

Caroline Parker

You've always been an "acquisition expert." You were born with a great grip and a knack for getting into second-story windows. You were as surprised as anyone the day you slipped, fell, and died. After your burial, though, you came back feeling . . . good? Now you save money on food costs, work even better in the dark, and feel almost indestructible. Sure, there's the diabolical voices in your head that occasionally take over and make you murder innocent people in their sleep, but that's only happened once. You hooked up with some friends who seemed to understand your condition, and they help make sure you remain yourself.

Strengths and Weaknesses

You're already dead, so you're basically impossible to kill except via a head shot (or the equivalent, like your brain being burnt with the rest of you in a fire). You don't need to sleep, eat, drink, breathe, or any of that nonsense. Now the downsides: If you're injured, you need a lot of red meat to heal. You normally stink of death, so you've chosen to stink of (*way* too much) perfume instead. And there are voices in your head. You only need to sleep about four hours a night, but it gets *really* hard to keep those voices at bay if you don't. You were left with obviously broken ribs that never healed; thus, you've become *much* more modest than you were before your "rebirth."

Personally, you're a great thief. You're good at casing a place, breaking in, all that. You came back with cats eyes, which let you see perfectly as long as there's *any* light – even ultraviolet light – but rendered you completely colorblind. (You also lost your senses of smell and taste, which is a mixed blessing at times.) You steal out of greed, but also because there's a part of you that just *wants* to. The only real mental scarring from your transformation is this irrational (?) fear that if someone stares at you for long enough, they'll know the truth. You're thus terrified of crowds – once more than a few people are gathered, you don't know who's casing you, figuring you out, sneaking up on you . . . ahhh! It's terrifying.

Father Joseph Donovan

You are a Protestant minister who moves from town to town, teaching people about the Lord. You are making your way west (in no particular hurry), as you've heard vague rumors of sinful things going on in California. You have pledged to help your fellow man, and can rarely turn down any request for aid, even if you should know better – it's just who you are. You will never start a fight, but are not averse to finishing one if necessary. You tend to be very direct and honest; you've never seen the point in hiding your thoughts, and are thus not very good at it.

Strengths and Weaknesses

You are well-versed in theology and can deliver a stunning sermon when prompted to. You are fairly good with people in general; while you can be a bit stubborn and blunt, you can usually do so in a charming and friendly manner. In general, you have the skill set one would expect of a scholarly traveler.

Divine Favor

You can call upon the might of the Lord! This requires two rolls:

1. A “petition” roll to see if He's listening; that's 8 or less, modified by things like how long (and loudly) you pray, where you are, and if any worshipers are praying along. *If* this roll succeeds, make . . .
2. A “reaction” roll to see whether He grants your request; this is modified by what you're asking for and (most important) how good of a Christian you've been lately. You get an extra +1 due to your Power Investiture.

Both rolls are at -1 for every prayer you've already had answered in the past 24 hours. Learned prayers (see below) don't count against this – you can use them freely.

When praying, you can either ask for something specific, in which case the reaction roll determines whether He grants it or not, *or* you can just pray for any help, in which case the reaction roll determines the degree of aid He sends you. There's no real limit to what you can ask for, but easy prayers (a bit of luck, minor protection, etc.) are *much* more likely to be granted than major ones (e.g., resurrection, plagues).

Learned Prayers

As a show of faith, God has granted you the following “learned prayers.” You can invoke these without any roll, after only *one second* of silent prayer, as long as you've been a good Christian lately. You may only invoke one learned prayer at a time, and while using it, you cannot otherwise use Divine Favor in any way.

Confidence: Pray before you roll the dice; you can roll three times and pick the best one. Can only be used once every 30 minutes (real time, not in-game time).

Final Rest: Pray over a corpse to guarantee that it won't come back as undead, etc.

Flesh Wounds: Pray when you're hurt. Over the next 10 minutes, you recover 1 HP per minute. Can only be used once every 15 minutes (in-game time).

Lay on Hands: Pray when someone else is hurt and touch their skin. You absorb their injuries. You still have to heal these, but you can use Flesh Wounds to do so.

Protection from Evil, Enhanced: Pray when supernatural threats are nearby. Roll a Quick Contest of your Will+10 vs. their Will; they cannot come closer than your margin of victory in yards (minimum one yard).

Sermonize: Pray before speaking. For as long as you are 100% honest and truthful, you get +5 to all reaction rolls and Influence rolls, and to your Leadership and Public Speaking skills.

Spirit Weapon: Pray when facing a spirit foe. Any weapon you hold (or your fists) can hurt it *and* leaves a burning wound.

Jeremiah Coldwater

You've seen things you don't ever want to talk about. The Weird West should have killed you, by rights, but you managed to survive . . . with a stab wound through your stomach that *still* gets infected from time to time. Now you roam from town to town, picking up the occasional bounty so you can afford to drown your sorrows in bottled relief. You don't tell anyone your story. You try not to form any emotional attachments. You just keep on living because the alternative doesn't seem all that great.

Strengths and Weaknesses

Your mind and body are scarred – you are literally no longer capable of feeling joy or love. But you're not a bad guy! You still have morality and you do what's right; but nothing makes you smile. Your traveling companions are the closest things to friends you have.

You're Death himself with a rifle in your hand (see below), and your years of bounty hunting have given you a useful set of skills for outdoor survival and tracking people down. You're able to take care of yourself in a fistfight as well, but if things are serious, you're surprisingly capable at using your long arm in very close quarters.

Man's Best Friend

If you take a shot while you're standing or walking slowly, you get a bonus equal to half your rifle's Accuracy (so normally +2). If you're moving faster *or* if you're in close quarters, you don't get this bonus, but you *ignore all penalties* for movement and cramped quarters. In other words, you can shoot someone while running at top speed *or* while in close combat with someone, at no penalty. (If someone successfully *grapples* you, that changes things, though.)

You have a few specific tricks. First, three perks:

Bend the Bullet: You ignore up to -2 in cover penalties when shooting.

Quick Reload: If you make a successful Fast-Draw (Ammo) roll, you can reload your rifle fully in just one second.

Rope Shooter: Rope isn't any easier for you to *hit* (it's so thin!), but if you do, the bullet is guaranteed to sever it instead of just fraying it a little bit like bullets usually do.

And two important skills:

Zen Marksmanship: With a successful roll, you only take *one-third* the normal range/speed and size penalties! This skill takes time, however. It's at -10 if used instantly, -5 if you concentrate for one second first, -4 with two seconds, -3 with four seconds, -2 with eight seconds, -1 with 16 seconds, and no penalty if you concentrate for 32 seconds first.

Blind Fighting (Distant Use): *If* you first succeed at a Zen Marksmanship roll, you may also roll against Blind Fighting (at no penalty). This doesn't take any extra time. If successful, you *also* ignore all penalties for darkness, invisible opponents, etc., for that one shot.

Blind Fighting (Close Use): *If* an unseen foe is close enough that you could *smack* him with your rifle (about two yards away), you may roll against Blind Fighting to ignore the penalty for darkness, invisibility, etc.

John Bear-Heart

You are a brave from the Sioux tribe. Fed up with tribal politics, you decided to walk the world for a while and see its sights. You've been unpleasantly surprised by just how bad it really is! You are absolutely convinced that white people are jealous of you, and you actually enjoy scaring them with your size and "savagery." (Deep inside, *you're* the jealous one – if anyone else is hogging the spotlight or looking too good, you *have* to find a way to make yourself look better.) Despite these minor failings, you're definitely one of the Good Guys; you believe in helping the weak and doing the right thing. Your totem spirit (Bear, obviously) wouldn't have it any other way.

Strengths and Weaknesses

You're tough, you're strong, and you're an experienced outdoorsman. You're an excellent tracker, fisher, hunter, and all around survivalist. You often make money by hiring out as a wilderness guide to white men. And you're great in a fight, whether a bar brawl or a bloody battle; you prefer using a bow at range, then switching to your club and shield for close combat. You never really got the hang of the white man's technology, so you don't use guns – though you *can* if you really have to (it's not a moral thing). You speak English fairly well (though it's obviously not your native language), but you cannot read it at all.

Because you've maximized your Instant Shot technique, you can draw, notch, *and* fire an arrow all in a single action; this makes you two to three times as fast as a normal archer. As well, you know how to use your bow to parry incoming attacks without automatically damaging it. Still, you're usually better off in a melee using your club and shield.

Acrobatic Moves

When using your club, bashing with your shield, or if you happen to pick up a spear, you can make one of these attacks. All three use the Move and Attack maneuver, but without the normal skill cap of 9. Each inflicts -6 on the attack roll, but spending 1 FP when attacking removes this penalty completely! (This FP cost is a form of extra effort; Breath Control, Fit, and Very Fit all help recover it more quickly.)

Acrobatic Attack: Roll Acrobatics. If you fail, you can run up to half your Move and then attack (at -6). If you succeed, you can run up to your full Move and then attack (at -6), and any ranged attacks against you this turn add your Move to the range.

Flying Attack: Run up to your full Move, then roll against DX or Jumping. Failure means you fall; your turn is over. Success means you jump for extra distance (half as far as you ran) and then attack (at -6).

Spinning Attack: Spin or backflip in place, attacking any one opponent within reach or range in any direction (at -6), then end up facing in your original direction.

Juan Fuergo

You are a third-generation Mexican-American; you were raised in Colorado and don't speak a lick of Spanish. Doesn't stop people from giving you crap about your race, of course, but that just gives you an excuse to pistol-whip 'em. You consider yourself a dashing action hero; you *know* you're good enough to take on any situation, and you believe in acting first, thinking later. Whatever money you earn from bounties or odd jobs tends to go *right* into the local saloon – you work hard, so you play hard, right? That's how a dashing action hero lives!

Strengths and Weaknesses

You are ridiculously good with a pistol – or even better, a matched pair. You're a very physical person; you're comfortable climbing, rolling, jumping, sneaking, and so on. You may be hotheaded, brash, and impulsive, but at least you look good doing it! And because you're a Daredevil, when you do put yourself in unnecessary danger, you get +1 on *all* rolls *and* reroll critical failures.

Oh, and you may only be 5'1", but you do *not* put up with short jokes.

(PS: Everything anyone says that could be *remotely* taken as a short joke, you think is a short joke. "You think they'll come back?" "Nah, small chance of that." "Small chance? Small? What's *that* supposed to mean?!")

The Way of the Pistol

Your normal combat mode is to draw both pistols simultaneously and then thumb the hammers to fire up to four bullets per turn – either all at one target or split evenly between two. If you're standing or walking very slowly, you get to treat your shots as aimed (normally +1 to skill). If you're moving any faster, they're unaimed, but you *ignore* all penalties for movement, no matter what you're doing! For example, you could shoot someone in the middle of a somersaulting leap, at no penalty. Similarly, you ignore all penalties for being in close combat with someone; you "shoot from the hip" at full skill.

Here's a quick summary of things that give you a shootin' bonus – all cumulative:

- +1 if you're standing or walking slowly (from Gunslinger) – this may change if you switch pistols.
- +1 if you fire more than one bullet at a target (from Tracer Eyes).
- +1 if you're putting yourself in unnecessary danger (from Daredevil).
- +1 if you just use one pistol, held in both hands, braced (anyone can get this bonus).

In addition, there are some cool tricks you can do and benefits that you have:

Akimbo: Even if your hands are full of pistol, you can use them normally – so you can reload, open doors, etc., at no penalty.

Bank Shot: You can bounce your bullet off a surface to hit a target (at -2 to skill).

Blind Fighting: If you make your skill roll each turn, you can shoot unseen targets at no penalty, but *only* if the target is within your reach (no more than about a yard away). No blind sniper shots, sorry!

Just Winged Him: You can do less damage than normal with a bullet, even zero damage.

Pistol-Fist: You can roll against Guns skill (instead of a separate unarmed skill) to pistol whip someone.

Quick Reload: With a successful Fast-Draw (Ammo) roll, you can reload as a free action.

Julie Adams

You're a freelance reporter for the Epitaph, sending in stories from all around the West. Armed with your trusty notepad, you're willing to talk to anyone, sneak into any place, and poke your nose wherever you think you hear a good story. Of course, you have an edge in that you're a hexslinger as well! You prefer to keep that side of you a secret, though . . . it's better to be underestimated than feared, after all.

Strengths and Weaknesses

You tend to rush headlong into danger, but only because you have a pretty good sense of when things are about to get too hot to handle. In fact, when you see something weird or strange, your first instinct is to head *toward* it, and you believe *strongly* in giving strangers a chance to show that they're friendly – even strangers who appear to be undead, elemental, or otherwise inhuman. You have a mix of investigative and “roguish” skills, and carry a small Derringer for protection. You also know a modest selection of hexes; see below.

Hexes

You can cast the following hexes, either by gambling on a good hand of cards *or* by letting the manitou drain your life energy (FP). The bold parentheses show your skill level and the minimum hand size; the more difficult this minimum hand, the more dangerous the hex is to cast!

Your maximum hand size is six cards. If you draw a Joker, you can *theoretically* avoid having to use it, but only if the other five cards can satisfy the hex's requirements.

A Glass Darkly (14, Pair): See into the past via a window pane (p. H25).

Foolishness (13, Pair): Reduce the subject's IQ temporarily (p. D76).

Helping Hand (14, Pair): Heal from 2 to 8 HP (p. D76).

Hunch (14, Pair): Determine the recent history of an object (p. D77).

Imposter (14, Pair): Change your body's appearance (p. H23).

Missed Me! (14, Pair): As long as you do nothing but concentrate, physical missiles (e.g., bullets) automatically miss you (p. D77).

Phantom Fingers (13, Pair): Manipulate items at a distance (p. D77).

Silver Tongued Devil (13, Jacks): Huge bonus to Fast-Talk and reaction rolls (p. H32).

Spirit Coils (15, Ace): Wrap up a foe in ghostly rope (p. H18).

Kurt Stanley

You were a Union soldier – an enlisted man. You fought well and valiantly, got shot, and died. So you're not technically a deserter, just a former soldier who happens to be undead. Unfortunately, the bullet that killed you is still lodged in your brain, and sometimes it makes you come across as a little bit spacey or not-all-there. The good news is that people tend to underestimate you because of this.

Strengths and Weaknesses

You're already dead, so you're basically impossible to kill except via a head shot (or the equivalent, like your brain being burnt with the rest of you in a fire). You don't need to sleep, eat, drink, breathe, or any of that nonsense. Now the downsides: If you're injured, you need a lot of red meat to heal. You normally stink of death, so you consume a *lot* of alcohol instead; you can't get drunk, and better to have people think you're a lush than an undead monster! And there are voices in your head. You only need to sleep about four hours a night, but it gets *really* hard to keep those voices at bay if you don't. The gunshot entry wound is clearly visible at the back of your head, so you always, *always* wear a hat.

Personally, you're strong, hardy, and a hell of a good soldier. You're a crack shot with a pistol and quite good with a rifle. You were also gifted with retractable claws that make you a terror in hand-to-hand combat. (Your character sheet lists the damage *with* the Claws; when they're retracted, you do -1 damage.) You are a bit absent-minded, though, and you have a hard time focusing on things for a very long time. Socially, you're a friendly guy, but those brain issues give you a speech impediment and your whole situation sometimes makes it hard to "get" other people.

Marshal Tom Wilkinson

You are the law – a U.S. Marshal with jurisdiction across the West, traveling from town to town, wherever the Marshal’s Office thinks you’re needed. You lost your arm *and* your family to a demonic bear attack many years ago; you’ve long since adapted to having one arm, but you never quite recovered from the larger loss. So you’ve thrown yourself into your work – it defines you. You care about all of the innocent people in the world and make damned sure they’re safe when they go to sleep, even if it means another sleepless night of work for you.

Strengths and Weaknesses

You have the power to make arrests anywhere you go . . . in theory. In practice, you need to take the feelings of local law enforcement into account. Some sheriffs have been known to “accidentally” shoot a marshal who they feel is encroaching on their territory. You can sometimes get backup from the home office, though this takes time and access to a telegraphic station. One thing they did equip you with is a Gatling pistol – a steampunk invention that fires three bullets with every squeeze of the trigger. You’ve got to be careful, however, as the thing *occasionally* explodes if you aren’t careful. (That’s why you have a normal revolver; you only break out the Gatling one for special situations.)

Not that you have to rely on your badge and gear, as you’re also highly trained. You can track down and outguess most criminals, interrogate a prisoner, talk someone into helping you, and hold your own in a fight. You’ve even learned how to reload your pistols one-handed. You’re skilled enough to work on your own, but you realize the value of having friends along to back you up, of course.

Professor Ignatius Plume

You are a man of science! There's no problem that can't be solved via a careful application of engineering. People get in the way, but *things . . . things* work just like you design them to. And yes, sometimes your inventions explode or mutate random people nearby, but that's not because they're unreliable – like humans. You can always trace it back to a flaw you made. You, with your human mind. If only you could turn your brain into a machine . . . ah, to dream.

Strengths and Weaknesses

You are an inventor. You have two inventions that are fairly reliable – a set of goggles that allow you to see spirits and a ray gun that stuns hardy people and puts the weaker ones straight to sleep. Those do break down or blow up, but rarely, and at least you've worked out the major bugs.

When you need more gear, you can use one of your Engineer skills to create it! This takes access to parts and a bit of time – from a few minutes for a minor gadget to several hours for something major. If you lack the time, you can use your *Gizmo once per session* to either pull out something minor *or* to declare that you “already invented something” and roll retroactively to make it.

Where you fail at is human interaction. You, personally, are a hotbed of emotions. Your bipolar mood swings mean that you're either giddy, excited, and hyperactive, or mopey, lethargic, and depressed. However, you can't relate to other people at *all*. You don't just have bad social skills; you have none. You regularly say the wrong things and misunderstand subtle queues, and you're a horrible liar (because frankly, you just don't see the point) who's easy to lie *to*. Still, this doesn't strike you as a *personal* problem – it's something to be overcome by figuring out how to evolve the human race into something . . . better.

Samuel Windspeaker

You are a Sioux shaman, charged by your spirit guide (Wakan Tanka, “The Great Mystery”) with venturing forth and righting the evils of this world. You see yourself as responsible for everyone and everything in it – with the exception of those who have openly embraced evil, of course. Because of this, you are *very serious* at all times. The world has gone to Hell, literally, and this is no joking matter.

Strengths and Weaknesses

You speak English fairly well (though it’s obviously not your native language), but cannot read it at all. You are not sworn to avoid modern technology, but you avoid it as much as possible to keep your shamanic rituals as pure as possible. You can handle yourself in a fist-fight and can wield a bow if necessary, but if you know violence is on the horizon, you’re more likely to work rituals to deal with it. You can speak to spirits at will (and they are usually willing to talk to you), and can commune with Wakan Tanka – though the latter only gives you vague guidance, not an actual conversation. And obviously, you can work rituals (see below) by convincing minor spirits to aid you. You are a generalist; decent at many things, rather than amazing at one.

Rituals

Rituals normally require a great deal of time (10 minutes or more), a consecrated area, a connection to the subject, and various drawn symbols. However, while you wear your special medicine bag around your neck, you can ignore *all* of those requirements, invoking any ritual in just 1d seconds without penalty. Don’t let anyone damage or steal that bag! When working a difficult ritual, you can use Symbol Drawing for a bonus, but this takes an extra 10 minutes (with or without your medicine bag).

The rituals you’ve specifically trained in are listed below, along with their skill level (in bold parentheses). But you *can* work other rituals! There are too many to list here, so if you want to try something, tell the GM – he’ll let you know if it’s possible and if so, which Path it defaults from and at what penalty.

Astral Projection (12): Leave your body (p. 159)

Aura Reading (14): Learn about a person (p. 151)

Banish (15): Damage a spirit – difficult! (p. 160)

Bind (12): Give a spirit orders (p. 160)

Charm Against Dark Beasts (8): They flee (p. 157)

Cleansing (10): Dispels a curse (p. 157)

Conjure Flame (13): Summons fire (p. 143)

Curse Sanctum (14): Protection from curses (p. 157)

Dose (14): Cures diseases and ailments (p. 148)

Endure Elements (14): Tolerate temperatures (p. 143)

Exorcise (13): Drive spirits away (p. 161)

Ghost Sword (12): Let a weapon injure spirits (p. 161)

Lay to Rest (15): Keep the dead in the afterlife (p. 162)

Locate (11): Find a person or object (p. 151)

Obscurity (8): Make something harder to find (p. 141)

Predict Weather (12): For the next few days (p. 156)

Read Memories (7): Obtain old information (p. 151)

Read Thoughts (7): Obtain current info (p. 152)

Scry (11): Get a brief vision of the subject (p. 152)

Soar with Eagles (9): Share a bird’s vision (p. 86*)

Soothe (14): Relieve pain and symptoms (p. 150)

Speak With Beasts (9): Talk to animals (p. 156)

Spirit Trap (11): Seal a spirit in a jar or bottle (p. 162)

Stroke of Luck (11): Get a lucky break (p. 154)

Succor (10): Greatly speed up healing times (p. 150)

Suggestion (7): Give a subliminal command (p. 141)

Summon (15): Summon a distant spirit (p. 162)

Vitality (11): Protection from infections (p. 150)

Ward (14): Set up a barrier that resists supernatural threats (p. 158)

Warrior’s Blessing (12): Make yourself or someone else faster or stronger, at the cost of fatigue (p. 150)

Timothy Adamson

You're a professional gambler, moving from city to city and living poker-hand-to-mouth. But you wouldn't have it any other way! Your secret hexslinging skill makes your "job" easy, though you're careful to keep it hidden *and* to avoid getting caught cheating. ("Huckster" and "card cheat" are practically synonymous, due to the edge that hexslinging gives.) You love people and love being around them – especially the ladies. You don't run from fights, but you have no aptitude for fisticuffs; you'd rather let your cards do the talking.

Strengths and Weaknesses

You love to drink, smoke, and gamble. You're in decent shape, but you have a tendency to throw your back out when you brawl or lift heavy objects . . . so you simply avoid doing so! You're likable and friendly, which is good because you have a voracious appetite for romance. You'll hit on *any* attractive lady, and will do everything in your power to look good in front of one. You're a decent liar (and you usually know when you're being lied to) and you can usually talk your way out of any "misunderstandings" that come up. You also know quite a few hexes; see below.

Hexes

You can cast the following hexes, either by gambling on a good hand of cards *or* by letting the manitou drain your life energy (FP). The bold parentheses show your skill level and the minimum hand size; the more difficult this minimum hand, the more dangerous the hex is to cast!

Your maximum hand size is eight cards, which means you can usually avoid Jokers . . . usually.

Clear Out! (14, Ace): A bubble of force pushes everyone away from you. (p. H17).

Fifty-Two Pickup (15, Ace): Fill the air with illusionary cards, obscuring vision (p. H23).

Forget (14, Ace): Remove a memory from the subject (p. H31).

Helping Hand (14, Pair): Heal 2 to 8 lost HP (p. D76).

Long-Winded (14, Ace): Send a telepathic message to someone at a distance (p. H20).

Martyr's Mirror (14, Ace): Whoever hurts you is hurt as well (p. H18).

Mirage (16, Jacks): Create an area-effect illusion (p. H24).

Missed Me! (15, Pair): For as long as you concentrate, bullets and missiles will miss you (p. D77).

Phantasm (15, Ace): Make the subject face his greatest fear, in his own mind (p. H24).

Rust (14, Ace): Rust and degrade one small object – good against guns (p. H22).

Shadow Man (14, Ace): Gives you a bonus to your Stealth (p. H24).

Shadow Walk (15, Jacks): Step into one shadow, step out of another one at a distance (p. D78).

Soul Blast (15, Pair): A blast of spirit energy that harms beings – but not objects (p. D78).

Trinkets (15, Pair): Create any simple object, temporarily (p. D79).

Warnin' Bells (14, Pair): Gives multiple people Combat Reflexes temporarily (p. H15).

Wildfire (14, Two Pairs): Conjure up a large patch of fire (p. H23).

You also know the following *Tricks*, all at skill 14. These require drawing only a single red card to cast, which means they rarely fail. If one does, you don't suffer full backlash; you just lose 1 FP. (*Exception:* If you fail *and* drew a Joker, you're in trouble.)

Bandage: Instantly bandage a wound, restoring 1 HP.

Compass: Know which way is north.

Envision: See through paper-thin barriers; gives +5 to Gambling.

Forecast: Predict the next few hours of weather.

Wen Lo

Your family came to California to work, but were killed while mining ghost rock. A friendly Taoist monk took you in to be raised at the monastery. When you became an adult, you began wandering the world, looking for your place in it; for now, it appears that you were destined to fight the evils of the American West. You carry nothing but your clothes, some provisions, and a staff; you need no other protection.

(Note that you do *not* have claws! The “Claws” advantage on your sheet represents your Iron Hands.)

Codes of Honor

You follow the code of the *xia* (“errant knight”): You keep your word, honor your pledges, are brave but humble, and uphold justice. You will not spare yourself harm in helping others. You will use force when necessary, but you will never start a fight and (once one is started) will use appropriate restraint.

You also follow the discipline of aestheticism: You only keep enough possessions and money to get from town to town, renouncing all worldly goods. You may make use of modern technology if *necessary*, but refuse to train with it or come to depend upon it. You regularly meditate in bleak, even punishing, locations. Unfortunately, one side effect of your isolation from the world is that you’re *very* easily fooled by lies.

Combat and Acrobatic Moves

You may attack twice per turn by taking -3 to both attacks, or *thrice* by taking -6 to all three. If you use Judo to parry an attack, you may attempt to throw your foe as your next attack. (Or you can grapple as one attack, then throw as your next attack.) You may make multiple parries per turn, at a cumulative -2 penalty.

You also have access to the three special attacks below. These use the Move and Attack maneuver, but without the normal skill cap of 9. Each inflicts -6 on the attack roll, but spending 1 FP when attacking removes this penalty completely!

Acrobatic Attack: Roll Acrobatics. If you fail, run up to half Move, then attack (at -6). If you succeed, run up to full Move, then attack (at -6), *and* all ranged attacks against you this turn add your Move to the range.

Flying Attack: Run up to your full Move, then roll against DX. Failure means you fall; your turn is over. Success means you jump for extra distance (half as far as you ran) and then attack (at -6).

Spinning Attack: Spin or backflip in place, attacking any one opponent within reach or range in any direction (at -6), then end up facing in your original direction.

Cinematic Martial Arts Skills

Body Control: Roll to go into a deathlike trance or flush poisons from your body.

Breath Control: Roll to recover 1 FP in two minutes (instead of 10) or hold your breath 50% longer.

Esoteric Medicine: Use for first aid; can *sometimes* be used to treat supernatural afflictions.

Kiai: Pay 1 FP and roll a Quick Contest (at -2 per yard) vs. a foe’s Will; if you win, he’s stunned.

Light Walk: Roll to leave no tracks; *or* to boost Stealth (add half your margin of success, minimum +1); *or* to walk on ice (-0), beams (-2), cloth (-4), thin wire (-6), tree leaves (-8), rice paper (-8), etc., at 1/3 Move.

Lizard Climb: Roll every second to climb *any* surface, at half Move. Encumbrance penalties apply, plus -2 per limb not used to climb.

Meditation: Concentrate for 10 seconds and roll to seek enlightenment when unsure of what to do.

Pressure Points: First, attack at -2. If you injure the victim, roll a Quick Contest vs. his HT. Success disables him (Limb: paralyzed for 5d seconds; Torso: stops breathing briefly; Face: stunned; Skull: blinded).

Pressure Secrets: First, attack at -2. If you hit, roll to make your unarmed strikes do *impaling* damage.

Throwing Art: Roll to throw *anything* you can lift, as an effective attack. This takes normal range penalties. See back of character sheet for examples.