

# Fighter

Fighters are master martial artists, channeling the Chi of the world into various techniques of unarmed martial arts, following their chosen Way with a monomania that often leaves them oblivious to other areas.

**Skills:** Athleticism, Labor, Intimidation, Resistance, Reaction, Mental Strength, 2 Regular Skills of your choice.

**Combat Skills:** Staves, Brawling, Dodging, Blocking, Parrying, Grappling, Throwing

Fighters wear Light Armor

## CLASS ABILITIES

**Raining Blows:** Gain +1 die to Brawling and Grappling by spending 5 Stamina during combat. This can be used a number of times equal to your Endurance stat per turn.

**Deflect:** The Fighter may Block without the need for a shield. In practice, when Blocking without a shield she is essentially catching arrows out of the air or stopping a blade with her staff. This cannot be used to stop magical attacks or things like breath attacks from a dragon.

**Living Weapon:** The Fighter may learn and use any Combat Ability meant for Swords, Daggers, Axes, or Hammers with her bare hands. If they have a Stamina cost, it is one extra when using her Fists.

**Suppressed Urges:** The Fighter is immune to the Aroused status (first Lust threshold). She is not, however, immune to the Horny status (second Lust threshold), for which her dice penalty increases by 1

**Combo Finisher:** By spending 5 Stamina, a Fighter can end a string of attacks with a fatal blow. At character creation, she may choose one of the following Combo Finishers to start with:

- **Leg Sweep:** Knock a targeted enemy down at the end of an attack, forcing them to spend a turn getting back up. Huge enemies and larger are immune to this, unless the heroine has the Huge trait.
- **Iron Shoulder:** A successful Brawling attack deals bonus damage equal to your Body stat times two, while knocking the targeted enemy into Short Range at the end of the attack.
- **Chi Strike:** The final Success of a Brawling attack launches a blast of pure energy at an enemy within Melee or Short Range. It has the damaging power of a normal Unarmed attack, plus an enemy's Corruption score. The target can defend against this, provided they haven't defended already during an attack, and it counts as a ranged attack. This instead of Stamina costs 5 MP
- **Hurricane Spin:** All enemies within Melee Range suffer damage equal to your Agility at the end of a successful Brawling attack

## The Ways

Through mastery of certain aspects of life, fighters accumulate Chi, gradually increasing their strength

### Way of the Land

The land is replete with gathering Chi – by growing and harmonizing with it, a fighter may strengthen herself. For each advance of the following skills:

Athleticism, Hunting, Investigation, Magic Perception, Running, Sneaking, Reaction

Gain +1 melee damage bonus and you may learn combat abilities from their advances. You also gain **monomania**, meaning that for these skills, you always gain an advance even if you fail, as if they were untrained. You may also gain combat abilities for advancing these skills.

Conversely, your monomaniacal focus on outdoorsmanship makes you inept at the following skills:

Labor, Service, Teaching, Studying, Sewing, Hagggle, Persuasion, Gambling

You cannot raise the level of these skills beyond Untrained, though you may increase the amount of dice thrown (but they do not get the untrained advance rule always, merely to 5/5, like other skills).

Start with Magic Perception instead of Labor as trained

### Way of the Hand

Civilization is also a font for Chi. By immersing one-self into the workings of the world of Man, a fighter masters herself also. For each advance of the following skills:

Labor, Service, Teaching, Studying, Sewing, Hagggle, Persuasion, Gambling

Gain +1 melee damage bonus and you may learn combat abilities from their advances. You also gain **monomania**, meaning that for these skills, you always gain an advance even if you fail, as if they were untrained. You may also gain combat abilities for advancing these skills.

Conversely, your monomaniacal focus on being a good burgher makes you inept at the following skills:

Athleticism, Hunting, Investigation, Magic Perception, Running, Sneaking, Reaction

You cannot raise the level of these skills beyond Untrained, though you may increase the amount of dice thrown, (but they do not get the untrained advance rule always, merely to 5/5, like other skills).

Start with Studying and Persuasion as trained instead of Athleticism and Reaction.

### Way of the Brew

Alcohol is the key to man's soul. In a very literal sense. By mixing certain alchemical ingredients with a certain kind of alcohol, their special Ki can be transferred to the user in a powerful fashion for a time, with all the attendant risks.

Brewmaster fighters may make **Tonics**, that they may imbibe before or during encounters at no action cost for bonuses depending on what they made them from. These function as alcohol, meaning the

usual rules for resistance rolls when drinking applies. If the fighter gets drunk on the field, she receives no penalty – rather, the bonus from this and all subsequent tonics double, but upon returning to town you must roll on the drunk table. The effects of multiple of the same tonics do not stack.

The Tonics are made from the material and 5 gold for the alcohol.

The tonics are as such

**Bolstering Jaeger – Feldkap mushroom.**

+1 To resistance and mental strength rolls for this scenario.

**Heart-Soul Beer – Heartstring Herb**

+1 to Defense rolls for this scenario

**Seventh Shadow Lager – Darkbark Moss**

+1 to Attack rolls for this scenario

**Hellfire Special – Firebark**

+1 Damage to and fire damage to brawling, staves and grappling.

**Hoarfrost Spirits – Frostflower**

+1 Damage to and Frost damage to Brawling, staves and Grappling.

**Elsewhere Schnapps – Moonstride**

Allows to skip this encounter by teleporting past.

**Red Fog Mead – Henbane**

+1 Attack, -1 Defense, -2 Mental Strength

**Vento Aureo – Windflower**

+1 Damage, -1 dice to attacks blocked with hands.

**Deep Dive Daiquiri – Deluvian Delight (Sewers and Catacombs)**

-2 to darkness penalties, +1 Mental Strength, +1 Magic perception

You start with 10/20 mastered beginner Alchemy (enough to collect beginner ingredients).

Once you become a Master of Alchemy, you may, with the addition of a Dragon Heart, or the powerful heart of some other creature (Troll kings, Naiads, whoever drops such etc) and Five of the Ingredient create a greater version of the brews, upon the drinking of which you gain that buff as permanent, which also stacks with the regular buff, in addition to +1 melee damage. Upon drinking this you are considered drunk without a check and must roll on the Drunk table.

You must also roll against drunkenness every time you do anything in the tavern/longhouse.

## Way of the Hips

All Fighters know that sex and sexuality is an immensely powerful confluence of Chi, but such methods are scorned for obvious reasons. Among those few who take up this immensely dangerous road, the masters claim that sex is in fact the center of this world.

For each advance of a sex skill gain +1 Melee Damage.

In addition, gain **monomania**, meaning that for Sex skills, you always gain an advance even if you fail, as if they were untrained. You may also gain combat abilities for advancing sex skills.

However, the following skills:

Labor, Singing, Playing Music, Service, Teaching, Persuasion, Bluffing, Intimidation

May not be higher trained than untrained, though may still get dice bonuses on advances (but they do not get the untrained advance rule always, merely to 5/5, like other skills).

Gain Seduction instead of intimidation and dancing instead of labor as trained skills.

In addition to all of this, you lose Suppressed Urges, but gain rather than -1/-2 attack on aroused/horny, gain +1/+2, which increase by 1 for every level of fetish triggered by the fight (primarily enemy types and exhibitionist) and double the maluses the enemies gain from high lust.