

Having battled countless foes in countless ways the creator of this art rejected the notion of form weapons and instead sought to empower the basic principles of warfare for any to use. This martial art focuses on the reality of warfare rather than any idealized fantasy.

Weapons and Armor: Compatible with any and all weapons and armor.

Anything Goes Meditation

Cost 2m

Mins Martial Arts 1, Essence 1

Type Supplemental

Keywords Obvious, Combo-OK

Duration One Scene

Prereqs None

Falling quickly into a meditative trance the practitioner opens their mind to the realization that victory is what matters. Regardless of what dirty tricks, underhanded methods, or treacherous tactics are employed it is the one left standing who is most righteous. Add (the greater of Stealth or Larceny)/2 dice to attack rolls as the practitioner of this art uses every underhanded tactic they can to get an edge.

Non-Vitalpoint Sacrifice Defense

Cost 2m

Mins Martial Arts 2, Essence 1

Type Reflexive

Keywords Obvious, Combo-OK

Duration Instant

Prereqs Anything Goes Meditation

If one must take wounds it is best to take them where they will do the least damage. For each dot in Medicine the practitioner has, they can convert one point of Lethal damage taken to Bashing instead.

Jaded Warrior Form

Cost 4m

Mins Martial Arts 2, Essence 2

Type Simple (Speed 3)

Keywords Form-type, Obvious, Combo-OK

Duration Instant

Prereqs Non-Vitalpoint Sacrifice Defense

The sweetest victory is the one in which the practitioner survives to reap their rewards however in a chaotic battlefield this can be nigh on impossible. The practitioner trains their mind and body to perceive the world around them in greater clarity and react more swiftly so as to better defend themselves. With this a single man may yet hold back an army. Cap DV penalties for defending against attacks at -3 except for attacks with charms, or other such enhancements, which increase DV penalties.

Grasping Victory In The Jaws Of Defeat Method

Cost 1m

Mins Martial Arts 3, Essence 2

Type Reflexive (Step 9)

Keywords Counterattack, Combo-OK

Duration Instant

Prereqs Jaded Warrior Form

Of course there are times where no matter what you do your opponent is stronger, faster, or simply better than you. It is better, then, to risk oneself to gain whatever advantage one can rather than simply wait to be taken apart by the enemy piece by piece. When counterattacking add Stealth automatic successes to the attack roll. Should the target's attack have hit, increase the damage taken from the attack by 2 dice up to its raw damage as the practitioner throws caution to the wind to land their own blow.

First Blow Wins Mentality

Cost 3m

Mins Martial Arts 3, Essence 2

Type Supplemental

Keywords Combo-OK

Duration Instant

Prereqs Jaded Warrior Form

If you must fight then you must strike first. Add Martial Arts automatic successes to your Join Battle or Join War rolls.

The Better Part Of Valor

Cost –

Mins Martial Arts 4, Essence 2

Type Permanent

Keywords None

Duration Permanent

Prereqs Grasping Victory In The Jaws Of Defeat Method, First Blow Wins Mentality

Sometimes victory is impossible no matter the lengths one is willing to go to achieve it. At that time it is best to make haste so that the practitioner might live to fight another day. Add Martial Arts dice to all rolls related to escaping a battle.