

# Oriental Adventures

*A Legends of Anglerre Extension by Radulf  
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## Martial Arts

Martial arts are a central aspect of an oriental game. In an oriental game, unarmed attacks should at least be an attractive option for players.

A character should pick a fighting school he belongs to. This is an **aspect** that can be used in combat in accordance with the fluff text provided in this section. Each style also opens up a series of stunts that can be taken.

## Styles

**Monkey Fist Style:** This style is inspired by the fighting of monkeys and uses open-handed slaps and kick-punch combos involving all four limbs. The style is fast and close-in, which makes it poor against long-reaches techniques - until the martial artist has moved into close range! Also, disciples of this school are easy to trip.

**Snake Style:** The fluid motions of this style are inspired by striking snakes. The style was designed to defeat the tiger style but fares poorly against the monkey fist style. The snake style also emphasizes stealth and its followers can move almost unheard.

**Tiger Style:** This style mimics the claws and bites of a tiger. It includes death-defying leaps and focuses on avoiding damage due to falls or throws.

**Dragon Style:** A minimalist style that has few techniques but makes heavy use of chi-based attacks. In pure hand-to-hand combat it is inferior to other techniques but its followers have great resolve and insight into the laws of nature.

**Way of the Staff:** This fighting school makes heavy use of the staff. It emphasizes the use of extended reach and wild swings, which makes it less effective in confined spaces.

**Way of the Fan:** This style makes heavy use of

war fans as a distraction. The style is useful in maneuvers for setting up attacks but detractors consider the style to slow and with too few good attack moves.

**Way of the Sword:** The followers of this style are well-trained with the sword but have neglected the use of their fists. This style is fast and explosive. Its followers are also known for their ability to dance.

**Exploding Fist Style:** This school focuses on sudden, explosive strikes with the bare fist. The style is very useful against slow styles but weak against defensive styles. Practitioners typically cry out loudly during an attack.

**Path of the Everbending Reed:** With a focus on defense, this style makes use of the enemy attack's force in order to execute throws. Its disciples are often modest people who abhor acts of violence.

**Fist and Foot:** Kicks and punches are the main elements of this style. Combat is fast and energetic but weak against defensive styles. Fist and Foot is the original form of the exploding fist style, which many consider superior, except that Fist and Foot has a higher reach.

**Steps of the Wind Path:** This style is somewhat slow due to its elaborate patterns but involves incredible jumps and leaps that give its disciples the ability to reach advantageous positions on the battlefield.

**Dark Fist Style:** A style that has a sinister reputation and focuses on channeling bad chi into the opponent's body. The style relies mostly on touching pressure points which makes it deadly but ineffective against armor. Due to the accumulation of negative chi, the followers of this path tend to look worn and ill.

## Stunts

**Chi Strength (all schools):** Your unarmed damage is increased by +2.

**Chi Strike (Dragon Style, Exploding Fist Style):** By investing 1 point of composure stress you can create a chi bolt that has a range of 2 and deals +4 damage.

**Ghoul Fist Strike (Dragon Style, Dark Fist**

**Style, ):** Your strike paralyzes your target. If you deal any damage and the target has not yet taken a minor consequence, it must take the consequence “sluggish movements”.

**Insane Charge (Steps of the Wind Path, Tiger Style):** You can move 2 zones without an Athletics check and you do not suffer the -1 attack penalty.

**Deceptive Strike (Way of the Fan, Way of the Sword, Path of the Everbending Reed):** When attacked, you can lower your defense result by 3 in order to make an immediate counter-attack. However, this must be declared before rolling your defense.

**Strike of Heavenly Confidence (Exploding Fist Style, Tiger Style):** You gain a +2 on your attack but your enemy may make an immediate counter-attack at -2 if he survives your blow.

**Touch of Death (Monkey Fist Style, Snake Style):** By spending a FATE point, you can force an enemy who just took physical stress to take a consequence.

**Twin Kick (Fist and Foot, Steps of the Wind Path):** You can attack two opponents in the same zone with a single attack roll, unless they take a special maneuver to “spread out”.

**Vampiric Palm Strike (Dark Fist Style, Fist and Foot):** You can declare a special unarmed attack to use this power. If you hit and manage to achieve spin, you can transfer one of your consequences to the enemy, if she still has that slot available. Otherwise the attack deals no damage.

**Crane Stance (Way of the Staff, Way of the Sword):** Roll Athletics vs. +3 as a normal action. If you succeed, you gain the aspect “Crane Stance”. This aspect can be tagged for defense or offense but is fragile.

**Soft Like Water (Path of the Everbending Reed, Snake Style):** You can turn an opponent's attack into your own. When the enemy attacks you but misses, you can use his attack result as an immediate counter-attack. E.g., if your opponent rolls a Fists +3 and you an Athletics +4, the attack misses you. With this stunt, you can now use the +3 result for a counter attack that the opponent must defend against.

**Five Pressure Point Heart Explosion Technique (all schools, requires two other techniques):** This advanced attack form is only taught to advanced pupils. After a successful hit the martial artist can attack his opponent at any range through an opposed Resolve roll. If successful, this attack deals +3 damage.