

Kung Fu

Without a doubt there has been one or another survivor of the Great War in California, that knew Kung Fu. But certainly there has not been a group that did as much for the preservation of this martial art in California as the people of the Shi-Huang-Ti in San Francisco.

In this thousands of years old ancient art, both body and mind are trained: in San Francisco there are two great Kung Fu schools, that even teach the children of many Shi and whose leaders, Lo Pan and the Dragon, stand in continuous competition. Both schools represent their own style and both leaders choose carefully those who are worthy of learning their mightiest techniques.

Rules

If you have learned Kung Fu, all your parries against kicks and punches receive a +5 bonus. So do all kicks and punches you use to attack. Furthermore, each kick does an additional 2 points of damage and each punch 1 more point.

You are furthermore able to perform the special kicks and punches further down: “Hand edge punch”, “straight punch”, “High Kick” and “Spin Kick” **(the damage bonus mentioned above does not apply to those punches, since it has already been accounted for in their table).**

The special attacks “Dragon technique” and “The Whirling Cobra” can only be learned in the schools of San Francisco's Chinatown and only, if a character succeeds in convincing one of the Masters, that he is worthy of learning that technique.

Additional techniques

| Hand edge punch | |
|------------------------|--|
| Damage | 1 D3 + (unarmed damage +2) * 2 |
| Range | 1,5 cm |
| AP costs: | 3 |
| Handicap: | See special rule |
| Special rule: | The attacker must predict on which body part he aims. Head: +5, Torso or arms: -10 |
| Description: | The attacker punches in a downward movement or one coming from the side, but does not hit with the full area of the fist, but only with the thin edge of the hand, thereby concentrating the force of the hit. |

| Straight Punch | |
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| Damage | 1 D3 + Unarmed damage + 2 |
| Range | 0 cm |
| AP costs: | 2 |
| Handicap: | -10 to the head, +5 to the torso or arms |
| Special rule: | If more than one straight punch <i>hit</i> is made <i>by the same attacker</i> against the <u>same opponent</u> in the same round, the second hit does +1 damage, the third +2, the third +3 and so on... |
| Description: | A punch with closed fist, that keeps the elbows of the attacker close to the body. While this prevents a maximum of kinetic energy in each punch, the fast sequence of attacks this allows should compensate for the relatively weak single punches. |

| High Kick | |
|------------------|---|
| Damage | 1 D3 + (unarmed damage +2) * 2 |
| Range | 3 cm |
| AP costs: | 4 |
| Handicap: | -40: Head -30: Torso/Arms |
| Special rule: | The chance for a critical hit is increased by 20 points for a hit to the head, and by 10 for a hit to the torso. |
| Description: | A kick in which the attacker, in part through a special way of standing, in part by learning back his upper body, lifts the kicking leg up to head level. |

| Spin Kick | |
|------------------|--|
| Damage | 2 D3 + (unarmed damage + 2) * 2 |
| Range | 3 cm |
| AP costs: | 5 |
| Handicap: | -45 |
| Special rule: | None. |
| Description: | The attacker spins around his own axis for this kick, thereby giving the kick that extra bit of energy. A challenging technique that can wreak considerable havoc. |

| Dragon technique | |
|-------------------------|--|
| Damage | 1 D3 + (unarmed damage + 2) * 5 |
| Range | 0 cm |
| AP costs: | 3 |
| Handicap: | -50 |
| Special rule: | With a hit to the head or torso, the hit opponent immediately loses consciousness for 2 D6 rounds. A hit to the extremities leads to a test on luck. If the test is passed, this body part can't be used for the rest of the fight. If it fails, one of the bones of said arm or leg is broken and that extremity can't be used for the rest of the fight and several weeks after that. |
| Description: | A technique that creates, on very short distances, an impressive amount of energy, due to some complicated movements especially in the wrist. Usually, the opponent is only hit by two knuckles of the striking hand, thereby concentrating the force of the blow. The dragon claims to have learned this technique by studying records about the old styles of south China. Lo Pan deridingly claims that he stole it from bad Hollywood movies. |
| Note: | This technique can only be learned from the dragon, one of the two great martial artists of the Shi, and only by succeeding in convincing him, that one is worthy of being taught. |

| “The whirling Cobra” | |
|-----------------------------|---|
| Damage | 1 D6 + (unarmed damage + 4) * 3 |
| Range | 3 cm |
| AP costs: | 6 |
| Handicap: | -60 |
| Special rule: | The hit opponent is pushed back by 4 D3 cm and must perform a body control test that is handicapped by twice the amount of damage taken. If he succeeds, he can stand up for 6 AP in his next round. If he fails, he loses consciousness for 1 D6 rounds – before he's allowed to stand up for 6 AP. |
| Description: | The Whirling Cobra is a breathtaking technique, in which the attacker jumps towards his opponent, performs a 360° turn in the air, that leaves the enemy no clear target to defend against and that usually confuses even more, since the jump is mostly angled slightly sideways, before the attacker finally rams his foot with incredible power into the breast of his opponent. Lo Pan claims that nobody can take a hit of the Whirling Cobra. The Dragon claims that Lo Pan might well be right, if he succeeded in weakening the Dragon with poison before a fight. |
| Note: | This technique can only be learned from Lo Pan, one of the two great martial artists of the Shi, and only by succeeding in convincing him, that one is worthy of being taught. |