block x2 (High <b>and</b> Low), ignore all KD and KB effects, <i>soak Block x2 also functions vs. Throws and Slams</i> , no speed bonus from block	B3, F2
Seizing Block	-	+2	-	-	Block (High or Low), Pull 1 (into hex), +1 damage to grab next turn	B3, F1
Trapping Block	-	+2	-	-	Block (High or Low), Next turn your maneuver gains the "Barrage" keyword	B3
Walking the Circle	C	+4	-	One	Block (High or Low), you may abort to any Block this turn	B4, F3
Yielding Block	-	+4	-	One	Block (High or Low), If opponent enters your hex with a strike, you may move one away after Blocking	B3, F2
Zero Counter	W	*	+0	*	Immediate abort: if Blocking and opponent rolls 0 or less dmg; KD	B5
<b>GRAB</b>	<b>Cost</b>	<b>Spd</b>	<b>Dmg</b>	<b>Mv</b>	<b>Keywords</b>	<b>Prerequisites</b>

<b>Grab</b>	-	+0	+0	One	<b>Basic Grab</b>	<b>G1</b>
Air Suplex	-	-1	+4	+0	Hits Air only, KD	G3, A3, Jump, Suplex
Air Throw	W	+2	+5	+0	Hits Air only, KD, Throw = Str, Mv-Hit-Mv	G2, A1, Jump
Back Breaker	-	-1	+3	One	KD	G3
Back Roll Throw	-	-1	+4	One	KD, Throw = Str + Kick	K1, G2, A1
Bear Hug	-	-1	+3	One	Hold	G2
Body Slam	-	-2	+5	One	KD, slam	G2
Brain Cracker	-	+0	+2	One	Hold, use Punch for DMG	P1, G2
Choke Lift	-	+0	+0	One	Stagger	G3, Strength 4
Choke Throw	-	-1	+2	+0	Hits Air or Standing, KD, throw	G3, A2, Jump
Devil's Hand Grip	W	+1	+4	One	Hold, Hindrance: -2 STR for 2 turns after escape	G5, Rending Grip
Disarming Catch	-	+0	+1	One	Cancel, Disarm (Grab vs. Weapon Technique)	G2, F1
Disengage	-	+1	-	-2	May be used in-hold, roll Dex to escape	G2, A2
Dislocate Limb	-	-1	+1	One	Cancel, Dislocate 1 arm (Hindrance: -2 SPD and -2 DMG to all Punches and Grabs for two turns), Dishonorable	G3, A1
Fish Hook	-	-	-	-	Modify Any Hold, Hand, +1 die to roll to sustain, Dishonorable	G2
Grappling Defense	-	+4	-	-1	Abort, add Grab to soak vs Grabs, may be used in-hold	G4
Ground and Pound	-	-1	+3	One	KD, Hold, use Punch for DMG	P1, G2
Hair Throw	-	-2	+5	Two	KD, Throw, must move through hex	G3, A2
Head Bite	-	+1	+3	One	Hold, Dishonorable	G2
Head Butt Escape	W	+0	-1	None	Use in-hold, damage added to dice rolled in next attempt to escape hold, use Punch for damage	P1, G3, Head Butt
Head Butt Hold	-	-1	+3	One	Hold	P1, G2, Head Butt
Hold	-	-1	+3	One	Hold	G2
Iron Claw	W 1st	+1	+4	One	Hold +1	G5
Joint Lock	-	+0	+2	One	Hold	G3
Knee Basher	-	-1	+4	One	Hold, KD after last hit, use Kick for DMG	G2, K1
Neck Choke	-	-1	+3	One	Hold	G3
Pile Driver	-	-2	+4	One	KD, Slam	G2
Pin	-	-1	+0	One	Hold at +1, target must be prone, staggered, or dizzy	G3, Hold
Rending Grip	-	-1	+1	One	Cancel, Hindrance: -2 STR for 2 turns	G3
Shoot	W	-	-	(Two)	Modify Any Grab	G2, A2

Siberian Bear Crusher	W	+0	+3	+1	KD, slam, after grabbing opponent, dodge projectiles after grab (until end of turn)	G3, A2, Slam
Siberian Suplex	W	+0	+2 x2	One	Hits adjacent, KD, move once per hit, slam	G4, A2, Slam
Signature Hold	W 1st	+1	+4	One	Hold +1	G5
Signature Slam, Dashing	W	+0	+3	+1	KD, slam, after grabbing opponent, dodge projectiles after grab (until end of turn)	G3, A2, Slam
Signature Slam, Double	W	+0	+2 x2	One	Hits adjacent, KD, move once per hit, slam	G4, A2, Slam
Signature Slam, Jumping	W	+0	+3	-1	Dodge projectiles, KD, slam	G4, A3, Jump, Slam
Signature Slam, Power	2W	-2	+7	One	Hits adjacent, KD, slam, dodge projectiles after grab (until end of turn), KB 3 in any direction after slam (or fighter may choose to land in same hex)	G4, A3, Jump, Slam
Slam	-	-1	+3	One	KD, slam, basic grab	G3
Sleeper	W 1 <sup>st</sup>	-1	+2	One	Hold for 3 rounds for auto dizzy	G3
Snake Fang	-	-1	+3	None	Reach 2, Throw, KD	G4, F4, Extendible Limbs
Spinning Pile Driver	2W	-2	+7	One	Hits adjacent, KD, slam, dodge projectiles after grab (until end of turn), KB 3 in any direction after slam (or fighter may choose to land in same hex)	G4, A3, Jump, Pile Driver
Stomach Pump	-	+0	+4	One	Hold	G4, P2
Suplex	-	+0	+2	One	KD, Slam	G1
Storm Hammer	2W	-2	+7	One	KD, MV3 after grab, Air, fighters end in same hex	G5, A3, Jump
Thigh Press	-	-1	+4	One	KD	G2, A2
Throw	-	-2	+2	One	KD, Throw = Str	G1
Ultra Throw	W	+0	+4	One	KD, Throw = Str + Grab, Juggle	G4
Unbalancing ( <i>kuzushi</i> )	-	-1	None	One	Cancel, +2 damage to Throw or Slam next turn	G3
<b>ATHLETICS</b>	<b>Cost</b>	<b>Spd</b>	<b>Dmg</b>	<b>Mv</b>	<b>Keywords</b>	<b>Prerequisites</b>
<b>Movement</b>	-	<b>+3</b>	-	<b>+3</b>	<b>Basic Athletics</b>	<b>A1</b>
Air Smash	-	-1	+4	-1	In-hex, Diving	A1, Jump
Air Stampede	-	-2	+4	-2	Diving, KD	K2, A3, Jump
Anaconda Slide	-	-1	+2	+2	Crouch, KD	A2, Crouch
Backflip ( <i>Evasive Tumble</i> )	W	+3	-	+2	Invulnerable until end of round	A3
Beast Roll	W	+0	+3	-2, +2	In-hex, Back Roll-Hit-Forward Roll-Hit (the attack hits once on each roll), Diving	A5, Rolling Attack, Vertical Rolling Attack
Bob and Weave	-	-	(-1)	-	Modify Basic Punch, Dodge Punch	P1, B1, A2
Breakfall	-	-	-	-	Abort; Roll Dex + Ath to soak KD or fall	A2



Cannon Drill ( <i>Spiral Arrow</i> )	W	+2	+2	+2	Crouch\	A5
Cannon Drill, Air ( <i>Spiral Arrow, Air</i> )	W	+2	+2	+2	Air	A5, Jump
Charge	-	-1	+3	+0	KB	A2
Crouch	-	+3	-	-1	Abort, Crouch, Can be used to modify Basic Punch or Kick (use SPD/DMG of Basic Attack and MV of Crouch)	A1
Dangerous Head Butt	W	+1	+2	One	2 Hits vs. Air, KDA	P1, A3, Head Butt, Jump
Dash	-	(-1)	-	(+1)	Modify Basic Punch or Kick	A1
Dash Slide	C	+2	-	-1	Invulnerable until end of turn	A5
Diving Hawk	W	+0	+5	+2	In-hex, Diving	A3, F1, Jump
Dodge	-	+3	-	+0	Dodge Projectiles	A1
Drunken Monkey Roll	-	+3	-	+2	Crouch, Dodge Projectiles	A2
Ducking	-	-	(-1)	(-1)	Modify Basic Punch or Basic Kick (category assigned), Dodge Projectiles	A2
Flying Body Spear	W	+0	+3	+1	Diving	A3, Jump
Flying Head Butt	W	+0	+4	+3	KB 1, Bounce Back 1	A3, Head Butt
Flying Heel Stomp	W	+0	+1	+2	Diving, Move-Hit-Move	K2, A3, Jump
Flying Punch ( <i>Somersault Skulldiver</i> )	W	-2	+2	+5	Diving, damage vs. ½ Sta, fighter must move 2 hexes past and then back to opponent to attack	P2, A4, F3, Jump
Giant Attack	W	(+0)	(+0)	(+0)	Modify Any, +1 reach	A1, Str 5
Iron Mountain Shoulder	W	+0	+4	+0	KDA, Dodge Projectile and Air	A4
Jump	-	+3	-	+0	Abort, Air, can be used to Modify Basic Punch or Kick (use SPD/DMG of Basic Attack and MV of Jump)	A1
Jumping Shoulder Butt	-	+0	+3	-1	Rising, KDA	A2, Jump
Kippup	-	-	-	-	-1 instead of -2 to stand from prone, feat	A2
Leap	-	+3	-	+3	Air, Automatically Dodge Projectiles (except Air and High Projectiles), for 1C the maneuver can be used to Modify Basic Punch or Kick (use SPD/DMG of Basic Attack and MV of Leap)	A3, F3, Jump
Lightfeet	-	-	-	-	Feat: +1 MV to all maneuvers; spend W for an additional +2 MV (total +3) to any maneuver	A4, Jump
Overhead Vault	-	+3	-	Two	Dodge Any, must move through opponent's hex	A3, Jump

Perfect Landing	C	-	-	-	No Spd penalty from KD, free action between rounds, fighter is never prone (never actually knocked down)	A3, F2, Kippup
Pounce	W	-1	+2	+4	Diving, KD	A3, Jump
Roll	-	+3	-	-1	Abort, crouch, dodge standing attacks	A1
Rolling Attack	W	+0	+3	+4	Bounce back 2	A3
Spinning Neck Crank	-	+0	+2	+0	KD, Crouch	G1, A3, Crouch
Spring Attack	-	-	-	(One)	Modify Strong Punch or Forward Kick, Overhead, dodge crouching	A3, Jump
Super Hundred Ton Drop	W	+0	+5	One	KD, Overhead, Diving	A3, Air Smash
Thunderstrike	W	+0	+5	-1	Must start adjacent or in-hex, Rising, In-hex, Mv-Hit-Mv, Air, Dodge	A2, Jump
Tumbling Attack	W	-1	-1	+0	Barrage, KB/hit, Hit-Mv-Hit, Crouch	A3, Evasive Tumble
Vertical Rolling Attack	W	+0	+3	+0	Rising, KDA	A3, Jump
Wall Spring	-	+2	-	+0, +2	Air, can be used to Modify Basic Punch or Kick (use SPD/DMG of the Basic Attack and MV of Wall Spring)	A3, Jump
<b>FOCUS</b>	<b>Cost</b>	<b>Spd</b>	<b>Dmg</b>	<b>Mv</b>	<b>Keywords</b>	<b>Prerequisites</b>
Acid Breath	C	-2	+3,+0, -3	-1	projectile (Stamina), continuing damage (as noted)	F3
Balance	-	-	-	(+1 Air)	Feat, Modify +1 MV to all Air	F4
Binding Hands	C	(+0)	(+0)	-	Modify Basic Punch or Kick, must be in hex or adjacent, you may remain adjacent to opponent or in opponent's hex wherever the opponent moves (up to Int + Focus)	P1, K1, F3
Blast Wave	-	-1	+3	None	Basic Projectile (Focus)	F1
Blind	C	+0	None	None	Ranged (Wits + Focus), Roll fighter's Int + Focus vs. Stamina + Mysteries to blind, Hold (Int vs Int to sustain)	F3
Burning Chi Kung	C	+4	+0	None	Damage is dealt to any opponent who touches (e.g., strikes or grabs) the fighter; may be used while caught in a sustained hold	F3
Chi Kung Healing	C(v)	-1	-	-1	In-hex, heal 1/Chi, max/turn (Focus)	F4
Chi Kung Palm Blast	2C	-1	+6	-	KB (Dmg), KD, AoE: 4 hex diamond	F4

Chi Weapon	2C +1 /turn	-	-	-	Turn 1: create a chi weapon (assigned), which acts as a normal weapon but does not deal aggravated damage	F3
Cobra Charm	C	-1	-	-1	Opposed Wits + Mysteries, Ranged (3), Hold (Int), Command	F2
Crossing Hand Strike	-	-	(-1)	-	Modify Basic Punch, Move 1 after damage	P2, A1, F2
Crushing Hand Strike	-	(-1)	-	(-1)	Modify Basic Punch, Stagger	P2, F2
Deflecting Chi Kung	C	+2	+0	None	Damage is dealt to any opponent who physically strikes (e.g., with a Punch, Kick, Athletics maneuver) the fighter; Throw (Focus), KD	F3
Drilling Hand Strike	-	(-1)	-	-	Modify Basic Punch, dizzying	P2, F2
Energy Drain	C(v)	+0	-	None	May be used after a Hold has been successfully sustained, Energy Drain replaces the Hold, transfer 1 Health per Chi spent from victim to fighter (maximum = Focus per turn)	G2, F3, Hold
Energy Wave	-	-2	+2	None	Basic Projectile	F1
Entrancing Cobra	C	+2	-	-1	Roll Dex + Focus vs. Wits + Mysteries to dizzy victim until end of next turn	F2
Extendible Limbs	-	(+0)	(+0)	(+0)	Modify Basic Punch or Kick, Reach (Focus)	F4
EX	2C	(+2)	(+1)	(+0)	Modify (Any Assigned); KD	F4
Fire Strike	C	-1	+3	None	Fill (Focus), Projectile	F3
Fireball	C	-2	+2	None	Projectile, Ranged (Wits + Focus)	F3
Fireball, Flying	C,W	-2	+2	+0	Projectile, Ranged (Wits + Focus), cannot be dodged	F4, Fireball, Jump
Fireball, Improved	C	-1	+4	None	Projectile, KD	F3
Fireball, Repeating	2C	-2	+0 /hit	None	1 projectile per Focus, Projectile, may attack one or multiple targets	F5, Fireball
Force Wave	-	-3	+4	None	Basic Projectile	F1
Ghost Form	2C +1C /turn	+1	-	+0	the fighter is insubstantial until the end of the turn; may be played while in a sustained hold	F5
Ice Blast	2C	-2	+3	None	Projectile, Freeze: total of 4 successes on Str checks to break free, or freed if hit; Freeze effect occurs even if Blocked.	F3
Inferno Strike	2C	-2	+4	None	Projectile, hits targeted hex and all adjacent	F5, Fireball

Instant Pattern Combination	C	-	-	-	Modify any combo, damage combines to dizzy, chi is spent after damage is rolled on the preceding hit of combo but before it is rolled on the subsequent hit, chi must be spent for each link that should combine to dizzy	F4
Invisibility	C	+0	-	-1	Roll Dex + Stealth vs. Per + Alertness to hide in plain sight (invisibility), +1 speed next turn	A1, F2
Levitation	C	+0	-	Focus	Move (Focus) in any direction, cost 1 additional Chi / minute	F5
Limb Paralyzation	C	-1	+0	None	Ranged (Focus), Paralyze 1 arm (Hindrance: -2 SPD and -2 DMG to all Punches and Grabs for two turns)	F3
Mind Control	2C	-3	-	None	Target must have 0 Will, Ranged, Opposed Int: successes determine duration (round/hour/day/week/month)	F5, Psycho Vise, Mind Reading
Mind Reading	C	n/a	n/a	n/a	Ranged, used between turns, opposed Willpower, victim must show 2 combat cards, play 1 of them next turn	F4, Telepathy
Musical Accompaniment	-	(+1)	(+1)	(+1)	Modify Any, add +1 to <i>either</i> speed, damage, <i>or</i> movement this turn, declared at beginning of turn, theme music must be playing for maneuver to take effect	F2
One Finger Kung	W	-	-	-	Modify Basic Punch, KB (Focus)	P2, F3
OSU!	2W	-	-	-	Ignore Dizzy, Immediate, Free action	F4
Pounding Hand Strike	-	(-1)	-	-	Modify Basic Punch, KB	P2, F2
Projectile, Dash	W	-	-	(Two)	Modify Basic Projectile	A2, F3, Basic Projectile, Dash
Projectile, Double	2C	-	-	-	Modify Basic Projectile, 2 Hit	F4
Projectile, Fast	C	(+2)	-	-	Modify Basic Projectile	F3
Projectile, Flying	W	-	-	+0	Modify Basic Projectile (use SPD and DMG of Projectile, MV of Flying Projectile), Air, Hits Crouching	A3, F4, Basic Projectile, Jump
Projectile, Heavy	C	-	(+2)	-	Modify Basic Projectile	F3
Projectile, High	-	-	-	-	Modify Basic Projectile, High	F3
Projectile, Low	-	-	-	-	Modify Basic Projectile, Low	F3
Projectile, Shock	2C	-	-	-	Modify Basic Projectile, Ignore Block, Stagger	F4

Psychic Rage	C	-2	-	None	Ranged; Opposed Willpower; if target fails, they enter a berserk frenzy and may only use high damage maneuvers, no blocks, no combos, and must expend Chi/Will as quickly as possible, Roll Chi <i>or</i> Willpower vs. Manipulation + Leadership to break free	F3
Psychic Vise	W,C	+0	+0	None	Ranged, victim soaks with Int, unblockable, for each “damage,” victim loses 1 Will and is at -1 Spd next turn, if victim takes more Dmg than Int, victim is dizzied	F4
Psycho Crusher	2C	-1	+5	+6	In-Hex, KD, KB, Hits all adjacent, 1 DMG if blocked	F5, A3, Psychokinetic Channeling
Psychokinetic Channeling	C	-	(+2)	-	Modify Any Basic	F3
Regeneration	C(v)	+0	None	None	1C/Health, Max (Focus/turn)	F3
Satsuki	C	-	-	-	Automatic, danger sense, Immediate reaction MV (Perception + Athletics)	F5
Shock Treatment	2C	+0	+7	None	Hits all adjacent, KD	F3
Sonic Boom	-	-3	+4	None	Basic Projectile	F1
Splitting Hand Strike	-	-	(-1)	-	Modify Basic Punch, Roll Str + Focus to cancel Basic Projectile	P2, F2
Stealing the Breath	C	-1	+2	None	Ranged (Focus), Hindrance: -1 STA next turn	F3
Stealing the Strength	C	-1	+2	None	Ranged (Focus), Hindrance: -1 STR next turn	F3
Stone Fist	-	(-1)	-	-	Modify Basic Punch; ignore Toughness & Iron Body	P1, F3
Stunning Shout	C	+2	-	-2	Opposed Willpower to cancel opponent’s attack or reduce SPD next turn by 1/success	F2
Telepathy	C/ turn	n/a	n/a	n/a	Link 1 person/Focus, Ranged	F3
Teleport	2C	+3	-	-	Move (Int + Focus), Invulnerable until end of turn	F5
Terrify	C	+1	-	None	Ranged (all w/in sight), Manipulation + Focus vs. Willpower to force victims to flee (Hold Manipulation + Focus vs Will)	F3
Thunder Blast	C	+0	+4	One	In-hex, KD, KB =Int + Focus	F3
Thunderclap	C	+0	-3	None	Hits everyone else within 3 hexes	P1, F3
Tornado Uppercut	C	-1	+3	None	Ranged (1), hits target hex and all adjacent except for the fighter, KD	P1, F3, Power Uppercut
Toughskin	C	-	-	-	Modify Any, +2 Soak until end of turn	F2

Venom Strike	C	+1	+2	-2	Hindrance (-1 Spd, -1 to damage results) for 2 turns	P2, F2
Waking the Dragon	-	-	-	-	requires 2 turns, allows for one Chi Reroll, useable once per day per point of Focus	F1
Wuwei/Kurai Spirit	C	-	-	-	Modify Any, use opponent's strength instead of own when calculating damage	F3
Yoga Flame	2C	-2	+7	None	Projectile, 2 hex long cone (triangle), KD	F4, Fireball
Zen No Mind	W	-	-	-	Modify Any, Choose 3 maneuvers, use 1. Declare highest speed maneuver. If interrupted, you must choose now and restate speed if it has change; if not interrupted, you may ask for the opponent's maneuver declaration before choosing your maneuver.	F3