

ELEMENTAL ARTS OF WAR

by Jason Miller

BURNING SOUL STYLE: THE ART OF THE DETERMINED FIRE

Skill Used: Unarmed Combat or Melee Weapons

This art has the user create fire powered by their spirit to fight for what they believe in.

Basic: Soul of Fire / A practitioner of Burning Soul have learned to draw out the power of their Spirit as a living flame. They can focus this flame into a weapon to fight. You can use it with either the unarmed combat or the melee weapons skill. Your damage modifier of the flame is equal to your Spirit.

Advanced: Burn All or Burn Out / The offensive style of Fire lend itself to daring strategies. If this ability is used during an attack all successes on the loser's side are treated as zero so that they take the damage of all of the winner's successes. Careful as if you fail you take the extra damage.

Master: Power of the Inferno / Infuse your attack with even more spirit. You can add damage to any successful attack (or counter attack) by burning 2 soul for every 1 extra damage.

Supreme: The Ember that Defies Fate / If you make a successful Spirit: Willpower check and spend 20 Soul the user can use the power of their Flame to defy fate itself. For every success gained during the initial Spirit: Willpower roll this power lasts one round. While it lasts every failure rolled can be rerolled for another chance at a success.

GAIA'S GRACE: THE ART OF THE GENTLE EARTH

Skill Used: Marksmen (Bow)

This art uses a combination of archery with the bending of the earth itself to attack and defend. Their connection to the earth is where the power of this style is truly found.

Basic: Gaia's Protection / Those who are in tune with the earth are guarded by it. A user of this style gains +2 dice when defending but can not counterattack while receiving this bonus.

Advanced: Barrage of Stone and Arrows / By combing strikes from the earth with shots from their bow users of this style have gained an impressive ability to fight off many foes at once or cause a lot of damage to a couple. Effectively a user can increase the rate of fire of their weapon by an amount equal to their Senses. However they can not exceed available ammunicions. Also remember to check the rules on rate of fire before using this skill in play.

Master: Crippling Strike / A Master of this style knows how to truly take someone out of the fight. If an opponent receives damage from a master of this style they must check of damage to their critical wound boxes first before anything else. If an opponent does not have a critical wound box they still start bleeding out losing 1 vitality a turn.

Supreme: Gaia's Grace / You have reached the point where the earth around you flows at your beckoning. At this rank you can use your Marksmen skill to defend and counterattack against all Melee, Unarmed and Ranged attacks

SOLID MOUNTAIN STYLE: THE ART OF THE HARD EARTH

Skill Used: Unarmed Combat, Willpower

The Gentle Earth strives to perfect unity with the Earth through their bond with it. The Hard Earth strives to perfect unity with the Earth through first having unity within oneself. This is reflected in their simple fighting style that stresses being an unmovable, overwhelming force of nature.

Basic: The Unbending Stone / The basic tenants of this style stress the unity of the body, mind, heart, and soul. A practitioner can use the Willpower skill instead of the Unarmed Combat skill to fight. Also the practitioner's Unarmed attacks now do +2 damage.

Advanced: The Unmoving Mountain / This technique involves stopping an opponents attack in mid motion and breaking them with a devastating counter. If this technique is used when defending the loser of the rolls has all of their successes reduced to 0 and they take the full power of the winners attack. Also the practitioner's Unarmed attacks now do +4 damage.

Master: The Unstoppable Avalanche / The Unmoving Mountain can now be used during attacks. Also the practitioner's Unarmed attacks now do +10 damage

Supreme: The Undying Earth / The user has gained true unity within themselves as well as the earth. At this level, two additional Dead Boxes are granted to the character. Each one can be used to grant an additional +3 dice to all rolls, but only one single box can be recovered per game session.

WILD HEARTSTYLE: THE ART OF THE CARING WATER

Skill Used: Unarmed Combat

The core of this art is the bond between the practitioner and their heart beast. The heart's beast is a creature of water created through a complicated ritual involving the use of a soul gem to bring to life a manifestation of the user's heart. It can change its size at will but generally only has one form. Also, while it is made of water, it feels like the creature it takes the form of to the touch.

Basic: The Bond / You fight with your heart beast at your side and the bond between you is your power. All attack and defense rolls can be made with Empathy.

Advanced: The Skill / Your connection with your beast have made it a force to be reckoned with. You can now attack with him as if he was a ranged weapon. The attack itself is made with a Senses: Unarmed Combat roll. The damage is equal to your Empathy with a rate of fire of 1 and a range equal to your senses times 2 in meters. This attack can only be defended against with Evasion.

Master: The Caring / Your beast will defend you from any harm. When using this ability you can defend against all incoming attacks using Empathy. Even if you fail to block the attack the damage of the attack gets reduced by the number of successes you rolled. However, you can not counterattack with this ability and, whether you succeed or not, you must spend 3 soul when activating it.

Supreme: The Unity / You and your heart beast fight as one. You can use Senses: Unarmed Combat to defend and counterattack against Melee, Ranged, and Unarmed Combat Attacks. Your damage is equal to your Empathy.

DANCING AIR STYLE: THE STYLE OF THE FREE AIR

Skills Used: Unarmed Combat, Movement

The Free Air teachings stress the power of the mind and imagination to elevate oneself. Their combat arts on the other hand stress using momentum and wind to out maneuver and overpower any who dare attack you.

Basic: Prelude, A Simple Step / This art is called a dance by some because the user only stops moving when their opponents are on the ground. You can use your Movement skill in place of your Unarmed Combat skill to attack and defend. Also all Damage from unarmed attacks gain +2.

Advanced: First Movement, From a Breeze to a Barrage / Your dance can confuse your opponent making an opening for you to attack. If this attack succeeds then the difference between the attackers and defenders successes is multiplied by 2 after which all other modifiers are applied. If it fails to give you an opening the same thing happens with you taking the extra damage. Also all Damage from unarmed attacks gain +4.

Master: Second Movement, The Wind Reverses / You can use the first movement for defense. Also all Damage from unarmed attacks gain +10.

Supreme: Final Movement, Bring on the Storm / You can focus all the momentum of your dance and all of the moving air around you into a single strike. You can add damage to any successful attack (or counter attack) by burning 1 soul for every 1 extra damage.

DARK STORM STYLE: THE STYLE OF THE BLACK WIND

Skills Used: Melee Weapons

The Black Wind also stresses the mind but puts more importance on logic then imagination. Their art stresses controlling every variable and slaying their enemies without mercy.

Basic: The Correct Mindset / Using logic and always having the advantage is how you win. A practitioner of this style can use Knowledge to attack and defend with melee weapons.

Advanced: The Correct Manipulation / You lure your foe into making a fatal mistake. When you use this technique in defense the difference between the numbers of successes is doubled before other damage modifiers are added. If you fail in this defense then your manipulation failed and you take the extra damage.

Master: The Correct Move / Your ability with the predicting your foes movements through planning have reached its peak. Your foes can no longer defend against your attacks with the unarmed Combat or Melee Weapon skills.

Supreme: The Correct Logic / You have attained the true power of the sky and the mind it governs. For one round the user can take their Knowledge score and add that many dice to any Body, Agility, or Senses roll made that round. This ability cost a number of soul equal to their Knowledge. The user can spend less soul for a weaker effect.