STREET FIGHTER: THE STORYTELLING GAME

CH.A.M.P.S.

CHARACTER ADDITIONAL MANEUVER PLANNING SYSTEM

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For Street Fighter: The Storytelling Game
Version 1

CHAMPS is the new, additional sourcebook for Street Fighter: The Storytelling Game that allows players and storytellers to design new, balanced Maneuvers, Styles and Backgrounds.
The goal of this page is to make a single set of rules that players and storytellers from different areas (including those on the net, of course) can use to create new Special maneuvers that are consistent in Power Point cost and will not unbalance the game. In addition, the system allows the creation of Styles and Special Backgrounds.
It is hoped that in the future there will be hundreds of Styles, Special Maneuvers, and Special Backgrounds for everyone to enjoy, using the same system.

I apologize for spelling and type errors, but this is a hobby - not a term paper! I do work on correcting mistakes from time to time. If you find an error that really bothers you, by all means e-mail me with it. I'll be happy to change it !

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CH.A.M.P.S. (Character Additional Maneuver Planning System)
A New Maneuver Creation System Created by J. Scott Pittman
Click here to send suggestions and comments
Special thanks to Chris Hoffman for getting me on the second version of this project, and Ronny Anderssen for finding small errors in the Dim Mak listing under the example maneuvers, as well as other things that slipped my notice. These guys are real CHAMPS!

CREATING NEW MANEUVERS

INTRODUCTION

Sooner or later, a player will want to create a new maneuver for his character not found in the books. This is fine, and actually should be encouraged. However, it can be difficult for the Storyteller to create a new maneuver every now and again and be fair to everyone, not to mention keeping the Maneuver in balance with the game's other Maneuvers.

I started CHAMPS with only one goal in mind - to create balanced Maneuvers for Street Fighter: The Storytelling Game. I wanted a system that everyone could use to create balanced Maneuvers, and one that would let them create Maneuvers that everyone agreed were "legal".

As I went about it's development, I started to realize that anyone could create a balanced Maneuver, but could apply it at a reduced cost to various Styles. To have a complete system, I'd need to create a system for creating balanced Styles as well, and then special Backgrounds as well. The weapons presented in the Street Fighter game seemed fair varied, so this work does not attempt to modify the rules for them.

Finally, I wanted to make sure that no one version of any Maneuver was the only possible one. There are many different versions of the same Maneuver in real-life martial arts, and I wanted to reflect that as well. Different people can come up with the same type of Maneuver in CHAMPS, even with the same name, and both versions be legal. There is a clear way of telling them apart, by naming the version of each.

TERMS

Basic Modifiers

The basic modifiers of a Maneuver are it's Speed, Damage and Move modifiers.

Bonuses

Also called Advantages, Bonuses are abilities a maneuver possesses such as Knockdown and Aerial. There are many Bonuses to chose from when creating a Maneuver, each one with different abilities. Although positive Basic Modifiers can be called Bonuses or Advantages, they are not considered to be true Bonuses.

Weaknesses

Weaknesses are aspects of a Maneuver that limit it in some fashion. Not being able to strike a certain type of Maneuver (Aerial, Crouching, etc.), or taking away an Honor point whenever the Maneuver is used are good examples of Weaknesses, but there are many to chose from when creating a Maneuver.

Although low or negative Basic Modifiers or a cost in Willpower and/or Chi are definite drawbacks, they are not considered true Weaknesses.

Construction Points

New Maneuvers are built with "Construction Points." As a Maneuvers Basic Modifiers, Chi and Willpower costs, Bonuses, Weaknesses, and requirements are chosen, the amount of Construction Points the designer is "spending" will increase and decrease. The total amount of Construction Points will determine how many Power Points the Maneuver will cost for the various Styles. If a designer gains too many Construction Points, his Maneuver will be too powerful (and therefore an Illegal Maneuver), and if he doesn't gain enough he will not have enough Power Points to allow the Maneuver to be legal.

Legal / Illegal Maneuvers

A Legal maneuver is any Maneuver that falls within 1-7 Power Points and meets it's requirements for it's basic Damage Modifier (see below). However, the normal limit is 5. Only in special circumstances can a character purchase a Maneuver that has a Power Point score of 6 or 7 (see Styles for more detail).

An Illegal maneuver is a Maneuver that ends up with 0 or less Power Points, or 8 or more. Such maneuvers will have to be changed, or have a Path created for them that contains another Maneuver that will bring down the new Maneuver's Power Point cost to a legal amount (see Maneuver requirements, below).

Path

Described in greater detail later, a Maneuver's Path (also referred to as a Maneuver's "To Learn") is everything the character needs to have before he can purchase the Maneuver, including other Maneuvers and their Prerequisites. A Path without another Maneuver to be learned beforehand is called a Short Path. A Path with one or Maneuvers that must be learned to obtain the Maneuver being designed is called a Long Path. For example:

To learn: First the fighter learns Jump {athletics 1}. Then he moves on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}

In this case, Jump is a Short Path, only needing Technique Prerequisites. Flying Punch is a Long Path, needing another Maneuver before it can be learned (Jump).

The entire Path for Jump is athletics 1. The entire Path for Flying Punch is as listed above.

Technique/Maneuver Prerequisites

While easily confused with a Maneuver's Path, the Technique/Maneuver Prerequisites (also called "Prerequisites" for short) are the final parts of a Path, not everything a character needs to purchase the Maneuver from the beginning. This is the same as the Prerequisites score of Maneuvers from the Street Fighter game. In the example above, Flying Punch would have a Technique/Maneuver Requirement of athletics 4, punch 2, focus 3, jump. More on designing a maneuver's Requirements is discussed later.

Tag

A Maneuver's Tag is a list of all the types of Techniques (and sometimes Attributes or Backgrounds) that are required to use the Maneuver. Spinning Clothesline, for example, has a Tag made up of Punch + Athletics.

BASIC MANEUVER NOTES

Each character has a set of 9 Basic Maneuvers. These Maneuvers are free, so designing Maneuvers that are exactly like them is pointless. Any maneuver that copies a Basic Maneuver exactly is automatically an Illegal maneuver. This applies to Weapon Basic Maneuvers and Basic Bite, Tail, Claw and Horn Maneuvers as well.

PRELUDE

Dusty could feel the gritty dust of the ring beneath his feet. The old wooden floor had not been cleaned for some time. That was good; his feet and body would have good traction. Not that the fight would last long.

For the last five years, Dusty had trained every day, learning new maneuvers and techniques. His manager had discovered that his opponent had trained for about a year, and was rushing into the ring like he thought he could conquer the world. That was good, too.

The young fighter, Halabal, entered the ring, obviously "green." Halabal paced nervously around, but seemed together. But not together enough.

The referee shouted something that Dusty could not hear over the crowd, and realized that the fight had begun. Slowly, patiently, he stepped toward the center of the ring.

In a blaze of motion, Halabal zipped at Dusty with blinding speed, moving in a cartwheel motion, like a living wheel. Dusty felt a sharp pain to his head, then his chest, then his back as he fell. The thud of his own body could barely be felt as the dirty wooden planks came to greet him.

The fight was over quickly after all, Dusty thought. As darkness started to overcome him, he looked to his opponent and one word came to mind.

How?

CHAPTER ONE: DESIGNING NEW MANEUVERS

"We're on an express elevator to Hell, goin' down!"
Pvt. W. Hudson, Aliens

By following the following steps, a player or a Storyteller can create a new balanced Maneuver for Street Fighter: The Storytelling Game. While we go over each aspect of creating Maneuvers, we will design a new Maneuver along the way, called The Leaping Sky Kick.

STEP ONE: CONCEPT

"Deterrence is the art of producing, in the mind of the enemy, the fear to attack!"
Dr. Strangelove, Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb

Before you begin, have a concept in mind for your Maneuver, a basic idea of what you want ti to be. Write down the description of the Maneuver so you have a clear image in your mind of what the Maneuver is like. The Maneuver can be very realistic or as inhuman as you like.

The player and Storyteller should work together to make the new maneuver, but the Storyteller has the final say on what attributes the maneuver finally has (an Upper Elbow Strike might be able to dizzy an opponent with a damage bonus, but will probably not have a +7 damage bonus!). The player and Storyteller should use common sense when choosing the attributes for a new Special Maneuver, depending on what the maneuver is and what it is supposed to do.

LEAPING SKY KICK: THE CONCEPT
For our example, we determine our concept for Leaping Sky Kick:

Leaping Sky Kick
The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

STEP TWO: DETIRMINING THE MANEUVER TYPE

"[Y]ou do plan to have dinosaurs on your dinosaur tour, right?"
Ian Malcolm, Jurassic Park

Once you have your basic concept in mind, you can decide what type of Maneuver you are designing. Although the Maneuver may be able to simulate more than one of the Techniques listed here, only one will be the "central" Technique. You must choose one of the following (Physical techniques or Weapon Techniques) as your Maneuver's Type.

PHYSICAL TECHNIQUES

Punch

This category of special moves includes all the ways fighters have found of using their hands, arms and even their head to inflict damage on an opponent.

Kick

These Maneuvers use the legs, feet and knees to inflict damage upon an opponent.

Athletics

Athletic Maneuvers rely more on acrobatics than brute strength. Athletic maneuvers use Strength + Athletics + Maneuver Basic Damage Modifier to determine damage, unless the designer of a new Maneuver purchases a Bonus or Weakness that changes that fact.

Grab

These Maneuvers involve grabbing an opponent and then doing something to him. Whether it's throwing him, crushing him, or even biting the victim, the maneuver will fall in this category.

Block

Many fighters prefer offensive attacks over defensive ones, but a few special moves exist that help a fighter resist damage. Those that do fall into this category. Unless you pick a Bonus or Weakness that states otherwise, the fighter gains +2 to Speed the turn after executing any Block, even a Block Special Maneuver.

Focus

Some fighters have developed ways to harness their inner Chi and release it to perform amazing feats. Unless changed by a Bonus or Weakness, a Focus Maneuver uses Wits for Dexterity when determining Speed and Intelligence replaces Strength for Damage. Any inhuman power that could be described as "magic" is a Focus maneuver, such as the ability to throw fireballs, stretching arms, or being able to become a shadow.

WEAPON TECHNIQUES

Weapon use often precludes other types of attack. A Duelist using weapons will find his unarmed attacks restricted.
Punches: If holding a one-handed weapon, the fighter may use other Punch Maneuvers normally, but if he is using a two-handed weapon he may not use Punch maneuvers at all.
Kicks: A fighter may use any Maneuver with a Kick Tag while using a weapon, but not a Maneuver with a Kick + (Other Maneuver) Tag. For example, A fighter cannot us a Maneuver with a Kick + Athletics Tag while using a weapon.
Athletics: Fighters holding a weapon perform any Maneuver with an Athletics Tag (by itself or as part of a larger Tag) at +1 difficulty. This does not apply to Maneuvers that have that weapon as a Tag. For example, a Duelist using a sword would roll at difficulty +1 to perform a Punch + Athletics Maneuver, but not a Sword + Athletics maneuver.
Blocks: Blocks are not restricted by weapon use.
Grabs: A fighter may not use a Grab Technique while holding any weapon.

Axes

This includes any Maneuvers that make use of an ax, from a camp-axe to a medieval battle-axe, or even the short axe-like weapons used by some martial art forms. Depending on the size of the weapon, it might be used one or two-handed.

Bows

Bows are archery weapons and two-handed. They are not allowed in tournaments.

Blunt Weapons

These are heavy instruments used to batter an opponent. These weapons can vary from maces to rocks.

Chains/Whips

These are long, flexible weapons which are usually quite heavy. Their use involves a snapping motion at the weapon's terminus to produce a rapid and painful impact or a clubbing action which flexes around the target, thus hitting more of the target's surface. They can also be used to wrap around opponent's weapons to disarm them, wrap around legs to trip them, or as a makeshift swing-line. The use of such weapons is a complex skill, and a character must have at least one dot in the technique to use such a weapon without risk of self-injury.

Flails

Any of those weapons that have two or more sections connected together by short lengths of rope or chain fall into this category. Usually they are two-foot long rods, although they can have more or longer sections of chain or rope. If the weapon has a chain or rope longer than a foot, the weapon is considered a Chain/Whip type weapon.

Firearms

Firearms are guns of any type. They are not allowed in tournaments.

Knives

These are short, bladed weapons, usually no longer than 1 foot. Knives and daggers are one-handed weapons, but do not have any of the negative modifiers listed above. Some of these weapons have the ability to be thrown at an opponent.

Spears

These are any weapons that have a long shaft with a blade at one or both ends. Unless specified otherwise, they can be thrown or used from short range. These are two-handed weapons.

Staves

These are long (four feet or more) rods, usually made of wood. They are two-handed weapons.

Swords

These long-bladed instruments come in an unbelievable assortment of sizes and shapes, and can be one-handed or two-handed weapons. Any Maneuver that allows a character to throw his sword must have at least one Willpower as part of the Maneuver's Willpower/Chi cost.

Thrown Weapons

These are any weapons designed specifically for throwing, such as shrunken or darts. Thrown weapons are usually disdained by honorable fighters. Their range is usually Strength + technique in hexes.

LEAPING SKY KICK: MANEUVER TYPE
For our example, we determine our Maneuver Type for Leaping Sky Kick. It's more of a Kick Maneuver than an Athletics Maneuver, so we decide that it is a Kick:

Leaping Sky Kick
Kick Maneuver
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

STEP THREE: DETERMINING MANEUVER, TECHNIQUE AND OTHER PREREQUISITES

"I have got to get me one of these!"
Capt. Steven Hiller, Independence Day

BASIC PREREQUISITE RULES

Now that you have a basic idea in mind, you can start designing your Maneuver by deciding what the Prerequisites are for it. Prerequisites are Techniques, Maneuvers and Backgrounds that the character must have before he can pay the required Power Points and gain the Maneuver. A Maneuver can only have one Background as a Prerequisite.

Attributes can also be Prerequisites, but this is rare. Street Fighter is a game of learning Techniques to gain skills; only one out of a hundred Maneuvers should ever require an Attribute. The only Maneuver in the original 5 Street Fighter books that required an Attribute was Face Slam.

So what Prerequisites do you need for your Maneuver? First you must have a Prerequisite of 1 dot in the Technique chosen from Step 2. If your maneuver is a Punch Maneuver, you must have at least Punch 1 as a Prerequisite, for example.

The only exception to this rule is a Maneuver that is part of a Long Path. If a Maneuver that came before the one being designed in the Path has met the Prerequisite of the Maneuver being designed, the new maneuver in the Path does not need to have the Prerequisite, as it has already been earned by the former Maneuver. In simpler terms, a Prerequisites that is exactly the same as another in a Path will not repeat itself. You can create far more powerful Maneuvers with a Long Path, as the required Maneuvers will subtract from the final Power Point cost (discussed later).

LEAPING SKY KICK: PREREQUISITES
For example, we decide that Leaping Sky Hook should require Kick 2, Athletics 1 and Jump. That gives Leaping Sky Hook a Long Path, and we have to make sure none of the Prerequisites are repeated. Sure enough, Jump requires Athletics 1 also. Because Jump comes first in our Path, we keep Athletics 1 as a Prerequisite for Jump, and delete it from leaping Sky Hook. Our Maneuver looks like this:

Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Jump)
Prerequisites: Kick 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

Important Note: Making sure the Path of your Maneuver is correct (and written with the Maneuver as shown) is very important! A Style's Maneuvers are lowered in cost based on the maneuver's Path. Don't be too worried about this right now however, you can always change your path later (as long as it still follows all the normal Path rules).

INCREASING PREREQUISITES THAT APPEARED EARLIER IN THE PATH

A Prerequisite of the same level will not repeat itself, as shown above. However, a Prerequisite that is higher than a former one will be listed under the new Maneuver. A Prerequisite cannot be lower than a former Maneuver Prerequisite in the Path.

LEAPING SKY HOOK: INCREASING AN EARLIER PREREQUISITE
For example, we decide to raise Leaping Sky Hook's Athletics Prerequisite to Athletics 2. This new Prerequisite, higher than the one for Jump, now appears in the Path.
Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.

PREREQUISITES: CONSTRUCTION POINT TOTAL

For each Technique or background required, take off the following amount of points as shown on the chart below.

The number in parentheses indicate the reduction in cost for Maneuvers that require a level in an Attribute (Strength, Stamina, etc.) instead of a Technique or Background.

For each Maneuver Prerequisite (not each Maneuver in the Path), subtract 2 Construction Points. For example, we have a Path of:

First, the character must learn Heatwave (focus 2, elemental (or other special) background 3). Then he is prepared to move on to Spontaneous Combustion (focus 3, elemental 4, heatwave)

The final step to learn Spontaneous Combustion requires Heatwave, so we subtract 2 points from the Construction Point cost. Always count the last Maneuver and ignore Backgrounds and Techniques.

If a Maneuver requires the basic Bite, Tail, Claw and/or Horn Maneuvers from a Special Background (which will be covered in a later chapter), subtract 20 points for each type needed.

At this point, if you come up with a negative number (and you will), don't worry about it. You will gain points later in the design process.

Technique/Background	Construction Points
Level 1	-10 points (-1)
At 2:	-20 points (-2)
At 3:	-30 points (-4)
At 4:	-60 points (-8)
At 5:	-120 points (-16)
At 6:	-200 points (-32)

Requires Strange Basic maneuver Type (Bite, Claws, etc.): -20 points

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LEAPING SKY HOOK: CONSTRUCTION POINTS FROM PREREQUISITES
We add up our Construction Points for Leaping Sky Hook:
Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42

Common Mistakes:
1. Make sure that a Maneuver does not repeat itself in the Path needed to learn it. Take a look over the Paths in the example Maneuvers - you'll get the hang of it.
2. Make sure an Attribute does not repeat itself in the Path, unless it appears with a greater number of "dots"

STEP FOUR: BASIC MODIFIERS (SPEED, DAMAGE, AND MOVE)

"What are you waiting for? You're faster than this. Don't think you are . . . know you are."
Morpheus, The Matrix

THE BIG THREE

Each Maneuver has a set of Basic Modifiers that any player Street Fighter: The Storytelling Game should be familiar with. Sometimes referred to as "The Big Three", these are the Maneuver's Speed, Damage, and Move modifiers. A Maneuver designer chooses a score for each of these from the following charts. Normally (except in the cases of Move, see below), a positive Basic Modifier will increase your Construction Points cost, and a negative Basic Modifier will decrease it. Some Bonuses and Weaknesses change this, but it's the general rule.

THE DOUBLING EFFECT

If a character has too many Basic Modifiers that are positive, it can cause a sudden, large jump in Construction Point cost. This happens whenever two or three of the Maneuver's Basic Modifiers are +1 or above.

  If so, the Basic Modifier's point cost is doubled (for that cost only). For example, If a Maneuver has a Speed +1, a Damage +2, and a Move -1, the point cost for Speed and Damage are doubled (Speed would cost 100, Damage 150). Move has a maximum Doubling Effect of 200 Construction Points.

Exceptions to the Doubling Effect

There are three exceptions to the Doubling Effect:
1. If the Maneuvers positive scores do not add together to become greater than 4, and the Maneuver has no Bonuses or Weaknesses (see below), the Maneuver's Construction Point costs do not double.
2. Maneuvers that cause no damage to an opponent do not double the Construction Points for any modifier.
3. If two positive modifiers (+1 or above) are part of a Maneuver that has a Move of One or Two (not +1 or +2!), then they use their normal costs.

THE "PERFECT MANEUVER" MODIFIER

If ALL of a Maneuver's Basic Modifiers (speed, damage and move) are +1 or more, add another 150 construction points to the final cost of the Maneuver.

SPEED

Each Maneuver has a Speed modifier, indicating how fast that Maneuver is. With a high enough Speed, your character stands a good chance to go first in a turn or interrupt an opponent. Generally speaking, Grabs are slow and Blocks are fast, but there are exceptions. See Street Fighter: The Storytelling Game for more information.

Some Bonuses or Weaknesses might stop the designer from picking a Speed at all, as that bonus or weakness might force the Maneuver to accept a modifier at a predetermined level.

SPEED CHART

-3	(-100 points)
-2	(-75 points)
-1	(-50 points)
+0	(No Modifier)
+1	(50 points)
+2	(75 points)
+3	(150 points)
+4	(200 points)

DAMAGE

Damage and Power Point Requirement
Depending on the damage bonus a particular Maneuver has (if it has one), the Maneuver is required to equal, after all modifiers, a certain Power Point cost. The following chart shows the possible damage ratings and the minimum final Power Point cost of the Maneuver. This becomes important later. Write down how many Power Points your Maneuver requires. See Street Fighter: The Storytelling Game for more information about the Damage modifier.

Power Point Requirements based on Damage
+1 or below :1 Power Point
+1 - +5: 2 - 4 Power Points (before Style Modifiers)
+6 - +7: 5 - 6 Power Points (before Style Modifiers)

DAMAGE CHART

None	-100 (B)
-4	-150 (A)
-3	-100 (A)
-2	-50 (B)
-1	-25 (B)
+0	No Modifier
+1	50 Points (B)
+2	75 Points (B)
+3	100 Points (B)
+4	150 Points (A)
+5	200 Points (A)
+6	325 points (A)
+7	550 Points (A)

Special Damage Types

If the designer of the new Maneuver wishes to do so, he can choose a special type of damage instead of a "normal" modifier from the list below.

Some Bonuses or Weaknesses might stop the designer from picking a damage at all, as that bonus or weakness might force the Maneuver to accept a modifier at a predetermined level.

Chi Damage

Cost Modifier: +300
Description: The basic damage done by the maneuver is the user's Wits + Focus + 3, +1 for each extra point of Chi the practitioner spends beyond the first. This Bonus cannot be combined with a Maneuver that costs Chi for other effects. When adding this Bonus to a Maneuver, Chi cannot be purchased with construction points as a requirement of the Maneuver (such costs are already part of Chi Damage).
This damage is considered to be +6 for purposes of determining Power Point cost (the Maneuver must have at least a 5 Power Point requirement).

Slowing Force Damage

Cost Modifier: +50
Description: A target struck will suffer one level of health damage and a -1 speed and move penalty the following round. The target cannot soak the point of damage. This is not counted as a positive damage for the purposes of determining construction point doubles. This damage modifier cannot be increased, but does not have a minimum Power Point cost (as long as the Maneuver's Power Point cost is legal).
Strength + Focus
Cost Modifier: +250
Description: The Maneuver uses Focus in a way related to the character's strength (see the Stone Maneuver). Damage is calculated by adding the character's Focus + Strength.
A maneuver with this modifier must have at least a 2 Power Point cost.

### Extended Damage, Different Modifiers

Cost Modifier: See below
Description: This damage modifier is applied to Maneuvers that can cause damage over more than one turn, like Sustained Holds, but have a different damage modifier than the original attack. Except in the case of certain Bonuses (which this modifier cannot be applied to a Maneuver with), an extended damage Maneuver with different modifiers can only change it's damage modifier beginning on the second turn, at which point it will remain the same for all following turns.
If the Maneuver's damage decreases after the first turn, subtract 2 points from the Construction Point cost for each point of decrease the second turn, rounded down. This can give a modifier a negative number if the modifier was +0.
If the Maneuver's damage increases, the construction points are increased by the amount of the second damage's modifier, minus 1/2 of the first turns damage. For example, a Maneuver might cause -1 damage the first turn, +3 each turn thereafter. +3 Damage costs 100 points. -1 Damage costs -25 points, half of which is -12 rounded. Subtract this from 100, leaving 88 as the cost of the damage modifier of the Maneuver.
An extended Damage will count as a positive modifier for the purposes of the Doubling Effect or The Perfect Maneuver Modifier if the damage on either turn is positive.
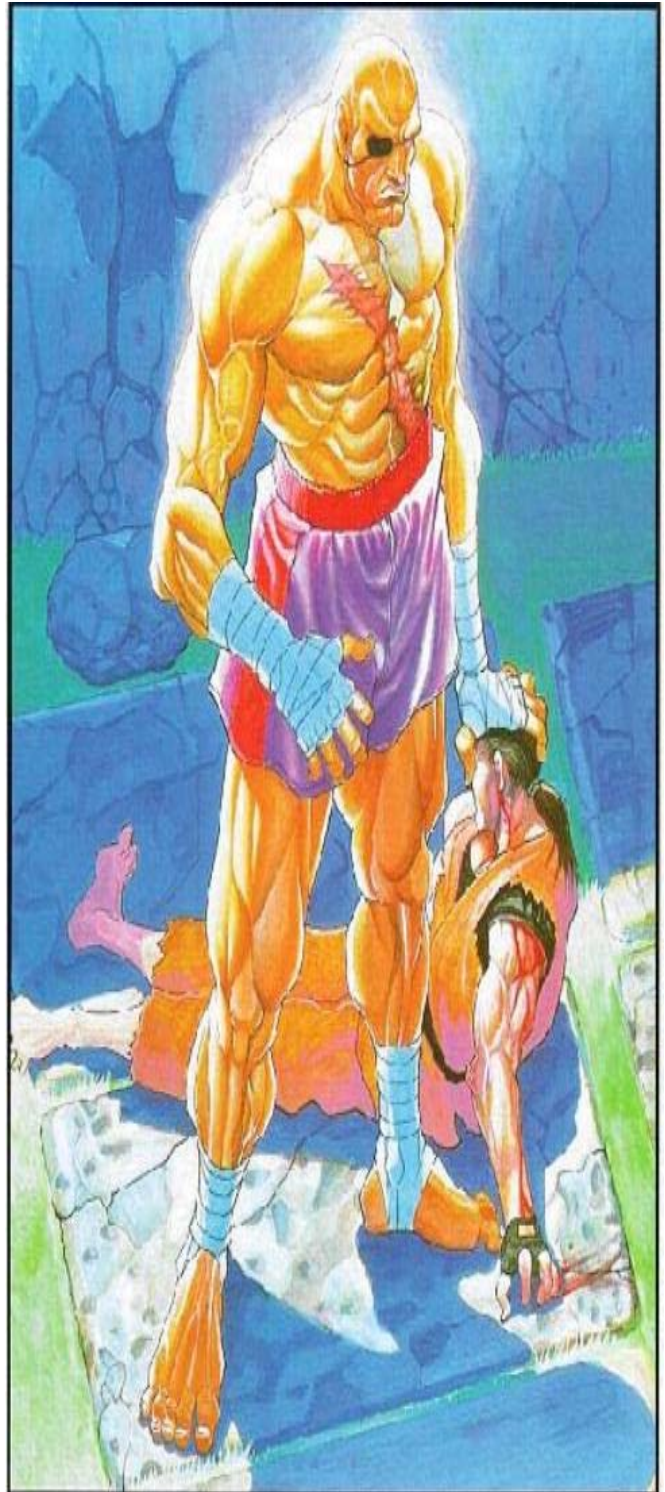
MOVE

Move is the modifier that will determine how far a character can travel while using a Maneuver. See Street Fighter: The Storytelling Game for more information.

MOVE CHART

None	(-75)
One	One (No modifier, must be chosen for any maneuver that is a sustained hold)
Two	(10 points)
-3	(-50)
-2	(-25)
-1	(-10)
+0	(No modifier)
+1	(25 points)
+2	(50 points)
+3	(75 points)
+4	(100 points)
+5	(200 points)
+6	(300 points)

Extended Move, Different Modifiers

Cost Modifier: See below

Description: This move modifier is applied to Maneuvers that have a Move that applies to more than one turn, like Sustained Holds. The Move modifier either changes, or allows move the first turn but then not on additional turns, or must not move the first turn and can thereafter. Except in the case of certain Bonuses (which this modifier cannot be applied to a Maneuver with), an extended Move Maneuver with different modifiers can only change it's Move modifier beginning on the second turn, at which point it will remain the same for all following turns.

If the Maneuver's Move decreases after the first turn, subtract 2 points from the Construction Point cost for each point of decrease the second turn, rounded down. This can give a modifier a negative number if the modifier was +0.

If the Maneuver's Move increases, the construction points are increased by the amount of the second Move modifier, minus 1/2 of the first turns Move. For example, a Maneuver might allow -1 Move the first turn, +3 each turn thereafter. +3 Move costs 75 points. -1 Move costs -10 points, half of which is -5. Subtract this from 75, leaving 70 as the cost of the damage modifier of the Maneuver.

If the Maneuver's Move increases, the construction points are increased by the amount of the second Move modifier, minus 1/2 of the first turns Move. For example, a Maneuver might allow -1 Move the first turn, +3 each turn thereafter. +3 Move costs 75 points. -1 Move costs -10 points, half of which is -5. Subtract this from 75, leaving 70 as the cost of the damage modifier of the Maneuver.

If the Maneuver does not Move on the first turn but can begin moving on the second, apply 3/4 the cost for the Move on the second turn, rounding up.

If the Maneuver stops Move (None) on the second turn, apply 3/4 of the Move cost of the first turn, rounded up.

An extended Move does not count as a positive modifier for the purposes of the Doubling Effect or The Perfect Maneuver Modifier unless the extended Move has a modifier of +3 or above on any turn.

Projectiles and Ranged Maneuvers

Some Maneuvers work from a distance instead of requiring the user of the Maneuver to get close to his victim. There are three different type of these Maneuvers: Projectile Attacks, Distance Weapons, and Ranged Attacks.

Projectile Attacks are Maneuvers that strike by sending some type of non-weapon related attack at a character. This includes attacks like Fireball, Acid Breath and the like, as well as ""built in" weapon attacks, such as a cyborg who has the Fireball Maneuver to simulate a built-in flame-thrower.

Distance Weapons are Maneuvers that are related to weapons that attack from a distance, but are not actually part of the character. Grenades, machine guns and ninja "throwing stars" are all Distance Weapon attacks. Distance Weapon attacks do not have to purchase a Projectile/Ranged attack Range score (see below), instead using the Range listed in the weapon's description.

Ranged Maneuvers are attacks and effects that do not have an apparent physical "bolt", but still cause an effect from a distance. Mind Control and Telepathy are examples of Ranged Maneuvers.

Projectile and Ranged Maneuvers have a different Move purchase than other, non-distance effect Maneuvers, as shown on the following chart. They must also purchase a Range, as shown on the second chart below. There are also some special Range types that can be purchased instead of those on the chart, which are listed after the second chart below.
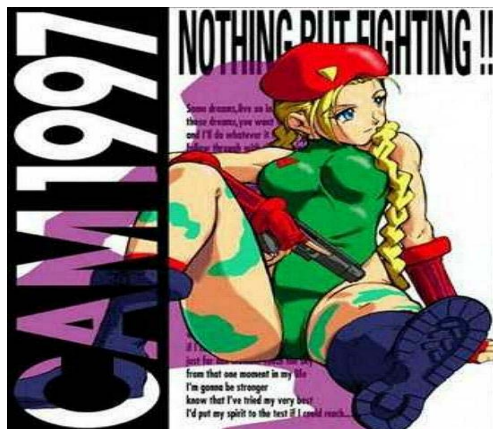
Ranged Maneuvers, unless changed by a Bonus or a Weakness, must have line-of-sight to affect a target.

MOVE CHART (PROJECTILE MANEUVERS)

-2	(+10)
-1	(+50)
+0	(+100)
None	No Modifier
One	(+75)

RANGE FOR PROJECTILES

Range 1 hex	(no modifier)
Range 2 hexes	(+25)
Range 3 hexes	(+50)
Range 4 hexes	(+75)
Range 5 hexes	(+100)
Range: Sight	(+200)

Optional Range
Cost Modifier: +100
The maneuver may also be done without touching the target: Each hex between the target and the practitioner subtracts two damage dice.

Range (Intelligence + Background)
Cost Modifier: +100
The Projectile has a range of Intelligence plus any Background that was used to purchase the Maneuver.

Range (Equal to Stamina)
Cost Modifier: +25
The Projectile has a range equal to the fighter's Stamina.

Range (Equal to Strength)
Cost Modifier: +25
The Projectile has a range equal to the fighter's Strength.

Range (Equal to Focus)
Cost Modifier: +25
The Projectile has a range equal to the fighter's Focus.

Range (Intelligence + Focus)
Cost Modifier: +100
The Projectile has a range of Intelligence plus Focus.

Range (Wits + Focus)
Cost Modifier: +150
The Projectile has a range of Wits plus Focus.

Range (Perception + Focus)
Cost Modifier: +100
The Projectile has a range of Perception plus Focus.

LEAPING SKY KICK: THE BIG THREE
We decide that Leaping Sky Kick is fast (Speed +1) and can cause a good damage (+3). A character using the Maneuver can also move around, so we give it a Move modifier of +1.
Because the maneuver has two or more Basic Modifiers with +1 or above, we have to double the Construction Point totals for the modifiers with positive scores (all of them in this case).
because all the Maneuver's Basic Modifiers are +1 or greater, we have to add +150 Construction Points to the final cost of the Maneuver as well (see "The Perfect Maneuver Modifier", above).
So far, we have a total of 458 Construction Points.

Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Basic Modifiers: Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 500
Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42

Common Mistakes
1. Did you check to see if you must apply the Doubling Effect or the "Perfect Maneuver" Modifier ?
2. Did you make sure that if your Maneuver causes damage, that it meets the requirements for a damage-causing Maneuver in Power Point cost ?

STEP FIVE: MANEUVER COSTS (CHI AND WILLPOWER)

"Use the force, Luke"
Ben "Obi-Wan" Kenobi, Star Wars: A New Hope

When you have reached this step, it's time to determine the amount of Willpower and Chi the Maneuver will require to use. Willpower and Chi points required to use a Maneuver are not Basic Modifiers, but are listed with them when designing a Maneuver.
Generally speaking, Maneuvers with fantastic effects that require great body movement and concentration require Willpower. Air Throw and Backflip are good examples. Maneuvers that have inhuman effects that could be described as "magic", including most Focus Maneuvers, require Chi. Fireball, Improved Fireball, Flaming Dragon Punch, and Ice Blast are all good examples of this type of Maneuver.
The chart below, like the rest of the charts, are not cumulative. A designer of a Maneuver cannot pick "1 Willpower" three times and combine the points, for example.
A maneuver that requires an expenditure of Willpower and/or Chi the first turn and has an extended effect of some kind from a Bonus only pays for the Chi/Willpower used the first turn, unless stated otherwise in the Bonus's description. Maneuvers that require Chi/Willpower the first turn and an expenditure of Chi the following rounds have a special cost listed after the chart. A Maneuver may not have a Bonus that requires Willpower expenditure over more than one turn.
See Street Fighter: The Storytelling Game for more information about Chi and Willpower costs.

COST (WILLPOWER / CHI)
The basic cost in Willpower and/or Chi is chosen here. Note that all Costs, except for None, are NOT considered true Weaknesses (see Step 6), although they limit a Maneuver.

None	(No modifier)
1 Willpower	(-50 points)
2 Willpower	(-100 points)
1 Chi	(-50 points)
2 Chi	(-100 points)
1 Willpower, 1 Chi	(-100 points)

Extended Turn Focus Maneuvers

2 Chi on the first turn +1 Chi each turn used
Cost Modifier: -125 points

2 Chi + 1 Willpower on the first turn +1 Chi each turn used
Cost Modifier: -140 points

LEAPING SKY KICK: CHI AND WILLPOWER
In our example, we decide that Leaping Sky Kick should require an expenditure of 1 Willpower. The Maneuver requires a lot of body movement and concentration, but is not a "supernatural" Maneuver, so we won't give it a Chi cost.
  One Willpower point will decrease our Maneuver's Construction Point cost by 50.

Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Basic Modifiers: Cost: 1 Willpower (-50), Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 450
Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42

STEP SIX: SPECIAL BONUSES AND WEAKNESSES

"You know what the difference is between you and me? I make this look good."
Jay, Men in Black

Now that you have your maneuver's basic statistics completed, you can begin adding Bonuses and Weaknesses to your Maneuver. Bonuses (also called Advantages) add to the Construction Point total of a Maneuver, making the final power Point cost higher (see Power Point cost, below). Weaknesses limit the Maneuver, but subtract from the Power Point cost, which will make the Maneuver's final power Point cost lower.
Pay close attention to the descriptions of the Maneuver Bonus and Weakness Descriptions; they sometimes will affect other choices you have already made for your Maneuver, in which case you will have to go back in the creation process and make changes to your scores and Construction Point cost.
Special Bonuses Chart

SPECIAL BONUSES

ACID ATTACK

Cost Modifier: +340
Description: The spray has a range equal to the fighter's Stamina rating, and the fighter must have line-of-sight to his victim. Once the acid spray hits, it immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the acid breath has been immersed in water or some other measure has been taken, the acid continues to burn the victim's body. At the very end of the combat turn, after all action have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages again for the last time, using the -3 damage modifier. Characters hit more than once with he acid attack could suffer many damage tests at the end of each turn. Acid breath may be dodged like any other projectile attack.

ACTS AS JUMP

Cost Modifier: +100
Description: A fighter can play the Maneuver card along with any of the six basic punches and kicks, or by itself. If used by itself, use the basic modifiers purchased with the Maneuver. Otherwise, use the normal attack modifiers and not those shown here. Using a Jump causes the maneuver to become Aerial.
If the fighter uses a Jump with a Basic Maneuver, he may still be able to deliver damage after a successful jump. The fighter can leap 3 feet for each dot of Athletics.
This Bonus cannot be combined with any Aerial Bonus or weakness. The Maneuver must have a damage modifier of None, but does not receive the normal -100 construction points modifier for that modifier.

AERIAL

Cost Modifier: +50
Description: The Maneuver is considered Aerial and can be used to dodge projectiles in the same manner as a Jump maneuver.

AERIAL (NO DODGE)

Cost Modifier: +25
Description: Although the Maneuver is considered Aerial and will avoid Crouching and Sweep maneuvers, it cannot be used to dodge Projectiles.

AERIAL
(ADDED BONUS: AFFECTS CROUCHING MANEUVERS)

Cost Modifier: +75
Description: The Maneuver is considered Aerial and can be used to dodge projectiles in the same manner as a Jump Maneuver. It may also affect Crouching Maneuvers, unlike a regular Aerial Maneuver.

ALTERED DAMAGE TECHNIQUE

Cost Modifier: +25
Description: The Maneuver uses a different type of Technique than that of it's base to calculate damage. For example, a Grab Maneuver could be altered to use Punch to calculate damage instead of the Grab Technique. The Technique used to calculate damage is chosen at the time of the Maneuver's creation.

ANY PATH

Cost Modifier: +150
Description: This Bonus can only be applied to a Ranged or Projectile attack or effect. The user does not need line of sight, and Projectile attacks (if the Maneuver is one) will take the shortest path to the subject.

AREA EFFECT

(see Surround Pound, Projectile: Wave Effect)

ARMOR PIERCING

Cost Modifier: +250
Description: This punch ignores any special bonuses that provide extra protection, such as armor, toughskin, or similar powers. Anyone without such extra protection suffers an additional +1 damage.

ATTACK THEN BACK

Cost Modifier: +200
Description: The character makes his attack roll before Movement. The Maneuver's Movement must be One or Two.
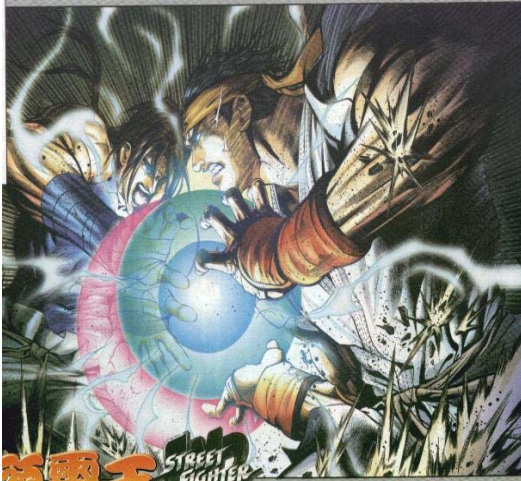
ATTACK THEN BACK, LIMITED

Cost Modifier: +100
Description: After making his attack, the fighter moves back one hex.

AVOIDS PROJECTILES

Cost Modifier: +75
Description; The Maneuver may be used to avoid projectiles in the same manner as a Jump Maneuver, but is NOT considered an aerial Maneuver.

BACK ATTACK

Cost Modifier: +25
Description: This Bonus allows the fighter to attack an opponent that is to his rear, if the Maneuver used against him allows the fighter to place himself behind the victim at the end of his attack. Basically, this Bonus cancels out the Move Behind Bonus that allows a fighter to move behind an opponent and cause him to lose his attack.

BEAST ROLL

Cost Modifier: +175
Description: The fighter begins by traveling in a straight hex-line backward using a -2 move modifier. The backward roll can be used to attack an opponent. Then the fighter rolls forward for another attack using a +2 move modifier. Both attack's must enter the target's hex. Finally, the fighter bounces off the second target to end the move two hexes in front of that target.
Obviously, this Maneuver already uses a Move modifier, so none should be taken when designing a Maneuver with this Bonus. The cost for the Move modifications are already taken into account. They cannot be altered.

BLIND

Cost Modifier: +555
Description: The monk can inflict blindness on any victim within the monk's Wits + Focus. The monk must defeat the opponent in a resisted roll of the monk's Intelligence + Focus verses the victim's Stamina +Mysteries. If successful, the victim is completely blinded as a veil of darkness shuts off his sight.
The Power acts just like a sustained hold. The victim gets a resisted roll of intelligence vs. intelligence to break free of the monk's power each turn.
The designer of a maneuver must use the range listed here, but pays no construction point cost for it.

BLINDING (ONE TURN)

Cost Modifier: +480
Description: Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting skill is zero, she is dizzied

BOUNCE

Cost Modifer: +250
Description: The character will stop at the first hex occupied by a target, which can be a character or any sizable object. After damage is applied to a target, the rolling character will bounce off the target and land two hexes in front of the target. Unless the Maneuver has the Straight-Line Only weakness, the character bounces away at the opposite angle that he used to strike the target.

CAN BE USED WITH REKKA KEN

Construction Point Cost: +50
Description: This Bonus allows a Punch Maneuver to be used with the Rekka Ken Effect, even if the Maneuver is not a Basic Punch or Kick Maneuver. A Maneuver with this Bonus does not have the Rekka Ken Effect; instead, it is allowed to be played as a Basic Punch Maneuver by a character who knows Rekka Ken (if it is a Punch Maneuver), or it can be played as a Basic Kick Maneuver (if it is a Kick Maneuver)by a character who possesses a Kicking Rekka Ken (see the Rekka Ken Effect for more details on how that bonus works).
Obviously, this Bonus can only be applied to a Punch or Kick Maneuver.
Submitted by Knight of the Black Rose

CAUSE MYSTIC FEAR

Cost Modifier: +355
Description: While many Maneuvers can cause devastating effects that would strike fear into the heart of opponents, Cause Mystic Fear uses mental powers, magic or some other paranormal force to create fear in the victim's mind. All within the sight of the fighter must make a resisted Willpower roll against the fighter's Manipulation + Focus or get as far away from the fighter as possible. This is considered a sustained hold, and only ends when a successful roll has been made or three turns have passed.

CHARM

Cost Modifier: +330
Description: The martial artist using Charm must be close enough to his victim to gaze into her eyes, establishing the hypnotic contact. He must be within three hexes of his opponent. Once eye contact is established, the charmer makes a Wits + mysteries resisted roll against the victim. If the charmer wins, the spell is established; otherwise, there is no effect.
Once the cobra charm has begun, it works similarly to a sustained hold for grappling, except that between each turn the victim and the charmer compare intelligence rolls to see if the hypnotic hold is broken. If the victim is ever hurt, the charm is broken.
While hypnotized, the victim will do nothing except follow very basic commands given by the hypnotist such as lying down, moving, etc. the hypnotist can employ only the Move maneuver while maintaining the hypnotic hold, because he must concentrate on his subject. If the charmer and the victim are ever separated by more than three hexes the charm is broken.
This Bonus can only be added to a maneuver with a Damage of None. It cannot have other Special Bonuses added to it.
Charm has a range of "eye contact", which can be made in any tournament ring. The Storyteller can decide on when the character can make eye contact outside the ring. The designer of a Maneuver with this bonus does not pay for Range.

CHARM (DIZZY EFFECT)

Cost Modifier: +400
Description: The fighter must succeed in a contested roll of his Dexterity + Focus vs. the target's Wits + Mysteries. If the attacker wins, treat the target as if he were dizzied.

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CROUCHING

Cost Modifier: +25
Description: The Maneuver is considered Crouching

DESTROY BODY

Cost Modifier: +400
Description: The user of a Maneuver with this Bonus must defeat the defender in a contested Focus roll. If he succeeds, the defender's body is consumed with some type of power (fire, electricity, etc., one type chosen at the time of the Maneuver's creation), taking the Maneuver's damage. Each round thereafter, the attacker can continue to expend Chi to keep the power active and causing damage. The affected character can counteract this expenditure of Chi by (choose one):
1. Spending a turn rolling on the ground (treat as a knockdown with -2 Speed the following turn)
2. Spending a Chi point
3. Passing a Willpower check
4. passing a Stamina check
This bonus must be accompanied by a Chi requirement of 2, +1 each round thereafter.

DIFFICULT RETURN ATTACK

Cost Modifier: +150
Description: If next Maneuver from an opponent is an attack, the first roll is at +2 difficulty

DIM MAK EFFECT

Cost Modifier: +500
Description: Acts exactly as a Dim Mak attack with regards to delayed damage and weakness

DISLOCATES ARM

Cost Modifier: +160
Description: The turn after the fighter's arm has been dislocated, he suffers a -3 speed penalty. This is because he is forced to pop is arm back into it's correct position. Any punches made during this turn (the turn with the -3 speed) suffer a -2 damage modifier as well. The victim may choose not to relocate his arm. However, he may only throw kicks until he does.

DISPLACEMENT EFFECT

Cost Modifier: +320
Description: This maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his adversary. When the opponent begins his attack, the fighter must have enough Speed to interrupt the attack; otherwise, the displacement is ineffective. The fighter executing the displacement may then travel up to her full Move to the right or left of the opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any move left. This maneuver may be used to avoid projectiles, although a contested roll must still be made. The street fighter's punch technique is used to determine the damage for the attack.

DIZZY (INSTANT COMBO)

Cost Modifier: +100 for two hits, +200 for three hits
Description: This Bonus must be applied to a Multi-Hit Bonus. All successful damage is added together to determine if the victim is Dizzied.

DIZZY (VS. STAMINA)

Cost Modifier: +250
Description: Any victim of the Maneuver must succeed in a stamina test or be dizzied the following turn.

DOUBLE BLOCK

Cost Modifier: +150
Description: This Bonus can only be added to a Block Maneuver. While using the Maneuver, the fighter doubles his Block for Soak purposes, instead of adding the normal Block to his Soak.

DOUBLE-DREAD ATTACK

Cost Modifier: +480
Description: The fighter attacks once with +1 to damage (using the normal damage modifiers of a punch or kick, as determined by the choice of the player when creating a Maneuver with this bonus), and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance. This Bonus may only be applied to a Punch or Kick attack, and cannot be combined with other Bonuses.
Even though this Bonus has a positive damage modifier, it does not count as a positive damage when determining if the designer must double his construction points.

DOUBLE-HIT (STATIONARY)

Cost Modifier: +80 points per +1 to damage. If +0 damage bonus or below, +40 points
Description: If the fighter does not have to move to attack, he may make two damage tests. Only Maneuvers with a Move of One may have this effect. This Bonus may not be combined with a Multi-Hit effect.

DISABLING ATTACK

Cost Modifier: +250
Description: The fighter leaps forward and indicates which limb he wishes to strike. A successful roll that inflicts damage causes the target to suffer -1 on both Strength and dexterity for the remainder of the combat. This maneuver can be performed multiple times, and can finally impair the victim. When determining damage inflicted by this attack, the Animal hybrid background (or other similar background) is used in place of the grab technique.
This Bonus may not be combined with the X for Damage Bonus.

ENVELOP

Cost Modifier: +385
Description: The fighter can emit a sphere of force that wraps around the target. The force may be made of negative energy, water, vacuum, or some other force, depending on the description of the Maneuver.
The Envelop acts much like a Grab maneuver. If two fighters are engaged in a sustained hold and are in the same hex, both will be affected. Each round the target must succeed in a stamina test to see if he is dizzied by the lack of oxygen or other negative force. The range of the envelop extends a number of hexes equal to the fighter's Focus technique, and requires line of sight.
Envelop is a sustained hold and may be maintained a number of rounds equal to the attacker's Focus Technique. If the line of sight is broken by an obstacle of another fighter, the Envelop is dispelled. Unlike most sustained holds, the target may move and fight normally, except that his speed is at -2.

ESQUIVES

Cost Modifier: +195
Description: The fighter must have enough speed to interrupt his attacker. As the opponent attacks, the player using Esquives simply moves his counter in any one direction up to two hexes. Esquives may not be applied to a maneuver that deals damage of any type.

FREEZE

Cost Modifier: +230
Description: Any opponent damaged is frozen in place and must accumulate 4 successes in Strength rolls to break free. He may try at the end of each turn. If the character is hit while frozen, he receives normal damage and the ice shatters without the strength rolls.
A Maneuver with the Freeze Bonus may not have a damage of greater than +3, and must have a Chi requirement. It must also support a Move of None. It's Speed may be +0 or below, but cannot have a positive modifier.

GRAB: ADJACENT HEX ATTACK

Cost Modifier: +250
Description: This Bonus can only be applied to a Grab Maneuver. It allows the Grab maneuver to attack opponents in adjacent hexes as well as his own with the Maneuver.

HEALING

Cost Modifier: +300
Description: A character who uses Healing in the midst of combat must enter the same hex as her patient and then execute the healing process. Like the regeneration special maneuver, the healer can restore one lost health level per point of chi the healer spends. The healer can spend Chi points up to her Focus rating per turn of healing. When adding this effect to a Maneuver costs for Willpower/Chi are not purchased, and the Maneuver must have a damage of None. One chi can also heal 5 hexes of natural damage such as pollution.

HOLD

Cost Modifier: +250
Description: If the attacker performs two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.
The fighter's strength is considered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets their stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automatically broken.
Obviously, this Bonus cannot be added to the Sustained Hold Bonus.

IGNORES BLOCKS

Cost Modifier: Free to any Grab maneuver; +75 per +1 damage bonus of the Maneuver in question or +50 for any Maneuver with a +0 or negative damage Modifier.
Description: The Maneuver ignores blocks in the same fashion as most Grab Maneuvers

IGNORES BLOCKS (LIMITED)

Cost Modifier: +15 per +1 damage of the Maneuver
Description: The Maneuver ignores Blocks, unless the opponent is performing a certain type of maneuver (choose two: Ariel, crouching, punch defense, kick defense)

IGNORES HIGH DEFENSES

Cost Modifier: +70 per +1 damage bonus of the Maneuver in question or +45 for any Maneuver with a +0 or negative damage Modifier.
Description: The Maneuver ignores Blocks, unless the victim is performing a crouching block or is using kick defense.

IGNORES JUMP DEFENSES

Cost Modifier: +250
Description: The Maneuver can not be avoided with Jump or similar moves. This Bonus must be applied to projectile (ranged) attacks.

IGNORES STAMINA

Cost Modifier: +175
Description: The victim of an attack does not get to use his Stamina to soak attack damage.

IGNORES STAMINA (HALF STAMINA)

Cost Modifier: +100
Description: The victim only uses 1/2 his normal Stamina (rounded down) when deterring Soak against this Maneuver.

IGNORES STAMINA (HALF STAMINA, LIMITED)

Cost Modifier: 250
Description: Unless the opponent is Blocking, he may only use half his stamina (rounded down) to soak damage.

IMMOVABLE

Cost Modifier: +100
Description: While using the Maneuver, the character cannot be moved from the space his is in. If combined with a Maneuver that has a movement, the character cannot be moved for the rest of his turn once his movement phase has ended, although he can be moved if he is interrupted before that time.
A character with this Bonus may still be moved with a Grab Maneuver.

INCREASED DAMAGE (+1 PER HEX MOVED)

Cost Modifier: 25 per +1 to move. If Move is +0 or below, +15
Description: This Bonus may be added to any Maneuver that has a Move that is not classified as None, and that causes damage to a victim. The Maneuver must also have the Push Bonus. Each time the victim of such a Maneuver is attacked (beyond the first), the damage received is considered to be +1 higher than the original Damage total.

INCREASED DEFENSE VS. GRABS

Cost Modifier: +200
Description: A fighter employing this maneuver adds his Grab technique to his Stamina to defend against grab maneuvers. It can be played each round the fighter is in a sustained hold, for example.

INVINCIBILITY, PHYSICAL

Cost Modifier: +330, +500 for Maneuvers that cause damage
Description: While using a Maneuver with this Bonus, physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.
As long as the Maneuver causes no damage, the creator of the Maneuver is free to have the Cost of the Maneuver (in Willpower/Chi) be 0. If the Maneuver causes damage, however, there must be a Willpower and Chi cost. Construction points gained for negative damage are halved for any Maneuver with this Bonus, and construction points for Maneuver that have a positive damage pay double the normal costs (which can be doubled again if the Maneuver has other positive basic modifiers).
Any Maneuver with this Bonus must have a Focus requirement.

INVINCIBILITY, LIMITED

Cost Modifier: +230
Description: While using the Maneuver, the character cannot be harmed, although he can still be harmed before the Maneuver begins or after it is completed.

INVISIBLE PROJECTILE

Cost Modifier: + 100
Description: Obviously, this Maneuver must have a range of some type longer than touch. The projectile attack is invisible. Characters who make a successful Perception + Mysteries roll will notice the projectile.
Those that fail to notice the projectile cannot add their Block to their Soak or use a Maneuver to avoid the projectile.

KICK DEFENSE

Cost Modifier: +50
Description: The fighter is at +4 to Blocking Soak vs. Kick maneuvers, -2 Blocking Soak vs. all others while using this Maneuver.

KNOCKBACK

Cost Modifier: +80
Description: If victim is damaged, he is pushed back one hex if he fails a resisted Strength check. This applies to grounded opponents only. The bonus has no effect on Aerial opponents.

KNOCKBACK, AUTOMATIC (PER HEX)

Cost Modifier: +100 + 25 per hex
Description: A victim damaged by a Maneuver that has this Bonus is knocked back a number of hexes equaling the number purchased for this bonus. The maximum in Hexes is 5 with this Bonus.

KNOCKBACK, IMPROVED

Cost Modifier: +100
Description: The opponent moves back a number of hexes equal to the attacker's Strength + Athletics, minus the target's strength.

KNOCKBACK, DAMAGE TRANSFER

Cost Modifier: +300
Description: The practitioner must choose what to do with their dice pool: The maneuver's damage may be reduced by one point to throw the target back by one hex.

KNOCKBACK, EQUAL TO DAMAGE

Cost Modifier: +100
Description: Any fighter who suffers damage is moved an equal number of hexes in a straight line away form the fighter.

KNOCKDOWN

Cost Modifier: +15 for each +1 to damage of the Maneuver in question. If the Maneuver has a +0 Damage or less, +15
Description: If the Maneuver causes damage to an opponent, it also scores a Knockdown. Any Maneuver with a Power Point cost of 0 that has a Knockdown Bonus will have a minimum cost of 1 Power Point for any Style.

KNOCKDOWN, IMPROVED

Cost Modifier: +100
Description: The victim of the Maneuver suffers a Knockdown, whether or not the Maneuver actually scores damage. The Maneuver may not have a Speed basic modifier greater than +0.

KNOCKDOWN (AERIAL)

Cost Modifier: +10 for each +1 to damage of the Maneuver in question
Description: This Maneuver causes Knockdown to an aerial opponent if it causes damage to that opponent. It does not have the special Knockdown effect on grounded subjects. It must interrupt an aerial maneuver for the knockdown effect to take place. Any Maneuver with a Power Point cost of 0 that has a Knockdown Bonus will have a minimum cost of 1 Power Point for any Style.

KNOCKDOWN RESISTANT

Cost Modifier: +200
Description: While using the Maneuver, the character is immune to Knockdowns.

LEVITATE

Cost Modifier: +420
Description: The practitioner may move up to their Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi per turn. This takes the place of the normal Move modifier, which does not have to be purchased if the Maneuver has this Bonus.

MIND CONTROL

Cost Modifier: +600
Description: A Maneuver with this Bonus can be used on a character with no Willpower left, but not a character with an honor of 10. The victim must be within the attacker's focus + wits in hexes (Range is not purchased for the Maneuver). Both roll intelligence, and if the attacker receives more successes, he has taken over the mind for a period of time. The victim's Honor vs. the attacker's Willpower may be rolled when the victim is forced to go against his own morals. It is rumored that conditioning to make a victim a permanent slave is possible.
NEW CHAMPS RULE: In a tournament, a character who has his mind controlled by his opponent must roll his dice equal to his Honor (or 1 dice, whichever is more) each turn. If the character gains a success, he may act normally. If he fails the roll, he is confused and may only use the basic Block Maneuver (or Move if his opponent tries to use a Grab). If he botches the roll, the character is Dizzied.
1 success - 1 round of combat (10 turns)
2 successes - 1 hour
3 successes - 1 day
4 successes - 1 week
5 successes - 1 month
This bonus can only be applied to a Focus Maneuver with a Focus requirement. The Maneuver must cost Chi to activate. The Maneuver may not have any other Bonuses applied to it; the only thing the creator of the Maneuver may change are the basic Chi/Willpower requirement and the Speed of the Maneuver, which can never be greater than +0. The creator may add weaknesses. The Maneuver may not have a weakness if that weakness simulates any Bonus, such as Aerial or Crouching.

MISSILE REFLECTION

Cost Modifier: +170 or +500 for Energy Attacks
Description: The fighter must roll Dexterity (difficulty 6) to deflect missiles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. To deflect bullets or similar dangerous weaponry, the fighter must possess something able to deflect the weapon (a piece of metal, iron bracelets, etc.). If the object is caught or deflected, the fighter can send the object back at it's owner (or another party) for the same amount of damage it would have caused. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missiles can be reflected in a single turn.
Energy Reflection: This power is similar to Missile reflection, except that the fighter can reflect any type of energy attack, such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll. The energy attack may be reflected back to it's original source or another target, and causes the same amount of damage it would have against the fighter.

MOVE, ATTACK, MOVE

Cost Modifier: +500
Description: The Maneuver allows the character to move one hex before attacking, then finish the Movement after the attack is complete. The fighter's opponent must be standing in the same or adjacent hex when the fighter begins this move. The Maneuver must have a Movement basic modifier in the negatives (-1, -2, etc.).

MOVE BEHIND

Cost Modifier: +150
Description: The fighter must be able to move inside the victim's hex. At the end of the move, the fighter lands in the hex directly behind his opponent (or in the hex of his choosing adjacent to his opponent if he began his move in the same hex with the victim). If the fighter using this maneuver interrupted an opponent's attack, the victim cannot execute his declared attack on the fighter, who has now flopped behind him, unless the victim's Maneuver has the Back Attack Bonus.

MULTI-HIT (X2)

Cost Modifier: +150
Description: The Maneuver strikes the opponent twice, with two separate damage rolls. This Bonus cannot be part of a Maneuver that contains another Type A Bonus. Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7

MULTI-HIT, LIMITED (x2)

Cost Modifier: +100
Description: The Maneuver strikes the opponent twice, with two separate damage rolls. Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7.
To be able to use this Bonus, the attacker (pick one):
1. has to attack an opponent and not move (or he scores only one attack).
2. has to attack an Aerial opponent (or he scores only one attack).
3. has to enter the hex with his opponent for the first attack, which pushes the victim back one hex whether or not the Maneuver causes any damage. Then he makes his second attack. If the fighter can't enter the opponent's hex, he can still make the second attack.
Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7

MULTI-HIT (X3)

Cost Modifier: +500
Description: The Maneuver strikes the opponent three times, with three separate damage rolls. This Bonus cannot be part of a Maneuver that contains another Type A Bonus.
Add +100 construction points, in addition to any other costs, to a Multi-Hit Maneuver that has a Damage Bonus of +6 or +7

MULTIPLE TECHNIQUE STRIKE

Cost Modifier: +450
Description: The Maneuver strikes three times, with two or more Techniques (punch, kick, athletics, or weapon Maneuver) combined together. For example, the Maneuver might strike with two kicks and a punch, or two kicks and a Sword. Two of the attacks have a +0 damage modifier; one of the attacks has a +1 damage modifier, chosen by the player at the time of the creation of the Maneuver. Damage is not chosen for the Maneuver at the time of it's creation; it is assumed to have the modifiers above. This positive damage bonus does not count as a positive damage when deciding whether or not to double construction points in a Maneuver that has two or more positive basic modifiers.

NUMB

Cost Modifier: +150
Description: An opponent struck with this maneuver will suffer numbness in the following turn. If any damage is inflicted, the opponent suffers a -1 to move during the next round.
PIT
Cost Modifier: + 500
Description: In order to be effective, the fighter must target a victim after he has completed his movement. Otherwise, the character must choose a hex to be the target of this power. Any fighter who ends his turn in the affected hex falls into the pit. Use the modifiers below for damage from the fall. The pit is five feet deep plus one foot per dot of the fighter's Focus Technique. Fighters who fall into the pit must spend their next action climbing out. Treat this action as a move maneuver at -4 speed. Once a pit is created, it is permanent.
Obviously, this Bonus cannot be combined with the Must Strike Last weakness.

PLACEMENT (SAME HEX ENDING)

Cost Modifier: +5
Description: This Bonus can only be applied to a Maneuver that has a positive Move Modifier and can cause damage to an opponent. At the end of the attack, the attacker and defender are considered to be in the same hex. If combined with Speed Bonus: Grab, add an additional +75 to the cost of this Bonus.

PLACEMENT (VICTIM ONE HEX BACK)

Cost Modifier: +5
Description: The victim of the Maneuver lands one hex behind his original position (attacker's choice of which hex). This happens each time the victim is damaged if the Maneuver has the Multi-Hit Bonus. capabilities.

POWER UP

Cost Modifier: +400
Description: This type of Maneuver must cost at least 1 Chi or Willpower to activate. The character concentrates from 1-4 turns, during which time he may use any other Maneuver, but they will be at -1 speed, damage and move. The fighter can stop concentrating at any time, even on the first turn, and then use the Maneuver. Damage bonuses are similar to those of the Turn Punch (sf 166). This Maneuver must be in the form of a Punch or Kick Maneuver. Note that the Speed and Damage bonuses are already calculated into a Power Up Maneuver, and therefore are not chosen for this type of Maneuver.

PROJECTILE: WAVE EFFECT

Cost Modifier: +380
Description: This Bonus must apply to a projectile (ranged) attack. All hexes covered from the beginning of the attack to the target are affected with the effect of the Maneuver.

PSYCHIC RAGE

Cost Modifier: +300
Description: If a fighter uses a Maneuver with this Bonus, he must win a resisted (permanent) Willpower roll vs. his victim. If the attacker is successful, then the victim goes into a rage.
The victim will only be able to play fierce or roundhouse combat cards, and his highest damage special maneuvers. He will spend Chi and Willpower as needed until he runs out. Furthermore, he will not be able to play a Move or Block maneuver and will not receive any benefits from a combo maneuver.
After falling under the control of the Psychic Rage, the victim can, each turn not including the first, roll an Honor vs. the Manipulation of the attacker to try to break free. The rage will end if the attacker of the victim is knocked unconscious. The victim will lose honor normally while under the power's influence.
This Bonus requires the Maneuver to have a Chi requirement. If the Bonus is part of a physical-based Maneuver, such as a kick, the fighter must make physical contact and cause at least 1 point of Health damage to his victim to activate the effect.

PSYCHIC VISE

Cost Modifier: +450
Description: The victim must be within the attacker's focus+wits in hexes (the Maneuver does not require the character to purchase a Range). The attacker rolls damage using the opponent's Intelligence instead of Stamina to determine soak. Psychic vise ignores blocks for the purposes of soaking damage. For each damage success, the victim loses one willpower and is at -1 to speed for the next maneuver. If the victim loses more willpower than his intelligence rating in a single attack, the victim is mentally stunned (dizzied). Victim's who reach 0 willpower can still be slowed and stunned with the use of this power. This bonus can only be applied to a Focus Maneuver with a Focus requirement. The Maneuver must cost Chi to activate. The Maneuver may not have any other Bonuses applied to it; the only thing the creator of the Maneuver may change are the basic modifiers and/or the addition of weaknesses. The Maneuver may not have a weakness if that weakness simulates any Bonus, such as Aerial or Crouching.

PSYCHO CRUSHER

Cost Modifier: +300
Description: This Bonus causes damage as the user flies into his victim's hex. The user of the power may fly in any pattern, but each victim is hit only once even if the user flies into his space again.
If the victim is not blocking, he is consumed by some type of Chi power (described when the Maneuver is created), taking full damage from the attack, and suffers a knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim can choose which hex).
If the victim was blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one dice of damage (a botch bringing the Maneuver to an end). The attacker can continue to push the victim back and do an additional die of damage for every hex left in his movement, to a maximum of five damage tests, at which time the attacker will fly past his opponent. This Bonus cannot be combined with the Push or Knockdown Bonus, and requires Focus as a Maneuver requirement. The Maneuver will always require the use of at least 1 Chi, but the creator of the Maneuver may chose 1 or 2 Chi and any amount of Willpower, and gains the normal bonus construction points for the Maneuvers Chi/Willpower cost.

PUNCH DEFENSE

Cost Modifier: +50
Description: The fighter is at +4 to Blocking Soak vs. Punch Maneuvers, -2 Blocking Soak vs. all others while using this Maneuver.

PUSH

Cost Modifier: +400
Description: The character pushes his foe back one space and attacks again each time he moves, up to his full move. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Maneuver.
If a Push Maneuver is combined with the Aerial advantage, add 100 points to the construction cost of the Maneuver.
The Push Bonus must be purchased with the Straight-Line Only weakness. The designer of the maneuver gains the full points associated with that weakness.

REKKA KEN EFFECT

Cost Modifier: +300
Description: The system for the Maneuver works exactly like the Rekka Ken Maneuver. As long as the 1 Willpower still exists in that combination. The player may choose to allow the Maneuver to be used with Basic Punches or Basic Kicks at the time of creation, but not both.
The Maneuver must use at least 1 Willpower per turn, but the player may choose any greater amount (and will receive normal point cost reduction for the 1 willpower or more), or any combination of Willpower/Chi. Normal extended turn Chi and Willpower cannot be used. For example, if the player designing the maneuver choses 1 Willpower per turn, he receives the normal +50 construction points, but the Maneuver requires him to use 1 Willpower per turn. If he choses 1 Willpower and 1 Chi, he receives the normal +100 construction points, but is required to use 1 Willpower and 1 Chi per turn.

REQUIRES BLINDFIGHTING TO INTERRUPT

Cost Modifier: +150
Description: To interrupt the character when he is using this Maneuver requires a Blindfighting Check (Blindfighting + Wits) with at least 1 success. This simulates Maneuvers that allow a character to momentarily blind a victim, or ones that allow the character to become invisible for just a moment.

REPEATING PROJECTILE

Cost Modifier: + 350
Description: The fighter can throw a number of small projectiles equal to his rating in Focus. Thus, a fighter with a Focus of 5 could throw a volley of 5 projectiles. He can target them at any opponent or opponents he likes. An opponent using a jump or similar maneuver to avoid the fireballs must make a separate jump for each fireball targeted toward him. A Maneuver with this Bonus cannot have a +1 or greater basic damage modifier.

RISING STORM CROW EFFECT

Cost Modifier: +500
Description: The fighter must start at least two hexes away from his target. He can throw the target in a straight line forward for as many hexes equal to his strength. The target takes two damage tests; one at the fighter's strength -3 (botches for this roll should be ignored and considered to be 0 damage, and the maneuver is NOT canceled) when the forced flip is initiated, then another at twice the fighter's Strength when the victim crashes to the ground. Thus, a character with a high strength throws farther and harder. The opponent automatically suffers a knockdown whether or not he receives any damage form either test. Both damage tests combine to determine whether or not the victim is dizzied.
This Maneuver cannot be combined with any other special Bonus. The Maneuver is required to have a Power Point cost of 6. damage is not purchased for a maneuver that has the Rising Storm Crow Effect.

SHOCKWAVE EFFECT

Cost Modifier: +330
Description: A "shockwave" effect stretches out in front of the character in a straight line equal to the character's Strength or Focus (player's choice during the Maneuver's creation) in hexes. All grounded characters in those hexes will suffer a Knockdown, regardless of whether or not they receive damage from this Maneuver

SLOW RETURN ATTACK

Cost Modifier: +50
Description: If any damage is scored by the attacker, the defender is at -1 Speed the following turn. If the opponent suffers an effect that causes him to suffer more than this negative to Speed (such as a knockdown effect or another negative to speed from another successful maneuver from another opponent) than this negative to Speed is cancelled and the new negative is used instead.

SPEED BONUS, LIMITED

Cost Modifier: +30
Description: The following Maneuver after this one gains a +2 Speed bonus, as long as the Maneuver is either a (pick one) {Punch, Kick, Grab, Block, Athletics} Maneuver.

STRIKES AERIAL OPPONENTS

Cost Modifier: +25
Description: This Bonus can only be applied to a Maneuver that is non-aerial. It allows a fighter to strike aerial opponents, when using the Maneuver with this Bonus.

STUN WAVE

Cost Modifier: +145
Description: The fighter must declare one opponent as the target of a Maneuver with this Bonus (although the Storyteller could allow minor thugs to be attacked in groups). The victim of the shout must make a resisted roll between the victim's permanent Willpower Rating and the fighter's permanent Willpower rating. If the victim wins, there is no effect.

If the attacker wins, one of two things happens, depending on whether the opponent has acted in the turn. If the victim has not acted, he loses all move and remaining actions for the turn. If he has acted, each extra success the attacker won the resisted Willpower roll by subtracts one from the speed of the victim's next maneuver.

SUBSTITUTE ATTRIBUTES

Cost Modifier: +200
Description: When calculating Speed, Damage, or any other score for the Maneuver, the Maneuver uses Attributes other than the normal Attributes associated with that type of Maneuver. The most common use of this Bonus is to use the Mental Scores of the character in place of his Physical scores for the purposes of the Maneuver. This could be very useful for a normally physical Maneuver, such as a Punch or Kick Maneuver.
However, Focus Maneuvers already have a "free version" of this Bonus if the Maneuver Type is Focus (see Step Two). As stated there:
"Unless changed by a Bonus or Weakness, a Focus Maneuver uses Wits for Dexterity when determining Speed and Intelligence replaces Strength for Damage. Any inhuman power that could be described as "magic" is a Focus maneuver, such as the ability to throw fireballs, stretching arms, or being able to become a shadow."
The following chart shows which Attributes will "change" when using the Maneuver with this Bonus. Remember, however, that the character cannot choose which Attribute group his Maneuver uses each time he uses it, and cannot choose not to use this Bonus when he uses the Maneuver. A Focus Maneuver that uses Physical Attributes will use Physical Attributes every time.

Physical	Mental	Effect
Strength	Intelligence	Damage
Dexterity	Wits	Speed

SURROUND POUND

Cost Modifier: +50* (see below)
Description: The fighter's Maneuver has the same effect on all those in adjacent areas each time it attacks. If combined with a Multi-Hit Bonus, double the cost of the Multi-Hit Bonus and any Bonuses of the Maneuver that affect a victim (Knockdown, Knockback, etc.). Add 200 points to the cost if the Maneuver is a ranged attack!!

SURROUND POUND, IMPROVED

Cost Modifier: +500
Description: The Maneuver will affect anyone within three hexes of the character! This Bonus cannot be combined with a Multi-Hit or Push Bonus, and must be part of a ranged Focus attack, such as Thunderclap.

SURROUND POUND, LIMITED

Cost Modifier: +25
Description: The fighter chooses three joining hexes adjacent to him, and attacks all three hexes. If combined with a Multi-Hit Bonus, double the cost of the Multi-Hit Bonus and any Bonuses of the Maneuver that affect a victim (Knockdown, Knockback, etc.), to a maximum of 800 per Bonus.

SUSTAINED HOLD

Cost Modifier: +200, +100 for Grab Maneuvers
Description: The Maneuver is considered to be a sustained hold, and follows the rules for them. In general, Grab Maneuvers are the only Maneuvers that are Sustained Holds.

SUSTAINED HOLD DIZZY

Cost Modifier: +100
Description: If the character can maintain a maneuver with this Bonus for three turns, he will automatically dizzy his opponent. Obviously, this Bonus can only be applied to Maneuvers that have the Sustained Hold Bonus.

SWITCHUP

Cost Modifier: +5
Description: The fighters switch hexes at the end of the move unless they began in the same hex, in which case the attacker may decide which adjacent hex the victim falls into.

TELEPORT

Cost Modifier: +500 or +450
Description: Although the description may vary outside of the ring, inside a tournament a Maneuver with this Bonus allows the character to move instantly anywhere on the game map. This Bonus must have a Focus requirement. A Maneuver with this Bonus does not purchase a Move basic modifier.
The Bonus may have a range limited to Intelligence + Focus. If this is the case, the Bonus has a cost of 450.
A Teleporting Maneuver, if it can attack, still must attack after it's Movement phase (after the character teleports). This Bonus cannot be combined with an Attack then Back Bonus.

THROW

Cost Modifier: +60
Description: If the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example. Obviously, the Knockdown Advantage cannot be purchased when applying this Bonus to a Maneuver.

THROW (BACKWARD)

Cost Modifier: +50
Description: After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's strength -1

THROW (SPECIAL RANGE: STR+KICK)

Cost Modifier: +80
Description: The victim can be thrown a number of hexes equal to the attacker's strength + kick technique. Otherwise, treat the Maneuver as if it has the Throw Advantage.

TRAVELING SLAM

Cost Modifier: +200
Description: This Bonus may only be applied to a Grab Maneuver that has a +0 or +1 Move modifier. The fighter moves into the victims hex, then grabs his opponent. He travels to any area up to three hexes away. The opponent drops into an adjacent hex from the fighter at this point, chosen by the attacker. This Maneuver is not an Aerial or Knockdown maneuver unless those bonuses are chosen along with Traveling Slam.

TYPHOON ATTACK

Cost Modifier: +200
Description: The fighter begins the Typhoon Attack by moving up to

his designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. An opponent in the final hex of movement will be hit by the attacker's knees and take damage at the normal damage modifier, and is knocked back one hex (into the hex in front of the attacker).

At this point, all adjacent hexes are attacked (see Surround Pound) and are knocked back one hex away from the attacker. The damage modifier for the second attack is +2.

This Bonus cannot be combined with a Push, Knockback, Surround Pound or Aerial Bonus, or a Must Enter Hex or Crouching weakness. The designer of the Maneuver purchases the damage modifier for the first attack, but not the second. The first attack must have a damage modifier of at least +2 or higher.

WALL

Cost Modifier: +100
Description: The character selects a hex other than his own and fills it with a wall of earth. Anyone in the hex suffers an attack for damage, rolled as any other Focus Maneuver. To pass it, the wall must be circumvented or beaten down. The fighter must be in contact with the earth for this power to work.

The wall has a number of Health levels equal to the character's Focus Technique, and a Stamina equal to his Focus or any Strange Background with this Maneuver as an associated Maneuver, whichever is higher.

This bonus can only be applied to a Focus Maneuver with a Focus requirement. The Maneuver may not have any other Bonuses applied to it; the only thing the creator of the Maneuver may change are the basic modifiers and/or the addition of weaknesses. The Maneuver may not have a weakness if that weakness simulates any Bonus, such as Aerial or Crouching.

WEAKENED SOAK (STAMINA)

Cost Modifier: +265
Description: Unless the opponent is Blocking, he may only use half his normal Stamina (rounded down) to soak damage.

WEIGHT

Cost Modifier: +400
Description: If affected, the target will not be able to jump for the following round, and will suffer -2 speed and -2 move. This effect cannot be sustained but may be used successively. This must be part of a projectile attack with no damage. The projectile must be avoided or the effect will take place.

The character gains no construction points from the damage of None associated with this bonus.

WOUNDED KNEE EFFECT

Cost Modifier: +200
Description: If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.

X FOR DAMAGE

Cost Modifier: +30, possibly +250
Description: The Maneuver uses another score to calculate damage in place of the normal Attribute that is used to calculate damage. For example, the Maneuver may use Punch to determine damage for a Grab Maneuver instead of Strength, or Animal Hybrid Background to calculate damage for a Focus Maneuver instead of Intelligence. If a Maneuver has two *Attributes* for damage, then this Bonus has a cost of 250, instead of 30. X for Damage cannot be used to replace Intelligence in Focus Maneuvers for Strength.

SPECIAL WEAKNESSES

AERIAL DODGE LIMITATION

Cost Modifier: -50
Description: The Maneuver cannot be used if it was used at the beginning of a turn to avoid a projectile. Of course, this Weakness can only be applied to Maneuver with the ability to avoid projectiles and another second effect (such as causing damage).

AERIAL DODGE LIMITATION (NO PROJECTILE AVOIDANCE)

Cost Modifier: -40
Description: The Maneuver is considered Aerial, but cannot be used to avoid projectile attacks. This weakness must be combined with an Aerial Maneuver.

BEST HIT ONLY

Cost Modifier: -70
Description: Disregard the attack that causes the least amount of damage (multiple attack Maneuvers only).

DISHONORABLE

Cost Modifier: -20
Description: Using the Maneuver causes the character to lose an Honor point.

DIZZY (NO DAMAGE)

Cost Modifier: -100
Description: Attack causes no real damage, but damage is rolled for dizzy purposes.

EASIER RETURN ATTACK

Cost Modifier: -75
Description: If next Maneuver from an opponent is an attack, it is at -1 bonus to difficulty

EASIER TO SOAK

Cost Modifier: -25
Description: The Maneuver has no effect on someone using the San He maneuver. Furthermore, the target may add dice to their soak roll by spending 2 Chi per one Die.

ENDING POSITION LIMITATION

Cost Modifier: -100
Description: The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.

KNOCKDOWN (SELF)

Cost Modifier: -50
Description: The attacker suffers a Knockdown when using the maneuver.

KNOCKDOWN (SELF IF DAMAGE SCORED)

Cost Modifier: -25
Description: The attacker suffers a Knockdown when using the maneuver.

MUST BE GROUNDED

Cost Modifier:
Description: This power will not work if the fighter is not in contact with the earth. Even thin wooden planks will negate the power.

MUST ENTER HEX

Cost Modifier: -5
Description: The fighter must enter his opponent's hex to initiate the attack. This Bonus cannot be applied to a Grab Maneuver, or a maneuver with None as a Move modifier.

MUST STRIKE LAST

Cost Modifier: -50
Description: To be successful, the fighter must actually allow a slower attack to hit. If the opponent's attack is faster, the fighter cannot play this maneuver.

NO COMBO

Cost Modifier: -15
Description: The Maneuver may not be part of a Combo

NO COMBO (DIZZY DAMAGE)

Cost Modifier: -10
Description: The Maneuver may not be part of a Dizzy Combo, except for gaining a Speed bonus. In other words, the Maneuver's damage is not added to the total to calculate whether or not the opponent is Dizzied. This Weakness can only be applied to damage-causing Maneuvers

ONE STRIKE VS. CROUCHING

Cost Modifier: -25
Description: This weakness must be applied to a Maneuver that has the ability to strike an opponent more than once. The Maneuver will only strike a Crouching opponent once. If the Maneuver uses the best of many strikes, use the best strike. Otherwise, make one damage test.

ONE STRIKE VS. AERIAL

Cost Modifier: -50
Description: This weakness must be applied to a Maneuver that has the ability to strike an opponent more than once. The Maneuver will only strike an Aerial opponent once. If the Maneuver uses the best of many strikes, use the best strike. Otherwise, make one damage test.

REQUIRED ACTION

Cost Modifier: -25% of the total cost of the bonus in question
Description: This weakness applies to a bonus within a maneuver, not the Maneuver as a whole. It requires the opponent to perform a specific type of maneuver (punch, kick, block, etc) when attacked for the bonus to work against that opponent. For example, a bonus might not have it's effect unless an opponent is using a focus maneuver, a kick maneuver, blocking, etc. All other aspects of the Maneuver (damage, other bonuses, and the like) function normally. This reduces the cost of the bonus in question by 25%
For example, a Maneuver might cause a knockdown, but only if an opponent is blocking.

SPECIFIC ATTACK (AERIAL)

Cost Modifier: -50
Description: The Maneuver can only be used if the opponent is performing an Aerial Maneuver.

SPECIFIC ATTACK (DIZZIED / KNOCKDOWN)

Starting Position Limitation
Cost Modifier: -20
Type
Description: To perform the Maneuver, the victim must have suffered a knockdown or have been dizzied

STARTING POSITION LIMITATION

Cost Modifier: -2
Description: The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in

STRAIGHT LINE ONLY

Cost Modifier: -50
Description: The fighter must move or attack in a straight line. This is assumed for projectile or ranged attacks and those types of Maneuvers are not allowed to purchase this weakness.
This weakness may not be applied to a Maneuver that has a range of 0 or 1 hex.

THROW LIMITATION (DIRECTION)

Cost Modifier: -10
Description: The throw is limited to a certain direction (chose one:)
1. In the direction the attacker was traveling (if not traveling, any direction)
2. To the left of the attacker
3. To the right of the attacker
4. To the back of the attacker
5. Forward

UNGLORIOUS

Cost Modifier: -20
Description: If the character uses this Maneuver in a tournament, he loses a point of Glory.

USELESS BONUS VS. BLOCKING

Cost Modifer: -25% of the total cost of the useless bonus
Description: This weakness causes one bonus of a Maneuver to become useless if the opponent blocks. For example, if a Maneuver had both the Improved Knockdown and Multi-Hit bonuses, the designer of the Maneuver could decide that the Improved Knockdown was useless against blocking opponents, although the multi-hit would still apply. The cost of the bonus that is useless vs. the blocker is reduced by 25%. It is possible for only some or all of the bonuses to be useless vs. blockers in a maneuver, but each bonus is purchased seperately.
This Bonus can also be applied to make a bonus useless unless the opponet blocks, but this decision does not change it's cost.

USELESS VS. AERIAL

Cost Modifier: -200
Description: The Maneuver will not strike an aerial opponent. This Weakness can only be applied to a damage-causing Maneuver. It cannot be applied to a Crouching Maneuver.

USELESS VS. CROUCHING

Cost Modifier: -50
Description: The Maneuver will not strike a crouching opponent. This Weakness can only be applied to a damage-causing Maneuver. It cannot be applied to an Aerial Maneuver.

USELESS VS. ELEMENTALS (ONE TYPE)

Cost Modifier: -50
Description: The Maneuver will not have any effect on a character with any level of Strange background: Elemental, such as Fire Elementals, Ice Elementals, Air Elementals, etc.

WEAKENED SUSTAINED HOLD DAMAGE

Cost Modifier: -30
Description: This weakness can only be applied to a Maneuver that is a sustained hold. On the first turn the character uses the Maneuver, damage is rolled normally. Each turn after the first that the Maneuver is used to sustain the damage, it's effective damage rating is at -1.

LEAPING SKY KICK: BONUSES AND WEAKNESSES

Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Basic Modifiers: Cost: 1 Willpower (-50), Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 450
Advantages/Weaknesses: Aerial (+50), = +50
Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42

STEP SEVEN: POWER POINT COST

"When you break all the laws of physics, do you seriously think there won't be a price?!"
W.F. Smith, Event Horizon

BASIC POWER POINT TOTAL

After applying the proper Bonuses and Weaknesses for your new Maneuver, you need to figure out the Maneuver's Basic Power Point cost. To do this, simply divide the Maneuver's Construction Point cost by 50, rounding normally.
If the Maneuver rounds to 0, it has a Basic Power Point cost of 1. If the Maneuver has a Power Point score of 8 or more, you'll need to bring down the cost of the maneuver by taking away some of it's more expensive Bonuses or lowering it's Basic Modifiers, increasing it's requirements, or by adding a Maneuver to it's Path (see below), if you haven't already. If the Maneuver has a Power Point score of -1 or below, it is an Illegal Maneuver and must be modified to bring it's Power Point cost up.

FINAL POWER POINT TOTAL

Once you change your Maneuver around enough (if you need to), you come up with the Power Point number you like, and a final power Point score. Note the Construction Point total, Basic power Point score, and Final Power Point Score on your Maneuver.

LEAPING SKY KICK: POWER POINT TOTAL
In our example, our Maneuver comes out as too many Power Points, so we need to decrease the numbers.

Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Basic Modifiers: Cost: 1 Willpower (-50), Speed +1 (50x2), Damage +3 (+100x2), Move +1 (+25x2) = +350 (+150) = 450
Advantages/Weaknesses: Aerial (+50), = +50
Technique/Maneuver Requirements: Kick 2 (-20), Athletics 2 (-20), Jump (-2) = -42
Total Construction Points: 500 - 42 = 458
Basic Power Point Cost: 9.16
Special Power Points Modifiers: None
Power Points: 9 (Illegal maneuver)

We will increase the Kick requirement to Kick 4, and increase the Athletics requirement to Athletics 4 as well. I'll also lower my Speed to -1.

Leaping Sky Kick
Kick Maneuver
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 4, Athletics 4, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Basic Modifiers: Cost: 1 Willpower (-50), Speed -1 (-50), Damage +3 (+100x2), Move +1 (+25x2)=+250
Advantages/Weaknesses: Aerial (+50), = +50
Technique/Maneuver Requirements: Kick 4 (-60), Athletics 4 (-60), Jump (-2) = -122
Total Construction Points: 300 - 122 = 178
Basic Power Point Cost: 3.56 (4)
Special Power Points Modifiers: None
Power Points: Any 4

Now I have a decent Maneuver, with a power Point cost of 4, Aerial capabilities, high damage and a high move with no weaknesses. Nice!

IMPORTANT NOTE
DECREASING A MANEUVER'S POWER POINT COST WITH REQUIRED MANEUVERS

If your Maneuver has another Maneuver as a Prerequisite, you must subtract it's Final Power Point score from the final Power Point score of your new Maneuver, unless that maneuver is a Jump or Throw Maneuver. This could make the Maneuver illegal if it lowers it to 0 or below.

If a Maneuver has more than one Prerequisite Maneuver at the final stage of it's Path, the Maneuver only subtracts the Power Point score of the prerequisite Maneuver that has the highest Power Point score.

Important Note: Maneuvers are not illegal Maneuvers if they have a Power Point score of 0 without reduction from other Maneuvers; they are illegal if they reach a Power Point score of 0 with reductions from other Maneuvers). Legal Maneuvers with a Power Point score of 0 have a Power Point Cost of "Any 1"

STEP EIGHT: FINISHING THE MANEUVER

"Don't rush me, sonny. You rush a miracle man, you get rotten miracles."
Miracle Max, The Princess Bride

VERSION NAME

Each maneuver has a version name, which will set it apart from all other maneuvers, even those with the same basic name. Try to avoid using your name as a version name; someone else with the same name could come up with the same Maneuver! Make sure that your version name is unique enough to stand out and not be copied by accident!

To set them apart from other Maneuvers, each Maneuver should be noted with "Created with the CHAMPS system", as shown below.

DETERMINE THE TAG

Your Maneuver's Tag is taken from it's Prerequisites, and all the Prerequisites of any Maneuvers that come before it on it's Path. Tags are made up of the following Techniques and other information, and must be listed in this order. Multiple occurrences of the same type of Prerequisite are counted as only one instance of that Prerequisite (for example, Punch 1 and a later requirement of Punch 3 in the Path is only counted as Punch for Tag purposes). Techniques are not listed with a number of dots in a Tag. Maneuvers and Attribute Requirements are not listed in a Maneuver's Tag, except for the requirement of Basic Maneuvers gained from Backgrounds. Levels of Prerequisites, such as dots required of Techniques or Backgrounds, are NOT noted in Tags.

Proper Order for Tag Listings:
Punch
Kick
Athletics
Grab
Block
Focus
Ax
Bow
Blunt Weapons
Chains/Whips
Flails
Firearms
Knives
Spears
Staves
Swords
Thrown Weapons
Background Requirement
Basic Bite Maneuvers
Basic Tail Maneuvers
Basic Claw Maneuvers
Basic Horn Maneuvers

ADDING NOTES

Feel free to add whatever notes you like to the maneuver, such as why you think the Maneuver would be needed or where your idea came from.

LEAPING SKY KICK: FINISHING THE MANEUVER

Leaping Sky Kick
King Killer's version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics
Path: First the fighter must learn Jump (Athletics 1). He may then proceed to Leaping Sky Kick (Kick 2, Athletics 2, Jump)
Prerequisites: Kick 2, Athletics 2, Jump
Description: The fighter jumps toward his opponent, but just before he lands delivers a fearsome kick to his victim.
Basic Modifiers: Cost: 1 Willpower (-50), Speed -1 (-50), Damage +3 (+100x2), Move +1 (+25x2)=+250
Advantages/Weaknesses: Aerial (+50), = +50
Technique/Maneuver Requirements: Kick 4 (-60), Athletics 4 (-60), Jump (-2) = -122
Total Construction Points: 300 - 122 = 178
Basic Power Point Cost: 3.56 (4)
Special Power Points Modifiers: None
Power Points: Any 4
Notes: The maneuver designed by Henry Ro of China.

Common Mistakes

Make sure your Maneuver has a Version and a Tag (and make sure the Tag is in the right order!).

CREATING NEW STYLES

"I know Kung Fu? I know Kung Fu!"
Neo, The Matrix

Without doubt, players will want to design new Styles as well as new Maneuvers. The following system details how to create balanced Styles, by using a system of spending points, similar to designing a new Maneuver. The Style will have certain Maneuvers that are cheaper for the Style to purchase, and might have other bonuses as well.

STYLE CONSTRUCTION POINTS

Each Style begins with 0 Style Points. To become an official CHAMPS Style, the Style must end up with 0 points exactly. The player first begins by picking at least 40 or more points worth of Tags and free maneuvers if he feels that they fit the Style, which will place him with negative Tag points. Then he must equal out this amount to 0 by picking Required Maneuvers (see below).

TAGGED MANEUVERS

A new concept here is "Tagging" Maneuvers to determine whether or not a Maneuver with the Tagged bonus has a lesser cost for a Style.
Each Style is considered to be associated, or Tagged, with certain types of Techniques or Technique combinations. The Techniques that apply to a Maneuver are those listed to purchase the Maneuver, not the basic Technique (Type) of Maneuver. For example, a character is required to have Punch 4, Athletics 1, and Dashing Punch to learn Dashing Uppercut. The Techniques required to learn the maneuver are Punch and Athletics. Therefore, Dashing Uppercut is a Punch + Athletics Maneuver.
A Maneuver that equals the Technique Tag in required Techniques to gain the Maneuver is reduced in cost by 1 for that Style.
For example, Boxing (CHAMPS version) has a Tag of Punch + Athletics. Boxing receives it's bonus of -1 Power Points for a Maneuver that requires Punch 00 and Athletics 000, or Punch 0, + Athletics 00, or any other combination of Punch + Athletics, but not for a Maneuver that requires Punch 00, because Boxing (CHAMPS version) does not have a Single Punch Technique Tag.

TAGS AND SPECIAL BACKGROUNDS

Unlike Maneuver Tags, Special Backgrounds and Strange Basic maneuvers (bite, tail, horn, etc) cannot be added to a Style Tag, although Maneuvers with those requirements may be part of a Style's Associated Maneuvers.

TAGS AND POWER POINTS

When designing a new Style, a player or Storyteller can add Tags to it for Style Points. Tags are Techniques or combinations of Techniques that are easier for that Style to learn. A Style Tag can be any combination of Techniques (up to four Techniques), including weapon Techniques. Attribute , Special Background and Strange Basic Maneuvers cannot be a part of Tags. After deciding on what Tags your Style learns easier, the Tags that involve combinations of different Techniques must be placed in the following order:

Punch
Kick
Athletics
Grab
Block
Focus
Axe
Bow
Blunt Weapons
Chains/Whips
Flails
Firearms
Knives
Spears
Staves
Swords
Thrown Weapons

Tags give different Maneuvers a -1 Power Point cost. If a Tag has a -2 Power Point cost modifier instead of the normal -1, double the cost below.
  A Tag costs 50 Style Points to add to a Style if the player is able to pick any one or two-Technique Style when first picking the Style (see Jeet Kune Do, below), including a Weapon Technique. If the character must chose only a Weapon Technique, this Tag costs only 8 points, and the character can chose any Single or Double Techniques as long as one of those Techniques is a Weapon Technique of some type.
  A Tag costs 24 Style Points to add to the Style, if the Tag is a single Technique. A style may have no more than three one-Technique Tags. Examples of single-technique Tags include Punch, Kick, Grab, Block, Athletics, Focus, or a Weapon Technique.
  A Tag costs 14 Style Points to add to the Style if the Tag is made up of two Techniques. A Style may have no more than 3 two-Technique Tags. Examples include Punch + Kick, Athletics + Kick, Grab + Punch, and Sword + Focus.
  A Tag costs 10 Style Points to add to the Style if the Tag is made up of three Techniques. A Style may have no more than 4 three-Technique Tags. Examples include Athletics + Kick + Focus and Grab + Kick + Athletics.
  A Tag costs 4 Style Points to add to the Style if the Tag is made up of four Techniques. A Style may have no more than 5 four-Technique Tags. An example would be Sword + Athletics + Block + Focus.
  If a Legal Maneuver has a Power Point cost of 1 after all modifiers, it's Power Point cost is considered 1 for any Style, even if that Style has a -1 or -2 Power Point cost modifier.

FREE MANEUVERS

A Style can be Tagged with a free Jump and/or Throw Maneuver, at a cost of 20 Style Points each.

25

Tag Cost	Type
50	Players choice of any one or two-Maneuver combination
24	Single Technique
14	Double Technique
10	Triple Technique
4	Quadruple Technique
20	Free Jump or Throw Maneuver

TAG EXAMPLES

To help you decide which Tags are best for your new Style, and which Maneuvers you would like to chose as Required Maneuvers (see below), the following list has been added.

Punch

Boshi - Ken/Thumb Drive (CHAMPS version)
Buffalo Punch (CHAMPS version)
Ducking Fierce (Dogs of War version)
Ear Pop (Dogs of War version)
Elbow Smash (CHAMPS version)
Fist Sweep (Dogs of War version)
Haymaker (Dogs of War version)
Head Butt (CHAMPS version)
Hundred Hand Slap (CHAMPS version)
Hyper Fist (Dogs of War version)
Kinfe Hand Strike (CHAMPS version)
Power Uppercut (CHAMPS version)
Shikan - Ken/Ninja Knuckle Fist (CHAMPS version)
Shuto/Sword Hand (Dogs of War version)
Spinning Back Fist (CHAMPS version)
Turn Punch (CHAMPS version)
Widowmaker (CHAMPS version)

Punch + Kick

Triple Strike (CHAMPS version)

Punch + Block

Deflecting Punch

Punch + Athletics

Dashing Punch (CHAMPS version)
Dashing Uppercut (CHAMPS version)
Dragon Punch (CHAMPS version)
Lunging Punch (CHAMPS version)
Rekka Ken (CHAMPS version)
Spinning Clothesline (CHAMPS version)
Spinning Knuckle (CHAMPS version)
Turbo Spinning Clothesline (CHAMPS version)

Punch + Athletics + Block

Displacement (CHAMPS version)

Punch + Athletics + Focus

Flying Punch (CHAMPS version)

Punch + Grab

Brain Cracker (CHAMPS version)
Eye Rake (CHAMPS version)
Head Butt Hold (CHAMPS version)
Monkey Grab Punch (CHAMPS version)
Stomach Pump (CHAMPS version)

Punch + Focus

Dim Mak (CHAMPS version)
Flaming Dragon Punch (CHAMPS version)
Heart Punch (Dogs of War version)
Shockwave (CHAMPS version)
Thunderclap (CHAMPS version)

Punch + Grab + Focus + Elemental (Water)

Envelop (CHAMPS version)
Drench (CHAMPS version)

Punch + Focus + Elemental (Fire)

Flaming Fist (CHAMPS version)
Fire Strike (CHAMPS version)
Heatwave (CHAMPS version)

Punch + Focus + Elemental (Air)

Air Blast (CHAMPS version)
Push (CHAMPS version)

Punch + Focus + Elemental (Earth)

Stone (CHAMPS version)

Kick

Double Dread Kick (CHAMPS version)
Double Hit Kick (CHAMPS version)
Double Hit Knee (CHAMPS version)
Foot Sweep (CHAMPS version)
Great Wall of China (CHAMPS version)
Lightning Leg (CHAMPS version)
Reverse Frontal Kick (CHAMPS version)
Stepping Front Kick (CHAMPS version)
Wounded Knee (CHAMPS version)

Kick + Athletics

Air Hurricane Kick (CHAMPS version)
Ax Kick (CHAMPS version)
Backflip Kick (CHAMPS version)
Cartwheel Kick (Dogs of War version)
Flying Heel Stomp (Dogs of War version)
Flying Knee Thrust (CHAMPS version)
Flying Thrust Kick (CHAMPS version)
Foward Backflip Kick (Dogs of War version)
Foward Flip Knee (CHAMPS version)
Foward Slide Kick (CHAMPS version)
Handstand Kick (CHAMPS version)
Heel Stamp (CHAMPS version)
Hurricane Kick (CHAMPS version)
Scissor Kick (Dogs of War version)
Slide Kick (CHAMPS version)
Spinning Foot Sweep (Dogs of War version)
Tiger Knee (Dogs of War version)
Whrilwind Kick (CHAMPS version)

Kick + Athletics + Grab

Back Roll Throw (CHAMPS version)
Dislocate Limb (CHAMPS version)

Kick + Athletics + Focus

Dragon Kick (CHAMPS version)
Flash Kick (Dogs of War version)

Kick + Grab

Knee Basher (CHAMPS version)

Athletics

Ground Fighting (CHAMPS version)
Kippup (CHAMPS version)
Light Feet (CHAMPS version)
Air Smash (CHAMPS version)
Backflip (CHAMPS version)
Beast Roll (Dogs of War version)
Cannon Drill (CHAMPS version)
Drunken Monkey Roll (Dogs of War version)
Flying Body Spear (CHAMPS version)
Flying Head Butt (CHAMPS version)
Jump (CHAMPS version)
Jumping Shoulder Butt (CHAMPS version)
Pounce (CHAMPS version)
Rolling Attack (Dogs of War version)
Thunder (Dogs of War version)
Thunderstrike (Dogs of War version)
Tumbling Attack (CHAMPS version)
Vertical Rolling Attack (CHAMPS version)
Wall Spring (CHAMPS version)

Athletics + Grab

Improved Pin (CHAMPS version)
Choke Throw (CHAMPS version)
Disengage (CHAMPS version)
Flying Tackle (CHAMPS version)
Hair Throw (CHAMPS version)
Pile Driver (CHAMPS version)
Rising Storm Crow (CHAMPS version)
Siberian Bear Crusher (CHAMPS version)
Siberian Suplex (Dogs of War version)
Spinning Pile Driver (Dogs of War version)
Storm Hammer (Dogs of War version)
Thigh Press (CHAMPS version)

Athletics + Grab + Focus

Venom (CHAMPS version)

Athletics + Grab + Animal Hybird + Basic bite Maneuvers

Jaw Spin (Dogs of War version)

Athletics + Grab + Basic Bite Maneuvers

Tearing Bite (CHAMPS version)

Athletics + Basic Tail Maneuvers

Typhoon Tail (CHAMPS version)
Upper Tail Strike (Dogs of War version)

Athletics + Block

Esquives (CHAMPS version)

Athletics + Focus

Shrouded Moon (CHAMPS version)
Flying Fireball (CHAMPS version)
Psycho Crusher (CHAMPS version)

Athletics + Focus + Elemental (Air)

Breakfall (CHAMPS version)
Flight (CHAMPS version)
Lightness (CHAMPS version)

Athletics + Basic Tail Maneuvers

Dragon's Tail (Dogs of War version)
Tail Sweep (Dogs of War version)

Grab

Pin (CHAMPS version)
Back Breaker (CHAMPS version)
Bear Hug (CHAMPS version)
Face Slam (CHAMPS version)
Grappling Defense (CHAMPS version)
Head Bite (CHAMPS version)
Iron Claw (CHAMPS version)
Neck Choke (CHAMPS version)
Sleeper (CHAMPS version)
Suplex (CHAMPS version)
Throw (CHAMPS version)
Throw (CHAMPS version)

Grab + Athletics

Air Suplex (Dogs of War version)
Air Throw (Dogs of War version)

Grab + Focus

Leech (CHAMPS version)

Grab + Basic Bite Maneuvers

Ripping Bite (CHAMPS version)

Block

Deflecting Punch (CHAMPS version)
Kick Defense (CHAMPS version)
Missle Reflection (CHAMPS version)
Punch Defense (CHAMPS version)

Block + Focus

Energy Reflection (CHAMPS version)
San He (CHAMPS version)

Focus

Acid Breath (CHAMPS version)
Balance (CHAMPS version)
Extendible Limbs (CHAMPS version)
Mind Reading (CHAMPS version)
Musical Accompaniment (CHAMPS version)
Psychokenetic Channeling (CHAMPS version)
Regeneration (CHAMPS version)
Sakki (CHAMPS version)
Speed of the Mongoose (CHAMPS version)
Telepathy (CHAMPS version)
Toughskin (CHAMPS version)
Zen No Mind (CHAMPS version)
Blind (CHAMPS version)
Chi Kung Healing (CHAMPS version)
Chi Push (CHAMPS version)
Cobra Charm (CHAMPS version)
Death's Visage (CHAMPS version)
Diving Hawk (Dogs of War version)
Entrancing Cobra (Dogs of War version)
Fireball (CHAMPS version)
Ghost Form (CHAMPS version)
Ice Blast (CHAMPS version)
Improved Fireball (CHAMPS version)
Inferno Strike (CHAMPS version)
Levitation (CHAMPS version)
Mind Control (CHAMPS version)
Psychic Rage (CHAMPS version)
Psychic Vise (CHAMPS version)
Repeating Fireball (CHAMPS version)
Shock Treatment (Dogs of War version)
Sonic Boom (Dogs of War version)

Stunning Shout (CHAMPS version)
Yoga Flame (Dogs of War version)
Yoga Teleport (CHAMPS version)

Focus + Elemental (Air)

Elemental Skin (Elemental, Any) (CHAMPS version)
Sense Element (CHAMPS version)
Elemental Stride (CHAMPS version)
Heal (CHAMPS version)
Vacuum (Dogs of War version)

Focus + Elemental (Fire)

Elemental Skin (Elemental, Any) (CHAMPS version)
Sense Element (CHAMPS version)
Elemental Stride (CHAMPS version)
Heal (CHAMPS version)
Spontaneous Combustion (CHAMPS version)

Focus + Elemental (Earth)

Elemental Skin (Elemental, Any) (CHAMPS version)
Sense Element (CHAMPS version)
Elemental Stride (CHAMPS version)
Heal (CHAMPS version)
Pit (CHAMPS version)
Wall (CHAMPS version)
Weight (CHAMPS version)

Focus + Elemental (Water)

Elemental Skin (Elemental, Any) (CHAMPS version)
Sense Element (CHAMPS version)
Drain (CHAMPS version)
Elemental Stride (CHAMPS version)
Heal (CHAMPS version)
Pool (CHAMPS version)

ASSOCIATED MANEUVERS (GAINING STYLE POINTS)

Styles can gain more Style Points by associating Maneuvers with them, called Associated Maneuvers. These Maneuvers are almost always ones that have been lowered in cost by the Style's Tags, but there might be an exception or two. If the Maneuver is not part of the Styles Tags but is an Associated Maneuver, it can be learned by that Style at the highest Power Point value for that Maneuver, even if that Maneuver does not have an "Any" cost, having a Power Point value of 6 or 7. This is the only case in which a Power Point cost 6 or 7 may be purchased by a Style without a Tag reduction to 5 or lower Power Points.

For each Associated Maneuver, the Style gains 2 Style Points. No Style can have over 90 Style Points gained from Associated Maneuvers.

What happened to the other special Style Advantages?

CHAMPS has removed the ability of Styles to have special advantages like Savate's +1 to Kick damage. Styles are simply a listing of Maneuvers and their costs for characters; not special Bonuses. The goal of CHAMPS is to create balanced Maneuvers and Styles, not to allow one Style to be far better than others. A Style's damage and other abilities comes from the student's Technique and training, not from the Style itself. If a player wants special bonuses, he must purchase PLUS Maneuvers.

OTHER STYLE SCORES (INITIAL CHI / WILLPOWER)

Each Style has 7 points to divide between Initial Chi and Willpower. Whenever a player chooses this Style for a character, that character will begin with that Style's Chi and Willpower scores (plus any they purchase with freebie points).

BECOMING A MASTER

In the original Street Fighter game, a character is considered a Master when he learns all moves associated with his Style (along with other requirements - see the Player's Guide). This assumes that the Maneuvers he must learn are those presented in the Street Fighter books.
However, this does not encourage players to create new Maneuvers, and with new Maneuvers added with the optional books, the list of Maneuvers that must be learned to become a master has grown a great deal. Characters that might have been considered masters of their Style suddenly become non-masters with the appearance of Maneuvers that are associated with their Style.

CHAMPS solves this problem with the following requirement to become a master, which replaces the original requirement of needing to learn all Maneuvers associated with a Style. The character must have learned 100 Power Points worth of Maneuvers that are "Tagged" with their Style's particular Techniques (see above). The Power Points paid for Combinations are included in the total to reach the 100 Power Point requirement as long as the maneuvers are also part of the Tags of that Style. The character must also know all of the Associated Maneuvers of that version of the Style (the Power Points of Associated Maneuvers are counted in the 100 points to become a master even if they are not part of the Style's Tags).

THE BASIC STYLES

Thye Styles listed here are called Dogs of War versions for a very important reason; each is a version of that Style, but not by any means an offical CHAMPS version. Diffrent designers may decide that the Tags, Associated Maneuvers, and Chi/Willpower are all wrong here, just as they may have when looking over the original Street Fighter books. Players and Storytellers are welcome to make their own versions of these Styles, following the Style creation guidelines. Your version may be much closer to the real thing, or just more fun! Designers should feel free to design new Maneuvers and add them to their own Styles or modified versions of the ones below.
The Associated Maneuvers below are CHAMPS version, unless noted otherwise.
Important Note: Using these rules, the Associated Maneuvers are not necessarily cheaper to purchase for the Style! The Power Point reduction for Maneuvers not come from the Style's Tags, not from the Associated Maneuvers listed for that Style.
All Styles (notes)
Under these rules any Maneuver can be learned by any character as long as they possess the proper Techniques and other requirements, unless the Maneuver has a Power Point cost of 6 or 7 and cannot be reduced for that particular Style to a cost of 4 or 5 or a Maneuver with a Power Point score of 6 or 7 is not an Associated Maneuver of that Style.

AIKIDO

(Dogs of War version)
Chi: 5
Willpower: 2
Total: 44 Style Points
Notes: To make Akido an official CHAMPS Style, I removed Stunning shout.
Tags:
-1 Focus (25 SP)
-1 Athletics + Grab (15 SP)
-1 Kick + Athletics + grab + Focus (4 SP)

Associated Special Maneuvers available to Aikido:

Punch Special Maneuvers
Dim Mak

Kick Special Maneuvers
Foot Sweep
Slide Kick
Spinning Foot Sweep (Dogs of War version)

Block Special Maneuvers
Deflecting Punch
San He
Energy Reflection
Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Roll Throw
Grappling Defense
Improved Pin
Pin

Athletics Special Maneuvers
Breakfall
Drunken Monkey Roll (Dogs of War version)

Focus Special Maneuvers
Chi Kung Healing
Fireball
Ghost Form
Mind Reading
Psychokinetic Channeling
Regeneration
Telepathy
Zen No Mind

BARAQUAH

(Dogs of War version)
Chi: 4
Willpower: 3
Total: 48 Style Points
Notes: Balance and Energy Reflection have been omitted from the original Street Fighter Style to make this a legal Style
Tags:
-1 Focus (24 SP)
-1 Punch (24 SP)

Associated Special Maneuvers available to Baraqah

Punch Special Maneuvers
Ear Pop (Dogs of War version)
Hundred Hand Slap
Monkey Grab Punch
Spinning Back Fist
Spinning Knuckle

Kick Special Maneuvers
Foot Sweep
Wounded Knee

Block Special Maneuvers
Deflecting Punch
Maka Wara

Grab Special Maneuvers
Back Roll Throw
Dislocate Limb
Grappling Defense
Improved Pin
Pin
Sleeper

Athletics Special Maneuvers
Breakfall

Focus Special Maneuvers
Baraqah Push / Chi Push
Ghost Form
Levitation
Mind Reading
No Ego / Zen No Mind
Psychokinetic Channeling
Regeneration
Telepathy

BOXING

(Dogs of War version)
Chi: 1
Willpower: 6
Total: 24 Style Points
Notes: Head Butt, Head Bite, and Head Butt Hold have been removed from the original version of Boxing from the Street Fighter books to make it a Legal Style.
Tags:
-2 Punch + Athletics (24 SP)

Associated Maneuvers available to Boxing

Punch Special Maneuvers
Fist Sweep (Dogs of War version)
Dashing Punch
Dashing Uppercut
Heart Punch (Dogs of War version)
Hyper Fist (Dogs of War version)
Lunging Punch
Rekka Ken
Turn Punch

Kick Special Maneuvers

Block Special Maneuvers
Deflecting Punch

Grab Special Maneuvers
Brain Cracker

Athletics Special Maneuvers
Jumping Shoulder Butt

Focus Special Maneuvers
Toughskin

CAPOERIA

(Dogs of War version)
Chi: 2
Willpower: 5
Total: 38 Style Points
Notes: Head Bite, Head Butt, and Dislocate Limb have been removed from the original Style in the Street Fighter books to make the style legal in CHAMPS.
Tags:
-1 Athletics (24 SP)
-1 Kick + Athletics (14 SP)

Associated Special Maneuvers available to Capoeira

Punch Special Maneuvers
Spinning Clothesline
Turbo Spinning Clothesline

Kick Special Maneuvers
Backflip Kick
Cartwheel Kick (Dogs of War version)
Double-Hit Knee
Forward Backflip Kick
Forward Flip Knee
Lightning Leg

Block Special Maneuvers

Grab Special Maneuvers
Knee Basher
Back Roll Throw

Athletics Special Maneuvers
Backflip
Beast Roll (Dogs of War version)
Breakfall
Drunken Monkey Roll (Dogs of War version)
Rolling Attack (Dogs of War version)
Tumbling Attack (Dogs of War version)
Vertical Rolling Attack

Focus Special Maneuvers
Balance
Musical Accompaniment

JEET KUNE DO

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 50 Style Points
Tags:
-1 The player chooses any Single or Double Technique (50 SP)

Associated Special Maneuvers available to Jeet Kune Do
(The Power Point costs of these Maneuvers vary depending on the Tag chosen)

Punch Special Maneuvers
Dragon Punch
Ear Pop (Dogs of War version)
Hundred Hand Slap
Hyper Fist (Dogs of War version)
Monkey Grab Punch

Kick Special Maneuvers
Backflip Kick
Flying Knee Thrust
Foot Sweep
Forward Flip Knee
Hurricane Kick
Lightning Leg
Scissor Kick (Dogs of War version)
Stepping Front Kick
Tiger Knee (Dogs of War version)

Block Special Maneuvers
Maka Wara

Grab Special Maneuvers
Air Throw (Dogs of War version)
Brain Cracker
Grappling Defense
Pin

Athletics Special Maneuvers
Backflip
Drunken Monkey Roll (Dogs of War version)
Light Feet
Wall Spring

Focus Special Maneuvers
Chi Kung Healing
Zen No Mind

JU JITSU

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 42 Style Points
Notes: Hair Throw, Thigh Press, Air Throw and Stomach Pump have been removed from the Street Fighter books version to make the Style legal. Jiu Jitsu practitioners almost always learn Breakfall
Tags:
-1 Block + Focus (14 SP)
-2 Athletics + Grab (28 SP)

Associated Special Maneuvers available to Jiu Jitsu

Punch Special Maneuvers
Ear Pop (Dogs of War version)

Kick Special Maneuvers
Foot Sweep
Spinning Foot Sweep (Dogs of War version)

Block Special Maneuvers
Deflecting Punch
Energy Reflection
Maka Wara
Missile Reflection
San He

Grab Special Maneuvers
Back Breaker
Back Roll Throw
Dislocate Limb
Grappling Defense
Improved Pin
Neck Choke
Pin
Suplex
Throw

Athletics Special Maneuvers
Breakfall

Focus Special Maneuvers
Chi Kung Healing
Toughskin
Zen No Mind

KABADDI

(Dogs of War version)
Chi: 5
Willpower: 2
Total: 62 Style Points
Notes: By adding Displacement, Foot Sweep and Spinning Foot Sweep to this Style's Required Maneuvers, I give it enough Style Points to make the purchases below.
Tags:
-2 Focus (48 SP)
-1 Athletics + Focus (14 SP)

Associated Special Maneuvers available to Kabaddi

Punch Special Maneuvers
Head Butt

Kick Special Maneuvers
Slide Kick
Foot Sweep
Spinning Foot Sweep (Dogs of War version)

Block Special Maneuvers
Energy Reflection
San He

Grab Special Maneuvers
Air Suplex (Dogs of War version)
Brain Cracker
Dislocate Limb
Head Butt Hold

Athletics Special Maneuvers
Cannon Drill
Flying Body Spear
Displacement

Focus Special Maneuvers
Balance
Chi Kung Healing
Chi Push
Cobra Charm
Extendible Limbs
Flying Fireball
Fireball
Ghost Form
Improved Fireball
Inferno Strike
Leech
Levitation
Mind Reading
Psychic Vise
Regeneration
Telepathy
Yoga Flame (Dogs of War version)
Yoga Teleport

KUNG FU, GENERIC

(Dogs of War version)
Chi: 4
Willpower: 3
Total: 74 Style Points
Notes: This is the "Generic" version of Kung Fu. There are many specialized styles, and players and Storytellers should feel free to come up with new Styles of Kung Fu.
Tags:
-1 Player choses one Single or Double Technique (50 SP)
-2 Kick + Athletics + Focus (20 SP)
-1 Kick + Athletics + Grab + Focus (4 SP)

Associated Special Maneuvers available to Kung Fu

Punch Special Maneuvers
Dim Mak
Dragon Punch
Heart Punch (Dogs of War version)
Hundred Hand Slap
Knife Hand Strike
Monkey Grab Punch
Rekka Ken

Kick Special Maneuvers
Air Hurricane Kick
Axe Kick
Backflip Kick
Double Dread Kick
Double-Hit Kick
Dragon Kick
Forward Backflip Kick
Forward Flip Knee
Hurricane Kick
Lightning Leg
Stepping Front Kick

Block Special Maneuvers
Deflecting Punch
Maka Wara
San He

Grab Special Maneuvers
Grappling Defense
Hair Throw
Improved Pin
Pin
Rising Storm Crow

Athletics Special Maneuvers
Drunken Monkey Roll (Dogs of War version)

Focus Special Maneuvers
Balance
Chi Kung Healing
Chi Push
Flying Fireball
Fireball
Improved Fireball
Leech
Levitation
Regeneration
Zen No Mind

LER DRITT

(Dogs of War version)
Chi: 4
Willpower: 3
Total: 52 Style Points
Tags:
-1 Kick + Athletics (14 SP)
-2 Focus (24 SP)
-1 Punch (14 SP)

Associated Special Maneuvers available to Ler Drit

Punch Special Maneuvers
Ducking Fierce (Dogs of War Version)
Hyper Fist (Dogs of War version)
Spinning Knuckle

Kick Special Maneuvers
Double Dread Kick
Flying Knee Thrust
Forward Flip Knee
Forward Slide Kick
Scissor Kick (Dogs of War version)
Slide Kick
Stepping Front Kick

Block Special Maneuvers
San He

Grab Special Maneuvers
Grappling Defense
Iron Claw

Athletics Special Maneuvers
Flying Body Spear
Flying Heel Stomp (Dogs of War version)
Flying Punch

Focus Special Maneuvers
Cobra Charm
Mind Control
Mind Reading
Psycho Crusher
Psychic Rage
Psychic Vise
Psychokinetic Channeling
Regeneration
Stunning Shout
Telepathy

LUA

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 58 Style Points
Notes: I added a new Maneuver, Flying Tackle, to make the Style Point total 58.
Tags:
-1 Focus (24 SP)
-1 Grab (24 SP)
-1 Athletics + Grab + Focus (10 SP)

Associated Special Maneuvers available to Lua

Punch Special Maneuvers
Dim Mak

Kick Special Maneuvers
Backflip Kick
Double-Hit Knee
Wounded Knee

Block Special Maneuvers
Energy Reflection

Grab Special Maneuvers
Choke Throw
Disengage
Dislocate Limb
Eye Rake
Flying Tackle
Grappling Defense
Head Bite
Improved Pin
Iron Claw
Neck Choke
Pin
Sleeper

Athletics Special Maneuvers
Light Feet

Focus Special Maneuvers
Balance
Chi Kung Healing
Chi Push
Fireball
Ghost Form
Leech
Levitation
Mind Reading
Musical Accompaniment
Regeneration
Toughskin

MAJESTIC CROW KUNG FU

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 72 Style Points
Notes: This is just one example of how a designer can make up Styles that differ from the norm. This Style is similar to Kung Fu, but has many diffrences as well. I added Dragon Kick (called the Talon to practitoners) to this version of Majestic Crow Kung Fu to make my Style Point total equal 0.
Tags:
-2 Kick (48 SP)
-1 Athletics + Grab (14 SP)
-1 Kick + Athletics + Focus (10 SP)

Associated Special Maneuvers available to Majestic Crow Kung Fu

Punch Special Maneuvers
Crow Beats Its Wings / Hundred Hand Slap
Dim Mak
Dragon Punch
Monkey Grab Punch
Rekka Ken
Triple Strike

Kick Special Maneuvers
Air Hurricane Kick
Backflip Kick
Double Dread Kick
Double-Hit Kick
Dragon Kick / The Talon
Flash Kick (Dogs of War version)
Flying Thrust Kick
Great Wall of China
Hurricane Kick
Lightning Leg
Stepping Front Kick
Whirlwind Kick

Block Special Maneuvers
San He
Grab Special Maneuvers
Air Throw (Dogs of War version)
Crow's Talon / Iron Claw
Grappling Defense
Hair Throw
Rising Storm Crow

Athletics Special Maneuvers
Air Smash
Cannon Drill
Drunken Monkey Roll (Dogs of War version)
Flying Body Spear
Landing Crow / Flying Heel Stomp (Dogs of War version)
Rolling Attack (Dogs of War version)
Wall Spring

Focus Special Maneuvers
Chi Kung Healing
Fireball
Flying Fireball
Improved Fireball
Stunning Shout

NATIVE AMERICAN WRESTLING

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 62 Style Points
Notes: I deleted Ear Pop from the NAW that appears in the Street Fighter books to make this a legal CHAMPS Style.
Tags:
-2 Grab (48 SP)
-1 Grab + Athletics (14 SP)

Associated Special Maneuvers available to Native American Wrestling

Punch Special Maneuvers
Buffalo Punch
Heart Punch (Dogs of War version)
Shockwave
Spinning Clothesline

Kick Special Maneuvers
Wounded Knee

Block Special Maneuvers

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Breaker
Bear Hug
Brain Cracker
Disengage
Dislocate Limb
Face Slam
Iron Claw
Grappling Defense
Neck Choke
Pile Driver
Sleeper
Spinning Pile Driver (Dogs of War version)
Stomach Pump
Storm Hammer (Dogs of War version)
Suplex
Thigh Press

Athletics Special Maneuvers
Air Smash
Diving Hawk (Dogs of War version)
Ground Fighting
Thunderstrike (Dogs of War version)

Focus Special Maneuvers
Chi Kung Healing
Chi Push
Ghost Form
Regeneration
Thunderclap

NINJITSU

(Dogs of War version)
Chi: 5
Willpower: 2
Total: 68 Style Points
Tags:
-1 Punch (24 SP)
-1 Punch + Athletics + Grab (10 SP)
-1 Kick + Athletics (14 SP)
-1 Kick + Athletics + Grab (10 SP)
-1 Kick + Athletics + Focus (10 SP)

Associated Special Maneuvers available to Ninjitsu

Punch Special Maneuvers
Boshi Ken
Ear Pop (Dogs of War version)
Head Butt
Rekka Ken
Shikan Ken
Shuto

Kick Special Maneuvers
Backflip Kick
Cartwheel Kick (Dogs of War version)
Double-Hit Kick
Double-Hit Knee
Flying Thrust Kick
Handstand Kick
Heel Stamp

Block Special Maneuvers
Deflecting Punch
Maka Wara

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Roll Throw
Disengage
Dislocate Limb
Eye Rake
Hair Throw

Athletics Special Maneuvers
Drunken Monkey Roll (Dogs of War version)
Flying Heel Stomp (Dogs of War version)
Rolling Attack (Dogs of War version)
Vertical Rolling Attack
Wall Spring

Focus Special Maneuvers
Balance
Death's Visage
Entrancing Cobra (Dogs of War version)
Leech
Sakki
Shrouded Moon
Speed of the Mongoose
Zen No Mind

PANKRATION, THE

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 66 Style Points
Tags:
-2 Grab (48 SP)
-1 Athletics + Grab (14)
-1 Punch + Athletics + Grab + Focus (4 SP)

Associated Special Maneuvers available to The Pankration

Punch Special Maneuvers
Buffalo Punch
Ear Pop (Dogs of War version)
Ducking Fierce
Fist Sweep (Dogs of War version)
Head Butt
Spinning Back Fist

Kick Special Maneuvers
Double Hit Knee
Flying Knee Thrust
Foot Sweep
Slide Kick
Wounded Knee

Block Special Maneuvers
Maka Wara

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Breaker
Bear Hug
Brain Cracker
Choke Throw
Disengage
Dislocate Limb
Grappling Defense
Head Bite
Improved Pin
Knee Basher
Neck Choke
Pin
Stomach Pump
Suplex

Athletics Special Maneuvers
Air Smash
Breakfall
Flying Heel Stomp (Dogs of War version)
Ground Fighting
Thunderstrike (Dogs of War version)

Focus Special Maneuvers
Toughskin

SANBO

(Dogs of War version)
Chi: 1
Willpower: 6
Total: 48 Style Points
Notes: Ear Pop and Double-Hit Kick were removed from the Sanbo Style presented in the original Street Fighter books.
Tags:
-2 Grab (48 SP)

Associated Special Maneuvers available to Sanbo

Punch Special Maneuvers
Heart Punch (Dogs of War version)
Hundred Hand Slap
Spinning Clothesline
Turbo Spinning Clothesline

Kick Special Maneuvers

Block Special Maneuvers

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Breaker
Brain Cracker
Disengage
Dislocate Limb
Face Slam
Grappling Defense
Head Bite
Iron Claw
Neck Choke
Pile Driver
Siberian Bear Crusher
Siberian Suplex (Dogs of War version)
Sleeper
Spinning Pile Driver (Dogs of War version)
Stomach Pump
Suplex
Thigh Press

Athletics Special Maneuvers
Air Smash
Ground Fighting

Focus Special Maneuvers

SAVATE

(Dogs of War version)
Chi: 2
Willpower: 5
Total: 38 Style Points
Notes: Lunging Punch, Rekka Ken, Lightfeet and Backflip Kick were added to this version of Savate in addition to the Maneuvers from the original Style from the Street Fighter books.
Tags:
-1 Punch + Athletics + Block (10 SP)
-1 Punch + Athletics (14 SP)
-1 Kick + Athletics (14 SP)

Associated Special Maneuvers available to Savate

Punch Special Maneuvers
Dashing Punch
Dashing Uppercut
Spinning Backfist
Spinning Knuckle
Turn Punch
Lunging Punch
Rekka Ken

Kick Special Maneuvers
Axe Kick
Backflip Kick
Double-Hit Kick
Flying Thrust Kick
Lightning Leg
Reverse Frontal Kick
Slide Kick

Block Special Maneuvers
Deflecting Punch

Grab Special Maneuvers

Athletics Special Maneuvers
Displacement
Esquives
Lightfeet

Focus Special Maneuvers
Toughskin

SHOTOKAN KARATE

(Dogs of War version)
Chi: 3
Willpower: 4
Total: 56 Style Points
Notes: I added Backflip Kick, Spinning Foot Sweep, Dashing Uppercut, Punch Defense and Kick Defense to this Style in addition to the Maneuvers presented in the original Street Fighter book.
Tags:
-1 Kick + Athletics (14 SP)
-1 Punch + Focus (14 SP)
-1 Punch + Athletics (14 SP)
-1 Athletics + Focus (14 SP)

Associated Special Maneuvers available to Shotokan Karate

Punch Special Maneuvers
Dragon Punch
Dashing Uppercut
Flaming Dragon Punch
Knife Hand Strike
Lunging Punch

Kick Special Maneuvers
Air Hurricane Kick
Axe Kick
Backflip Kick
Double Dread Kick
Foot Sweep
Spinning Foot Sweep (Dogs of War version)
Hurricane Kick
Whirlwind Kick

Block Special Maneuvers
Maka Wara
San He
Energy Reflection
Punch defense
Kick Defense

Grab Special Maneuvers
Back Roll Throw
Pin

Athletics Special Maneuvers

Focus Special Maneuvers
Balance
Chi Kung Healing
Fireball
Flying Fireball
Improved Fireball
Inferno Strike
Levitation
Stunning Shout

SILAT

(Dogs of War version)
Chi: 4
Willpower: 3
Total: 74 Style Points
Notes: Ground Fighting, Kippup, Backflip and Tumbling Attack were added to this version of Savate in addition to the Maneuvers from the original Style from the Street Fighter books.
Tags:
-1 Focus (24 SP)
-1 Players choice of any Single or Double Technique combonation (50 SP)

Associated Special Maneuvers available to Silat

Punch Special Maneuvers
Dim Mak
Dragon Punch
Hundred Hand Slap
Monkey Grab Punch

Kick Special Maneuvers
Double-Hit Kick
Dragon Kick
Lightning Leg
Stepping Front Kick

Block Special Maneuvers
Deflecting Punch
Energy Reflection
Maka Wara
San He

Grab Special Maneuvers
Dislocate Limb
Grappling Defense
Hair Throw
Improved Pin
Iron Claw
Pin

Athletics Special Maneuvers
Drunken Monkey Roll (Dogs of War version)
Ground Fighting
Kippup
Backflip
Tumbling Attack

Focus Special Maneuvers
Balance
Chi Kung Healing
Chi Push
Extendible Limbs
Fireball
Improved Fireball
Levitation
Mind Reading
Psychokinetic Channeling
Regeneration
Sonic Boom (Dogs of War version)
Stunning Shout
Yoga Flame (Dogs of War version)
Zen No Mind

SPECIAL FORCES

(Dogs of War version)
Chi: 1
Willpower: 6
Total: 62 Style Points
Tags:
-1 Kick (24 SP)
-1 Kick + Athletics (14 SP)
-1 Athletics + Grab (14 SP)
-1 Kick + Athletics + Focus (10 SP)

Associated Special Maneuvers available to Special Forces Training

Punch Special Maneuvers
Heart Punch (Dogs of War version)
Hyper Fist (Dogs of War version)
Knife Hand Strike
Spinning Backfist
Spinning Clothesline
Spinning Knuckle
Turbo Spinning Clothesline

Kick Special Maneuvers
Axe Kick
Back Flip Kick
Double Dread Kick
Flash Kick (Dogs of War version)
Flying Knee Thrust
Foot Sweep
Forward Backflip Kick
Forward Flip Knee
Handstand Kick
Lightning Leg
Spinning Foot Sweep (Dogs of War version)
Tiger Knee (Dogs of War version)

Block Special Maneuvers

Grab Special Maneuvers
Air Throw (Dogs of War version)
Dislocate Limb
Hair Throw
Improved Pin
Knee Basher
Neck Choke
Pile Driver
Pin
Suplex
Thigh Press

Athletics Special Maneuvers
Cannon Drill
Ground Fighting

Focus Special Maneuvers

SPANISH NINJITSU

(Dogs of War version)
Chi: 2
Willpower: 5
Total: 46 Style Points
Tags:
-1 Athletics (24 SP)
-1 Athletics + Kick (14 SP)
-1 One single or double Technique Tag, as long as the Tag includes a weapon Technique (8 SP)

Associated Special Maneuvers available to Spanish Ninjitsu

Punch Special Maneuvers
Ear Pop (Dogs of War version)
Monkey Grab Punch

Kick Special Maneuvers
Back Flip Kick
Forward Backflip Kick
Forward Slide Kick
Forward Flip Knee
Handstand Kick
Scissor Kick (Dogs of War version)
Slide Kick

Block Special Maneuvers

Grab Special Maneuvers
Air Suplex (Dogs of War version)
Air Throw (Dogs of War version)
Back Roll Throw
Choke Throw
Disengage
Suplex

Athletics Special Maneuvers
Backflip
Displacement
Diving Hawk (Dogs of War version)
Esquives
Flying Heel Stomp (Dogs of War version)
Light Feet
Tumbling Attack
Wall Spring

Focus Special Maneuvers

SUMO WRESTLING

(Dogs of War version)
Chi: 2
Willpower: 5
Total: 38 Style Points
Notes: I added grappling defense to this version of Sumo to make it a legal Style
Tags:
-1 Punch (24 SP)
-1 Kick + Athletics (14 SP)

Associated Special Maneuvers available to Sumo

Punch Special Maneuvers
Ear Pop (Dogs of War version)
Head Butt
Heart Punch (Dogs of War version)
Hundred Hand Slap

Kick Special Maneuvers
Double-Hit Kick
Foot Sweep
Spinning Foot Sweep (Dogs of War version)

Block Special Maneuvers
Maka Wara
San He

Grab Special Maneuvers
Face Slam
Head Butt Hold
Knee Basher
Sleeper
Grappling Defense

Athletics Special Maneuvers
Air Smash
Flying Head Butt
Jumping Shoulder Butt

Focus Special Maneuvers
Stunning Shout
Toughskin

TAI CHI CHAUN

(Dogs of War version)
Chi: 6
Willpower: 1
Total: 48 Style Points
Notes: Kick Defense was added to the original Style shown in the Street Fighter books.
Tags:
-1 Players choice of any one or two-Technique combonation (50 SP)

Associated Special Maneuvers available to Tai Chi Chuan

Punch Special Maneuvers
Dim Mak
Monkey Grab Punch

Kick Special Maneuvers
Foot Sweep
Slide Kick
Spinning Foot Sweep (Dogs of War version)

Block Special Maneuvers
Deflecting Punch
Energy Reflection
Kick Defense
Missile Reflection
San He

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Roll Throw
Disengage
Dislocate Limb
Grappling Defense
Improved Pin
Pin

Athletics Special Maneuvers
Breakfall

Focus Special Maneuvers
Balance
Chi Kung Healing
Chi Push
Ghost Form
Levitation
Stunning Shout
Telepathy
Zen No Mind

THAI KICKBOXING

(Dogs of War version)
Chi: 2
Willpower: 5
Total: 48 Style Points
Notes: Slide Kick and Foward Slide Kick were added to this Style's Associated Maneuvers over the original Maneuvers for Thai Kickboxing presented in the Street Fighter books to make the Style "legal" in CHAMPS.
Tags:
-1 Punch (24 SP)
-1 Kick + Athletics (14 SP)
-1 Kick + Athletics + Block (10 SP)

Associated Special Maneuvers available to Muay Thai Kickboxing

Punch Special Maneuvers
Dragon Punch
Elbow Smash
Flaming Dragon Punch
Spinning Back Fist
Turn Punch

Kick Special Maneuvers
Double Dread Kick
Double-Hit Kick
Double-Hit Knee
Flying Knee Thrust
Foot Sweep
Foward Slide Kick
Lightning Leg
Wounded Knee
Tiger Knee (Dogs of War version)
Slide Kick

Block Special Maneuvers
Maka Wara

Grab Special Maneuvers
Brain Cracker
Head Butt Hold
Knee Basher

Athletics Special Maneuvers
Jumping Shoulder Butt

Focus Special Maneuvers
Chi Kung Healing
Fireball
Toughskin
Zen No Mind

WESTERN KICKBOXING

(Dogs of War version)
Chi: 2
Willpower: 5
Total: 48 Style Points
Notes: Flying Heel Stomp was added to this Style over the original Street Fighter version to make it a "legal" CHAMPS Style.
Tags:
-2 Punch + Athletics (24 SP)
-2 Kick + Athletics (24 SP)

Associated Special Maneuvers available to Western Kickboxing

Punch Special Maneuvers
Dashing Punch
Dashing Uppercut
Fist Sweep (Dogs of War version)
Heart Punch (Dogs of War version)
Hyper Fist (Dogs of War version)
Lunging Punch
Rekka Ken
Spinning Back Fist
Spinning Knuckle
Turn Punch

Kick Special Maneuvers
Axe Kick
Double Dread Kick
Double-Hit Kick
Flying Knee Thrust
Flying Heel Stomp (Dogs of War version)
Reverse Frontal Kick
Stepping Front Kick
Slide Kick
Tiger Knee (Dogs of War version)
Wounded Knee

Block Special Maneuvers
Deflecting Punch

Grab Special Maneuvers
Back Roll Throw
Brain Cracker
Knee Basher

Athletics Special Maneuvers

Focus Special Maneuvers

WRESTLING

(Dogs of War version)
Chi: 6
Willpower: 1
Total: 48 Style Points
Notes: Sleeper was assed to the list of Associated Maneuvers in addition to those presented in the original Street Fighter books.
Tags:
-2 Grab (48 SP)

Associated Special Maneuvers available to Wrestling

Punch Special Maneuvers
Ear Pop (Dogs of War version)

Kick Special Maneuvers

Block Special Maneuvers

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Breaker
Bear Hug
Brain Cracker
Disengage
Dislocate Limb
Grappling Defense
Ground Fighting
Improved Pin
Iron Claw
Knee Basher
Neck Choke
Pile Driver
Pin
Sleeper
Spinning Pile Driver (Dogs of War version)
Stomach Pump
Storm Hammer (Dogs of War version)
Suplex
Thigh Press

Athletics Special Maneuvers
Air Smash
Breakfall
Flying Head Butt

Focus Special Maneuvers

WU SHU (Dogs of War version)

Chi: 3
Willpower: 4
Total: 86 Style Points
Notes: The following Maneuvers have been added to make this Style "legal": Flying Knee Thrust, Heel Stamp, Speed Of the Mongoose and Kick Defense
Tags:
-2 Kick (48 SP)
-1 Kick + Athletics (14 SP)
-1 Athletics (24 SP)

Associated Special Maneuvers available to Wu Shu

Punch Special Maneuvers
Rekka Ken
Spinning Knuckle

Kick Special Maneuvers
Air Hurricane Kick
Axe Kick
Backflip Kick
Cartwheel Kick (Dogs of War version)
Double-Hit Kick
Flying Knee Thrust
Flying Thrust Kick
Forward Backflip Kick
Forward Flip Knee
Great Wall of China
Handstand Kick
Heel Stamp
Hurricane Kick
Lightning Leg
Reverse Frontal Kick
Scissor Kick (Dogs of War version)
Stepping Front Kick
Whirlwind Kick

Block Special Maneuvers
Kick Defense
Maka Wara
San He

Grab Special Maneuvers
Air Throw (Dogs of War version)
Back Roll Throw
Improved Pin
Pin

Athletics Special Maneuvers
Backflip
Cannon Drill
Displacement
Drunken Monkey Roll (Dogs of War version)
Esquives
Flying Heel Stomp (Dogs of War version)
Rolling Attack (Dogs of War version)
Vertical Rolling Attack
Wall Spring

Focus Special Maneuvers
Balance
Chi Kung Healing
Fireball
Flying Fireball
Improved Fireball
Levitation
Speed Of the Mongoose

Example of Style Creation:

Mike would like to make a new Style called Cloud Dragon Hachito (Hay-Chee-Toe means "The spirit within"). It is a purely fictional Style that is supposed to be lost and found again by one of the characters he has designed for his new campaign.

He decides that the Style will rely on mostly Punches and Athletics (mostly throws). He decides on the following tags for the Maneuver. Each Tag will reduce the cost of a Maneuver with the same tag by one point (a reduction of two pints would have cost twice the normal number of Style points to add to the Style Tags).

Punch + Athletics, a double technique tag (-14 points)

Athletics + Grab, a double technique tag (-14 points)

Block, a single technique tag (-24 points)

Mike now has -42 Style Points. To be a legal Style, the Style point total must equal 0. So, Mike has to chose the associated Maneuvers for his style, the Maneuvers that will be required for a student to master this Style. He gets back 2 points per Maneuver, slowly working his way back to 0 Style Points. 42 divided by 2 is 21, so Mike will need to pick 21 Maneuvers.

The Maneuvers he chooses might or might not be altered based on the Tag. If the Maneuver has an identical Tag to one of the Style Tags, then it will be reduced in cost.

CHAMPS has many Maneuvers already listed as Punch + Athletics Maneuvers, so Mike looks at them first. he chooses:

Rekka Ken (CHAMPS version)
Spinning Knuckle (CHAMPS version)
Dragon Punch (CHAMPS version)
From the list of Athletics + Grab, he choses
Air Suplex (Dogs of War version)
Air Throw (Dogs of War version)
Choke Throw (CHAMPS version)
Disengage (CHAMPS version)
Flying Tackle (CHAMPS version)
Hair Throw (CHAMPS version)
Pile Driver (CHAMPS version)
Siberian Suplex (Dogs of War version)
Storm Hammer (Dogs of War version)
Thigh Press (CHAMPS version)

The Style will also get a -1 Reduction for Block Maneuver, so Mike picks the following:
Deflecting Punch (CHAMPS version)
Kick Defense (CHAMPS version)
Missle Reflection (CHAMPS version)
Punch Defense (CHAMPS version)

That's 17 Maneuvers, so Mike still needs 4 more to finish the job. He decides to go with Leap of Death, a Maneuver of his own creation. Leap of Death is a Punch + Athletics maneuver, so it will get the -1 to Power Point cost for this Style.

For the final 3 Maneuvers, Mike chooses Foot Sweep (CHAMPS version) and Spinning Foot Sweep (Dogs of War version). These Maneuvers will not get a reduction in cost, but Mike feels that they make an interesting addition to the Style. He also gives the Style a little flavor by placing Shock Treatment to the list. That gives him a total of 0 Style Points and a legal CHAMPS Style.

Now all Mike has to do is divide 7 points into beginning Chi and Willpower and write the Style up. Mike is careful to note which versions of the Maneuvers he has chosen for the Style he has created. If someone wants to master this version of Hachito, he will have to learn the Maneuvers as shown (and cannot substitute their own versions of the Maneuvers and still call themselves a master of Cloud Dragon Hachito).

Mike also adds color to the Style by adding details such as History and Description, Schools, Members, Concepts, and a Quote, just like in the Street Fighter books.

CLOUD DRAGON HACHITO

Miricle Mike's version

Chi: 2
Willpower: 5
Total: 42 Style Points
Tags:
Punch + Athletics (-1 PP)
Athletics + Grab (-1 PP)
Block (-1PP)

Associated Maneuvers:

Rekka Ken (CHAMPS version) - 5
Spinning Knuckle (CHAMPS version) - 3
Dragon Punch (CHAMPS version) - 5
Air Suplex (Dogs of War version) - 2
Air Throw (Dogs of War version) - 4
ChokeThrow (CHAMPS version) -1*
Disengage (CHAMPS version) - 3
Flying Tackle (CHAMPS version) - 1*
Hair Throw (CHAMPS version) - 2
Pile Driver (CHAMPS version) - 1
Siberian Suplex, (Dragon's Clench) (Dogs of War version) - 1
Storm Hammer (Dogs of War version) - 6
Thigh Press (CHAMPS version) -2
Deflecting Punch (CHAMPS version) - 2
Kick Defense (CHAMPS version) - 1*
Missle Reflection (CHAMPS version) - 2
Punch Defense (CHAMPS version) - 1*
Leap of Death (Miricle Mike's version) - 5
Foot Sweep (CHAMPS version) - 1*
Spinning Foot Sweep (Dogs of War version) - 1
Shock Treatment, (Summon Lightning) (Dogs of War version) - 4**

(*) These Maneuvers have not received a reduction in cost, but they must be learned to be considered a master of Hachito

(**) Always taught as the last Maneuver of those listed here

History and Description:

The art of Cloud Dragon Hachito, a form of Hachito, was thought lost forever. There was only one temple in the world that practiced it's art in secret, located in a hidden location in China. Legends hold that the home of the great masters of this art was a fortress in the clouds that was once ruled by a dragon, but of course that can only be legend.

Five years ago, a man known as Sato (Say-Two) came from the mountains in a remote village in China, far from normal civilization. He claimed to know the secrets of the ancient masters, and proved it by drawing lightning from the ground itself to ward off a drunken man who called Sato a liar and attacked him. Sato disappeared, but many have sought him to learn his secrets, including the Maneuver known as The Leap of Death.

Cloud Dragon Hachito teaches practitioners to use punches along with grabs and good punch defense to batter down even the most impressive punching and wrestling opponents. It also teaches defense against kicks, and is considered to be a well-rounded Style.

Cloud Dragon Hachito, as well as all forms of known Hachito, teach that violence is not the answer to situations and should be used as a last resort. It also teaches students to fight without a weapon, claiming that to rely on a item rather than the body is a great weakness.

Masters of Hachito, after learning all other associated Maneuvers, are taught the art of Summon Lightning, where they can call lighting from the earth itself to travel through their bodies. How this is accomplished remains a mystery.

Schools:
There are no current schools that teach Hachito. To learn the Style, one would have to fins Sato, the only known master.

Members:
It is unknown if Sato teaches, has taught, or will teach students.

Concepts:
Ancient Masters, characters with a Dragon Background.

Quote:
"The Cloud Dragon does not live to fight! He lives to soar on the clouds, and the clouds are friends to the earth and oceans. When the Cloud Dragon is threatened, he can summon the might of the earth and the storm!"

CHAPTER 4: SPECIAL BACKGROUNDS

" [I]'m an insect who dreamt he was a man, and loved it. But, now the dream is over, and the insect is awake."
Seth Brundle, The Fly

Just like Styles, there will come a time when each player and Storyteller will want to create or modify a Special Background. Backgrounds are created using Background Points. Backgrounds can gain special powers, called Background Advantages, by spending Background Points. Unlike Styles, Background pay 2 Background Points for each Associated Maneuver.

Backgrounds can not have Tagged Maneuver Techniques, but pay a -1 Power Point cost for each Maneuver that is paid for with Background Points, becoming Associate Background Maneuvers. Like Style Associated Maneuvers, they can be purchased if the Maneuver has a Power Point cost of 6 or less after the modifier. If the character's Style also reduces the cost of a Maneuver with a Background as part of an Associated Maneuver, the character pays the lowest cost of the Maneuver, and does not combine the reductions.

Although some Maneuvers require the character to have a Special Background and possibly a set of Strange Basic Maneuvers, the character who meets those requirements gains no special reduction in cost beyond the -1 for having the Maneuver as an Associated Background Maneuver. The Maneuver's Tag simply indicates that a character must have the Special Background mentioned and/or any Strange Basic Maneuvers to learn the Maneuver at all.

Each background begins with sixteen points, which can be spent to chose Associated Maneuvers. More Background Points are earned by chousing Background Disadvantages. A Background is not allowed to have more than 40 points worth of background Disadvantages.

A background must reach 0 Background points to be considered "legal", just like a Style.

Unlike in the original Street Fighter game, Special Backgrounds cannot use their rating in dots as Focus when determining if they are able to purchase a Focus Maneuver, and cannot use their Background to calculate the Maneuver's speed, damage and Range unless the Maneuver specifically states otherwise. The only Maneuvers they may purchase at -1 are those Maneuvers that are associated with their Background.

ANIMAL HYBRID, GENERIC

(CHAMPS version)
Total: -8 Background Points
Notes: To be considered a Legal Background, a player who chooses Animal Hybrid must chose 8 points worth of Background Disadvantages. To gain more points to purchase Background Advantages, the player can chose to drop some of the Associated maneuvers below. In such a case, the player should write down all of the Background Advantages he has chosen and his new set of Required Maneuvers for reference.
Associated Special Maneuvers available to Animal Hybrids
Punch Special Maneuvers
Kick Special Maneuvers
Block Special Maneuvers
Grab Special Maneuvers
Bear Hug
Eye Rake
Head Bite
Jaw Spin
Ripping Bite
Tearing Bite
Athletics Special Maneuvers
Dragon's Tail
Drunken Monkey Roll
Pounce
Tail Sweep
Typoon Tail
Upper Trail Strike
Focus Special Maneuvers
Cobra Charm
Regeneration
Toughskin
Venom

ELEMENTAL (EARTH)

(CHAMPS version)
Total: 0 Style Points
Associated Earth Elemental Special Maneuvers
Elemental Skin
Elemental Stride
Heal
Pit
Sense Element
Stone
Wall
Weight

ELEMENTAL (AIR)

(CHAMPS version)
Total: 0 Points
Notes: Flight has been removed from Elemental (Air). Flight, considereda PLUS Maneuver in CHAMPS, is still avalible to this Background, but it will have to pay the normal Power Points for that Maneuver.
Associated Air Elemental Special Maneuvers
Air Blast
Elemental Skin
Elemental Stride
Heal
Lightness
Push
Sense Element
Vacuum

ELEMENTAL (FIRE)

(CHAMPS version)
Total: 0 Style Points
Associated Fire Elemental Special Maneuvers
Elemental Stride
Elemental Skin
Fire Strike
Flaming Fist
Heal
Heatwave
Sense Element
Spontaneous Combustion

ELEMENTAL (WATER)

(CHAMPS version)
Total: 0 Style Points
Associated Water Elemental Special Maneuvers
Drain
Drench
Elemental Skin
Elemental Stride
Envelop
Heal
Pool
Sense Element

CYBERNETICS, GENERIC

(CHAMPS version)
Total: 0 Style Points
Associated Cybernetics Special Maneuvers
The player should chose 8 Focus Maneuvers that he has as associated Maneuvers. These Maneuvers are devices that are compatible with the character's robotic body; as the character pays the Power Point costs the Storyteller can make up the reasons behind the new implantations.

ブランカ

BACKGROUND ADVANTAGES

BASIC CLAW MANEUVERS

Cost: 4
Description: The character possesses claws, and has the Basic Claw maneuvers.

BASIC HORN MANEUVERS

Cost: 4
Description: The character possesses horns, and has the basic Horn Maneuvers.

BASIC TAIL MANEUVERS

Cost: 4
Description: The character possesses a tail, and has the Basic Tail Maneuvers.

BASIC BITE MANEUVERS

Cost: 4
Description: The character has a large maw, and has the Basic Bite maneuvers.

STRONG

Cost: 8
Description: The Background only spends current rating x3 to raise the Strength Attribute, and +5 to raise it to superhuman levels (6 - 8).

FAST

Cost: 8
Description: The Background only spends current rating x3 to raise the Dexterity Attribute, and +5 to raise it to superhuman levels (6 - 8).

TOUGH

Cost: 8
Description: The Background only spends current rating x3 to raise the Stamina Attribute, and +5 to raise it to superhuman levels (6 - 8).

WINGS

Cost: 2
Description: The characterhas a large set of wings, and can learn to fly (the Flight Maneuver becomes a Required Maneuver at -2 Power Points). This advantage cannot be chosen for a Background that has Flight as a normal required maneuver.

BACKGROUND DISADVANTAGES

HIDEOUS APPEARANCE

Cost: -2
Description: the character has a horrible Appearance. If his Appearance is above 1 dot, the character is still considered to have an Appearance of 1 dot unless being viewed by a member of his own Background race, if there is one.

SEEN AS DISHONORABLE

Cost: -2
Description: The character can spend his beginning three dots to add to Honor and Glory as he sees fit, but cannot begin with an Honor above 2.

FUEL REQUIREMENT

Cost: -2
Description: the character needs to re-fuel in some way (a cyborg might need power, a vampire might need to drink blood, etc.). This is more of a role-playing drawback, and the Storyteller is free to come up with the details for the disadvantage.

WEAK

Cost: -4
Description: The character must pay current rating x4 to raise his Strength with experience and cannot have that Attribute at superhuman levels (6-8).

SLOW

Cost: -4
Description: The character must pay current rating x4 to raise his Dexterity with experience and cannot have that Attribute at superhuman levels (6-8).

VULNERABLE TO X

Cost: -6
Description: The character takes damage more easily from a certain attack type, such as fire or water attacks. Such Maneuvers used against a character with this background are at -1 Difficulty.

SLOW-WITTED

Cost: -4
Description: The character must pay current rating x4 to raise his Wits with experience and cannot have that Attribute at superhuman levels (6-8).

UNINTELLIGENT

Cost: -4
Description: The character must pay current rating x4 to raise his Intelligence with experience and cannot have that Attribute at superhuman levels (6-8).

CHAPTER FIVE: PERMANENT, LATCHING, UNIVERSAL SCORE (PLUS) MANEUVERS

"I'm a firm believer in the philosophy of a ruling class. Especially since I rule."
Randal Graves, Clerks

Plus Maneuvers are actions that characters can take in addition to their chosen Maneuver during a turn. A PLUS Maneuver helps a character by giving him a special ability, defense, or the ability to increase the damage, speed or move of the Maneuver.

PLUS maneuvers are much simpler to create than regular Maneuvers. Choose Special Abilities for the Maneuver. Each ability has a certain Power Point total. Add the totals together, and round normally. The result is the Power Point total for the PLUS Maneuver.

Some PLUS maneuvers appear here without being "broken down" into abilities, including: Ground Fighting, Leech, Light Feet, Mind Reading, Regeneration, Shrouded Moon, Speed of the Mongoose, Telepathy, Toughskin, Venom, and Zen No Mind. This is due to the fact that these Maneuvers are unique in their abilities and cover a very limited aspect of fighting.

Plus Maneuvers must be classified by a Type and have a Tag, just like regular Maneuvers.

STACKING BONUSES

PLUS Maneuvers have the bad habit of being abused by players. Stacking bonuses that PLUS maneuvers provide can lead to almost unlimited additions to speed, move and damage, especially if the Storyteller is allowing characters to invent new PLUS Maneuvers. Therefore, PLUS maneuvers do not "stack". If more than one PLUS maneuver is used in a single turn, use the highest modifier for each aspect of the Maneuver. If two PLUS Maneuvers give +2 to damage and +4, the Maneuver gains +4 damage, for example.

PLUS MANEUVER ABILITIES

DAMGE REDUCTION

Power Points: Any 2
Bonuses: Damage Reduction allows a character to resist a type of damage caused when a Maneuver has a certain Bonus (Knockdown or Acid, for example). This ability cannot be too generic - Damage Reduction against Punches, Kicks, Grabs, Weapon or Focus moves are not allowed, but Fire, chains, or Aerial Maneuvers could. Normally, When the character comes into contact with the type of damage, he rolls Attribute+Technique and reduces the damage by the number of successes.
Requirements: The creator of the Maneuver chooses the appropriate Attribute and Technique at the time of the creation of the Maneuver. The Maneuver will require A Prerequisite of the technique chosen at level 1.

DAMAGE REDUCTION, TYPE 2

Power Points: Any 4
Bonuses: The character can pick two types of damage (similar to Damage reduction) at the time of the PLUS maneuver's creation. The first type suffers -2 to damage, while the second suffers -1, while the effect lasts. For example, a character could pick Fire and Ice.
Requirements: this special ability always requires a Focus of 2, and either a special background or Technique at level 4. . It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

DEADLY TO STRIKE

Power Points: Any 4
Bonuses: This ability makes it dangerous to strike the subject - his skin has become made of spikes, fire, electricity, or the like. If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack. It also adds +1 damage to all punches, kicks and grabs until the end of the effect.
Requirements: This special ability always requires a Focus of 2, and either a special background or Technique at level 4. It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

DEADLY TO STRIKE (ALWAYS ON)

Power Points: Any 5
Bonuses: This ability makes it dangerous to strike the subject - his skin has become made of spikes, fire, electricity, or the like. If an opponent makes a physical attack, roll the subject's (Stamina + Focus) -3 as a free attack against the opponent. Certain attacks (weapon attacks, ranged attacks, etc) will not be subject to the attack. This ability does not add +1 damage to all punches, kicks and grabs until the end of the effect as deadly to Strike does.
Requirements: Block 4

EXTENDED RANGE (EQUAL TO FOCUS)

Power Points: Any 5
Bonuses: This Ability can be used with any of the six basic Maneuvers at any time to give an extended range equal to Focus. However, if the character is Interrupted, he can be attacked (see Extendible Limbs description, page 127 of the

Street Fighter main rule book). This Ability can be used at any time, and can be used to simulate a scorpion tail, tentacle attacks, etc.
Requirements: Focus of 4.

FLIGHT

Power Points: Any 3
 Although Flight is listed with a Cost of Any 3, it can only be purchased when being a Style or Special Background associated maneuver.
Bonuses: Outside of combat this power allows the character to fly without tiring, at a speed equal to (focus + dexterity) x 10 in miles per hour. He can carry any normal amount of weight he could normally carry.
In combat, the character must stand still for a full action to activate the power. He may block, but not initiate any offensive maneuver. The following turn, the fighter is treated as airborne, and may attack and move normally, using the modifiers below in addition to any others. His move in hexes equals his Stamina. Furthermore, he is only affected by Aerial maneuvers or projectile attacks.
Modifiers: cost: 1 Chi per turn of combat, 1 Chi per hour outside of combat, speed +1, damage: none, move = stamina
Requirements: Athletics 1, Focus 2, Special Background (by type) 3. If part of a Style, the character does not need a Special background, but the Focus requirement increases to 6!

INCREASED DAMAGE

Power Points: Any 5
Bonuses: Each time the ability is activated, add +2 damage to a Basic Technique Maneuver, such as Punch or Kick (chosen at the time of the maneuver's creation)
Requirements: This special ability always requires:
1. Focus of 3
3. 1 Chi each time the ability is used

INCREASED MOVE

Power Points: Any 4
Bonuses: This Maneuver is always in effect. It allows the character to add +1 to Move when making any Maneuver with a certain Bonus. However, it cannot be added to maneuvers with "set" Move scores of One or Two. A Maneuver could have +1 Move to all maneuvers with the Throw bonus, for example.
Requirements: Appropriate Attribute or technique (Usually Athletics or Focus) at 4

NEGATIVE REDUCTION

Power Points: Any 1 (per -1 subtraction of negative)
Bonuses: Choose a negative the character receives from an effect of a Maneuver or Maneuvers. The character receives less of a negative from the effect, to a minimum of -1. For each -1 to the negative, the power Point cost increases by 1, to a maximum of 4 Power Points. For example, a character could create Improved Kick Defense that reduced the -2 soak to all but kick attacks to -1. This would cost 1 Power Point and would obviously require Kick Defense.
Requirements: Appropriate Technique 2, chosen at the time of the Maneuver's creation.

POWER UP

Power Points: Any 4
Bonuses: Add five points divided between Speed, Move, and Damage, with a maximum of 3 in any area (except Damage). Then divide the total you placed in Damage by half (round down). This total must be set at the time of the Maneuver's

creation. When activated, this amount is added to all Maneuvers with a certain Bonus (also declared at the time of the PLUS maneuver's creation). This lasts for a time equal to the character's Focus. However, on the first turn, the bonus in areas where points were placed is only +1, or +0 if the total bonus was +1 in the area.
 The Damage bonus will apply to only Punch or Kick attacks (not both). Move cannot be added to Grab attacks.
Requirements: 1 Chi to activate, plus:
1. Focus 3
2. Athletics 2 if Speed was increased
3. Elemental or other Special background 3
4. A Maneuver requirement with a Power Point cost of Any 5 or greater
5. Kick/Punch (chosen at Maneuver creation) 4, if Damage is increased

PREFERRED BATTLE TYPE

Power Points: Any 2
Bonuses: Describe a type of battle that would be the most favorable for the type of character, background or style. If the battle meets the requirement of this type of battle, the character gains a +1 bonus to Speed, Damage or Move during each turn (although "set" moves such as One or Two cannot be increased). For example, a character might have a preferred battle type of Swamp if a troll, or Night if a Vampire.
Requirements: Focus 2

SIXTH SENSE

Power Points: Any 2 or Any 4 (see below)
Bonuses: The character has the ability to sense something that normal humans could not. He may roll an Attribute and a technique (or Special background) to determine successes on this sense. The Attribute and Technique/background must be chosen at the time of the PLUS maneuver's creation.
 If the sense is in reference to something physical (the character can sense water or blood, for example), the Power Point cost is Any 2. If the sense is mystical and non-physical in nature (the character can sense magic, spirits, or danger, for example) the Power Point cost is Any 4. See below for Requirements.
 Note that this Ability is strictly for role-playing purposes, and is of no use in tournament combat.
Requirements: Focus 1 and Special Background 1 *or* Focus 3 (physical) or Focus 5 (mystical)

TECHNIQUE DEFENSE

Power Points: Any 4
Bonuses: Pick two types of techniques at the time of the Maneuver's creation. These attacks do -2 damage while the Maneuver is in effect. In addition, pick two Bonuses that the character is immune to during the time the Ability is in effect. Instead of the two bonuses, the character can pick one broad type of attack to be immune to, and other that will receive at -1 bonus to difficulty.
Requirements: this special ability always requires a Focus of 2, and either a special background or Technique at level 4. . It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

TOUGHER

Power Points: Any 4
Bonuses: The character subtracts 1 success from any damage taken while the ability is in effect.

Requirements: this special ability always requires a Focus of 2, and either a special background or Technique at level 4. . It also requires the use of 1 Chi and 1 Willpower to activate. The effect lasts a time equal to the fighter's Focus Technique.

BREAKFALL

Power Points: Any 2
Abilities: Damage Reduction (Knockdowns)
Requirements:
  Prerequisite: Athletics 1
  Attribute/Technique: Dexterity+Athletics
Type: Athletics
Tag:Athletics

BALANCE

Power Points: Any 4
Abilities: Increased Move (Ariel Maneuvers)
Requirements:
  Athletics 4
Type: Focus
Tag: Focus

ELEMENTAL SKIN: FIRE

Power Points: Any 4
Abilities: Deadly to Strike (skin turns into flames)
Requirements: Focus of 2, Elemental (Fire) 4
Type: Focus
Tag: Focus + Elemental (fire)

ELEMENTAL SKIN: WATER

Power Points: Any 4
Abilities: Tougher
Requirements: Focus of 2, Elemental (Water) 4
Type: Focus
Tag: Focus + Elemental (water)

ELEMENTAL SKIN: AIR

Power Points: Any 4
Abilities: Damage reduction, Type 2 (Aerial -2, Projectile -1)
Requirements: Focus of 2, Elemental (Air) 4
Type: Focus
Tag: Focus + Elemental (air)

ELEMENTAL SKIN: EARTH

Power Points: Any 4
Abilities: Technique Defense (-2 damage to Punches/Kicks). In addition, the character is immune to Knockdown or Throw Bonuses.
Requirements: Focus of 2, Elemental (Earth) 4
Type: Focus
Tag: Focus + Elemental (earth)

ELEMENTAL SKIN: ICE

Power Points: Any 4
Abilities: Technique Defense (-2 damage to Punches/Kicks). In addition, the character is immune to Ice attacks such as Ice Blast and Ground Ice, but Fire-based attacks receive a -1 bonus to difficulty.
Requirements: Focus of 2, Elemental (Ice) 4
Type: Focus

Tag: Focus + Elemental (ice)

EXTENDIBLE LIMBS

Power Points: Any 5
Abilities: Extended Range
Requirements: Focus 4
Type: Focus
Tag:Focus

FLAMING FIST

Power Points: Any 3
Abilities: Increased Damage (Basic Punches)
Requirements: Focus 3
Notes: Flaming Fist was very unbalanced compared to Psychokinetic Channeling. Therefore, both PLUS maneuvers now use the same Ability (Increased Damage)
Type: Focus
Tag: Punch + focus + Elemental (fire)

FLIGHT (ELEMENTAL AIR)

Power Points: Elemental Air 2
Abilities: Flight
Requirements: Athletics 1, Focus 2, Elemental 3. See Flight ability description.
Type: Focus
Tag: Punch + focus + Elemental (Air)

GROUND FIGHTING

Simulates training in the art of continuing to fight when knocked to the ground
Athletics Maneuver
Tag: Athletics
To Learn: {athletics 4}
Power Points: Any 5
System: This maneuver does not require a combat card. Instead, it is simply invoked whenever the fighter has been knocked down, thrown, or has fallen down. The street fighter does not have to rise from the ground to continue fighting (although if he does he suffers the standard -2 speed penalty). He may continue fighting from the ground, using any basic or special maneuver that does not require hip-derived tourqing or momentum, or any aerial maneuver. This requires some Storyteller discretion. Street fighter who do not possess this maneuver may still fight when grounded, but with a -3 speed and damage to their own attacks.
Individuals fighting grounded opponents suffer -2 damage and speed to their own attacks unless they are low-target attacks.
Modifiers: cost 1 willpower per turn used, see above for other details

Ground Fighting, New optional rule

It should be noted here that if the character knows ground Fighting, the character may still continue fighting with a knife or nunckaku technique.

KIPPUP

Power Points: Any 4
Abilities: Negative Reduction (-1 Speed instead of -2 after a Knockdown)
Requirements: Athletics 2
Type: Athletics
Tag: Athletics

LIGHT FEET

Created with the CHAMPS system
Simulates a fighter who has trained to become quick on his feet
Athletics Maneuver
Tag: Athletics
To learn: First the fighter must learn Jump {athletics 1}, then Light Feet {athletics 4, jump}
Power Points: spanish ninjitsu, jeet kune do, lua 3, any 5
System: This maneuver adds +1 move to all the fighter's maneuvers. It does not have to be played, and is always in effect. If the player fighter a willpower point, he may, for one turn, receive +3 to move instead of the +1 normaly gained with this maneuver.
Modifiers: see above

LEECH

Created with the CHAMPS system
By touching his opponent, the character can transfer thier life to himself
Focus Maneuver
Tag: Grab + Focus
To learn: {focus 3, grab 2}
Power Points: kabaddi, ninjitsu, lua 3, kung fu 4
System: No other actions may be initiated once a Leech has begun. A fighter may attack and then use leech, but not the other way around. For each Chi spent, the character can transfer one Health level from his victim into himself. The fighter must touch the victim. A victim must be successfully caught in a sustined hold before this power may be used. The hold is treated as still being in effect for purposes of the target breaking the hold, except that damage is allocated as above instead of by the original hold's modifiers.
Modifiers: cost; see above, speed: +0, damage: see above, move: none

LIGHTNESS

Power Points: Any 4
Abilities: Power Up
The affected fighter may add +2 to his Speed and +3 to his move for all Jump-enhanced maneuvers next round. Lightness lasts for a number of rounds equal to the fighter's Focus Technique.
Modifiers: cost: 1 chi, Speed: +1 (initial round), +2 all other rounds, damage: none, move: +1 (initial round), +3 (all other rounds)
Requirements: To Learn: First, the character must master Flight {athletics 1, focus 2, elemental (or other special) background 3}, then he may move on to learn Lightness {athletics 2, focus 3, elemental 3, flight}
Type: Focus
Tag: Athletics + Focus + Elemental (Air)

MAKA WARA

Power Points: Any 5
Abilities: Deadly to Strike (ALWAYS ON)
Requirements: Block 4
Type: Block
Tag: Block

MIND READING

Created with the CHAMPS system
The fighter can read the thoughts of his opponent, possibly predicting moves
Focus Maneuver
Tag: Focus
To Learn: First the character must learn Telepathy {focus 3}, then Mind Reading {focus 4, telepathy}

Power Points: kabaddi, ler drit, aikido, baraquah, lua, silat 3, any 4
System: the Mind reading special maneuver is not played as a combat card. Instead, the player announces his intent to use this maneuver between turns. The character spends one Chi and chooses one opponent as the target of this power. The two characters make a resisted Willpower roll.
If the mind-reading character wins the roll, the victim must show the player two cards from his hand, and must play one of those cards as his next maneuver.
The victim must be within a number of hexes equal to the mind reader's Wits + Focus.
If used outside of combat, the mind-reading character can gain information this way, at the Storyteller's discretion (more successes equal more information). the victim will not realize his mind is being read unless the roll botches.
Modifiers: cost: 1 chi, speed; none, damage: none, move; none
Training Notes:
Some rare practitioners may continue on to learn Mind Control (This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telpathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finaly prepared to learn Mind Control {focus 5, psychic vise, mind control})

MUSICAL ACCOMPANIMENT

Power Points: Any 2
Abilities: Preferred Battle Type
  If there is background music that fits the character's particular training preference, he gets a +1 bonus to either speed, damage or move each turn. At the beginning of each turn, the player announces with aspect he will apply the +1 modifier to. He can change his choice each turn.
Requirements: Focus 2
Type: Focus
Tag: Focus

PSYCHOKINETIC CHANNELING

Power Points: Any 3
Abilities: Increased Damage (Basic Kicks). Note that many practitioners of Ler Dritt also learn Flaming Fist, making it possible for any of their six basic attacks to gain the bonus to damage.
Requirements: Focus 3
Notes: Flaming Fist was very unbalanced compared to Psychokinetic Channeling. Therefore, both PLUS maneuvers now use the same Ability (Increased Damage).
Type: Focus
Tag: Focus

REGENERATION

Created with the CHAMPS system
The character can instantly heal himself with a moment of concentration
Focus Maneuver
Tag: Focus
To learn: {focus 3}
Power Points: kabaddi, baraquah 1, kung fu, native american wrestling, ler drit, animal hybird, aikido, lua, silat 2, any 3
System: When using this power, a fighter stops moving for a turn to focus his Chi. The fighter may then spend points of Chi to restore lost Health levels. Each Chi point spent enables the fighter to

regain one health level. In one turn, a character can restore a number of health levels equal to his focus rating.
Modifiers: cost: see description above, speed +0, damage: none, move: none

SAKKI

Power Points: Any 4, Ninjitsu 3
Abilities: Sixth Sense (Danger)
  Roll equal to Perception + Focus
Requirements: Focus 5
Type: Focus
Tag: Focus

SENSE ELEMENT

Power Points: Any 2, Elemental (all types) 1
Abilities: Sixth Sense (Elemental Type)
The character rolls Perception + Elemental Background to discern information about the chosen element (pollution of air, the weak points in a earth wall, the heat of a fire, etc, depending on the type of substance chosen at the time the player added this power to the character). There is no cost to activate this power, the fighter is aware of the substance at all times.
Requirements: Focus 1, Elemental 1
Type: Focus
Tag: Focus + Elemental (by type)

SHROUDED MOON

Created with the CHAMPS system
The fighter can slip away into shadows, or become invisible
Focus Maneuver
Tag: Athletics + Focus
To Learn: {focus 2, athletics 1}
Power Points: ninjitsu 2
System: An opponent must succeed in a resisted test in order to see the fighter. The opponent rolls Perception + Alertness against the fighter's Focus + Stealth to spot the fighter. If the fighter cannot be spotted, no attack can be made. An opponent can blindly attack a hex at random, if he choses the wrong hex, however, his next action is at -2 speed.
The fighter may move up to the maneuver's full movement without being seen, only to reappear the next turn. if the fighter remains unspotted, his next action is at +1 speed.
Modifiers: Cost: 1 chi, speed +0, damage: none, move -1

SPEED OF THE MONGOOSE

Created with the CHAMPS system
The fighter can burst into inbelevible speeds for short periods of time
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: ninjitsu 3
System: The fighter may only move this combat turn and cannot block or attack. The following turn he may choose to add + 4 to his speed or +6 to his move (the latter must be in a straight line)
Modifiers: cost; 1 chi, speed +2, damage; none, move -2

TELEPATHY

Created with the CHAMPS system
The character can comminicate by thinking
Focus Maneuver
Tag: Focus
To Learn: {focus 3} Some practitioners continue to learn Mind

Reading {focus 4, telepathy}
Power Points: ler drit, kabaddi, aikido, baraquah, tai chi chaun 2, any 3
System: A character using telepathy can link a number of additional people up to her rating in Focus. So, a character with a Focus Technique of 3 could link himself and three other people. Each individual must be within range equal to the telepath's Wits + Focus in hexes, and must stay within that range to maintain the link.
In between each combat turn, the telepath can ecide which characters will be part of the telepathic link for the upcoming turn. those players can then discuss combat startegy among themselves without anyone else being able to hear them.
Maintaing the links costs one Chi point per turn.
Modifiers: Cost; 1 chi per turn, speed: none, damage; none, move: none

TOUGHSKIN

Created with the CHAMPS system
The character can focus his Chi energy to become temporarily tougher
Focus Maneuver
Tag: Focus
To learn: {focus 2}
Power Points: sumo, animal hybrid, pankration 2, thai kickboxing, boxing, ju jitsu, lua 3, savate 4, any 4
System: The player can use the Toughskin combat card along with any other card being played. The character's Soak is increased by two for the duration of the turn.
Modifiers: cost: 1 chi, See descrption above

VENOM

Created with the CHAMPS system
The character has fangs or some other way of inflicting a poisionous wound
Focus Maneuver
Tag: Athletics + Grab + Focus
To Learn: {focus 2, athletics 2, grab 2} The character must also possess the Bite Basic Maneuvers through some means (usualy the Animal Hybird Background).
Power Points: animal hybird 2
System; On a successful attack, the target suffers damage according to the modifiers below. For the next two turns, the victim will act at -1 speed and will automatically lose one additional health level per turn of the poison's effect. Venom may not be used in conjunction with other biting attacks - although it makes a good part of a biting combo.
Modifiers: cost: 1 chi, speed +1, damage: +2 (lingering effects, see above), move: -2

ZEN NO MIND

Created with the CHAMPS system
The character waits, and then chooses between three pre-chosen maneuvers
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: tai chi chaun 2, kung fu, thai kickboxing, ninjitsu, aikido, baraquah (called No Ego), jeet kune do, ju jitsu, silat 3, any 4
System: The player can select three combat cards from the character's deck. the character must then wait until everyone has moved and attacked. At the very end of the turn, the character chooses one of the three cards as his action that turn.
Modifiers: Cost; 1 willpower, See description above

EXAMPLE MANEUVERS: (ORIGINAL STREET FIGHTER MANEUVERS, CONVERTED TO CH.A.M.P.S. FORM)

"When Alexander saw the breadth of his domain, he wept for there were no more worlds to conquer."
Hans Gruber, Die Hard

Special Notes: The following Maneuvers are not listed with any Special Background Power Point costs, due to the wide variety of Special Backgrounds available in CHAMPS, and due to the fact that such Special Backgrounds are easily modified. The player must check his Special Background design to see if a Special Maneuver is available to him and if he gains a reduction for that Maneuver. The following Maneuvers are not in proper CHAMPS layout, to show how the original Maneuvers from the Street Fighter game were broken down into CHAMPS form. The first set of Power Points are from the original Street Fighter books, and are presented simply for comparison.
"To Learn" indicates the Prerequisites of the Maneuvers listed here (The Maneuver's Path).

AIR BLAST

CHAMPS version
Created with the CHAMPS system
The fighter fires a blast of air at an opponent
Focus Maneuver
Tag: Punch + Focus + Elemental (Air)
To Learn / Training Notes: : First, the practitioner must learn Air Blast {punch 1, focus 2, elemental 2}. He may then move on to learn Push {focus 3, elemental 3, air blast}
and / or...
First, the character must learn Air Blast {punch 1, focus 2, elemental 2}. He is then ready to move on to Vacuum {focus 3, elemental 4, Air Blast}
Power Points: Elemental (air) 3
System: the range of the blast equals the fighter's Intelligence + Elemental background, in hexes. While the air blast is a projectile, it is not readily visible, and to interrupt this maneuver requires a successful Blind Fighting (Perception+Blindfighting) check.
Modifiers: cost: 1 chi, speed -1, damage +3, move: none
CHAMPS:
Basic Modifiers: cost: 1 chi (-50), speed -1(-50), damage +3 (+100), move: none (+0) = +0
Advantages/Weaknesses: Range (int + back, +100), Requires Blindfight to interrupt (+150) = +250
Technique/Maneuver Requirements: punch 1 (-10), focus 2 (-20), elemental 2 (-20) = -50
Total Construction Points: 200 (4 PP)
Power Points: Any 4

AIR HURRICANE KICK

CHAMPS version
Created with the CHAMPS system
The fighter leaps up, then breaks into a hurricane kick
Kick Maneuver
Tag: Kick + Athletics
To Learn: Jump {athletics 1} and Hurricane Kick {Kick 4, Athletics 3} must first be learned, but not neccesarily in that order, then Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick}
Power Points: shotokan karate, kung fu, wu shu, majestic crow kung fu 1
System: This maneuver acts just like a hurricane kick (The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Kick. This is an aerial maneuver.), but may also be used as a Jump to avoid projectiles.
Modifiers: Cost: 1 Chi, 1 Willpower, speed -1, damage -1, move +1
CHAMPS:
Basic Modifiers: 1 chi + 1 Willpower (-100, A), Speed -1 (-50), Damage -1 (-25), Move +1 (25) = -150
Advantages/Weaknesses: Straight Line Only (-50), Surround Pound (50), Knockback (80), Push (400), Aerial (50) = 530
Technique/Maneuver Requirements: Kick 4 (-60), Athletics 3 (-30), jump, hurricane kick (-4) = -94
Total Construction Points: 5.72 (6), minus the power point cost of Hurricane Kick (5). Air Hurrican Kick has a positive Move and no positive damge/speed, and 500 in advantages, so we add 4 PP, minus the Will/Chi cost of 2, for an additional 2 Power Points. The final total is 3 Power Points.
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 1, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 2, Any 3

AIR SMASH

CHAMPS version
Created with the CHAMPS system
The fighter leaps up and falls on his opponent. Simple yet effective
Athletics Maneuver
Tag: Athletics
To learn: The fighter first learns Jump {athletics 1}, then Air Smash {athletics 1, jump}
Power Points: native american wrestling, sanbo, sumo, majestic crow kung fu, pankration, wrestling 1, any 2
System: This is an aerial maneuver that can act as a Jump. The fighter moves in a straight line and will end his move in the same hex as his target.
Modifiers: cost; none, speed -1, damage +4, move -1
CHAMPS:
Basic Modifiers: cost; none, speed -1 (-50), damage +4 (150, A), move -1(-10) = 90
Advantages/Weaknesses: Aerial (+50), Straight Line Only (-50) = 0
Technique/Maneuver Requirements: jump (-2) = -2
Total Construction Points: 88 , 1.76 PP, rounded to 2 PP
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 1, Any 2

AIR SUPLEX*

Dogs of War Version
Created with the CHAMPS system
Grab Maneuver
Tag: Grab + Athletics
Path to Learn: First, the fighter learns Jump {athletics 1} and Suplex {grab 1}, in any order. He is then ready to learn Air Suplex {grab 3, athletics 3, jump, suplex}
Description: The warrior grabs a flying opponent, and twists so that both fall head-first to the ground, victim first
System: use the following modifiers. The fighter must interrupt an opponent during an aerial maneuver. Any damage causes a Knockdown. The attacker and the victim both end the turn in the same hex where the attack was made.
Basic Modifiers: cost: none, speed -1(-50), damage +4(+150x2), move +1 (25x2) = 300
Advantages/Weaknesses: Specific Attack (Aerial)(-50), Knockdown (+15 x 4)(A), Same Hex Ending (+5) = 15
Technique/Maneuver Requirements: grab 3 (-30), athletics 3(-30), jump, suplex = -60
Total Construction Points: 255
Basic Power Point Cost: 5.1 (5)
Special Power Points Modifiers: - PP of Suplex (2) = 3
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 2, Any 3
Notes: I decided that I would like Air Suplex to cost 3 Power Points, like the original, so I would need about a 5 PP cost total. By adding 1 to the Move of the Maneuver, this doubles the cost for both Damage and Move now that the maneuver has 2 basic modifiers with positive scores. This places the Maneuver exactly at the old Power point cost with only a minor change.

AIR THROW*

Dogs of War Version
Created with the CHAMPS system
Grab Maneuver
Tag: Grab + Athletics
Path to Learn: First, the fighter must learn Throw {grab 1} and Jump {athletics 1}, in any order. Then the fighter may learn Air Throw {grab 2, Throw, Jump}{+Air Suplex}
Description: The fighter leaps into the air and catches an aerial

opponent, smashing him downward
System: The fighter must interrupt a Jump move, or a maneuver that can be used as a Jump. The fighter then jumps into the hex with the character, and throws him (if damage is scored) into any area within three hexes. The fighter may then continue his move. If the victim suffers damage, he also suffers a Knockdown.
Basic Modifiers: cost: 1 willpower (-50), speed +2 (75x2), damage +3 (100x2), move +0 = 300
Advantages/Weaknesses: Throw (60), Knockdown (15x5), Specific attack (aerial) (-50) = 85
Technique/Maneuver Requirements: Throw (-2) , Air Suplex (-2) = -4
Total Construction Points: 381
Basic Power Point Cost: 7.62 (8)
Special Power Points Modifiers: -3 PP (Air Suplex)
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 4, Any 5
Notes: Wow. This Maneuver is really unbalanced. I'd like to reduce the cost to 5 Power Points.
First, Air Suplex seems to be a similar Maneuver, so I'm going to use it as a requirement. I'm not going to change Air Suplex's requirements, so my new Technique/maneuver requirements are: Throw and Air Suplex. Air Suplex requires grab 3, athletics 3, jump, suplex, so that gets rid of Grab 2 and Jump requirements for Air Throw (since I should have these already by having Air Suplex as a requirement). This brings down my Tech/Man requirement construction point modifier from -22 to -4, but I will receive a -3 PP modifier to my final PP cost for having Air Suplex as a requirement. Next, I reduce the basic damage modifier to +3, reducing the cost from 400 to 200. this reduces my total construction points to 381, or 8 Power Points. With the reduction from Air Suplex, I now have a Maneuver that falls within CHAMPS boundaries.

ACID BREATH

CHAMPS version
Created with the CHAMPS system
The fighter spews highly acidic liquid onto his opponent
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: any 4
System: The spray has a range equal to the fighter's Stamina rating, and the fighter must have line-of-sight to his victim. Once the acid spray hits, it immediately inflicts damage using the +3 modifier. The following combat turn, unless the victim of the acid breath has been immersed in water or some other measure has been taken, the acid continues to burn the victim's body. At the very end of the combat turn, after all action have been completed, the acid damages again at the +0 modifier. Finally, on the third turn, the acid damages again for the last time, using the -3 dmage modifier. Characters hit more than once witht he acid attack could suffer many dmage tests at the end of each turn. Acid breath may be dodged like any other projectile attack.
Modifiers: cost: 1 chi, speed -2, damage +3, +0, -3, move -1
CHAMPS:
Basic Modifiers: cost: 1 chi (-50), speed -2(-75), damage +3,+0, -3 (advantage, see below), move -1(+50) = -75
Advantages/Weaknesses: Range equal to Stamina (+25), Acid Attack (+340) = 365
Technique/Maneuver Requirements: Focus 3 (-30) = -30
Total Construction Points: 260 (5.2)
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 3, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Any 5

AX KICK

CHAMPS version
Created with the CHAMPS system
The fighter jumps into the air, bringing his foot over his head and then down onto his target
Kick Maneuver
Tag: Kick + Athletics
To Learn: First the fighter learns Jump {athletics 1}, then Ax Kick {kick 2, jump}
Power Points: savate 2, special forces, western kickboxing 3, kung fu, shotokan karate, wu shu 4
System: this attack is concidered an aerial maneuver and may be used to avoid projectiles. The fighter travels his allowed movement in the air using the -2 modifier and ends his attack in the same hex as his target. because this attack targets the head from above, crouched opponents are struck. jumping opponents are also struck and will suffer a knockdown.
Modifiers: cost: none, speed -1, damage +4, move -2
CHAMPS:
Basic Modifiers: cost: none, speed -1(-50), damage +4(150), move -2 (-25) = 75
Advantages/Weaknesses: Aerial (affects crouching, +75), Placement (same hex)(+5) = 80
Technique/Maneuver Requirements: kick 2, jump = -20
Total Construction Points: 135
Special Power Points Modifiers: None
Basic Power Point Cost: 2.7 (3)
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 1, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 2, Any 3
Notes: There is a slight decrease in the Power Point cost of this Maneuver due to it's low speed and move.

BACK BREAKER

CHAMPS version
Created with the CHAMPS system
The fighter turns the victim upside down and smashes his head and back down
Grab Maneuver
Tag: Grab
To learn: {grab 3}
Power Points: sanbo, native american wrestling, jeet kune do, ju jitsu, pankration, wrestling 2
System: The opponent suffers a Knockdown if damage is scored
Modifiers: cost: none, speed -1, damage +3, move One
Training Notes:
Some fighters continue on to learn Siberian Bear Crusher {grab 3, athletics 2, back breaker}
CHAMPS:
Basic Modifiers: cost: none, speed -1(-50), damage +3 (100), move One = 50
Advantages/Weaknesses: Knockdown (15x3) = 45
Technique/Maneuver Requirements: grab 3 (-30) = -30
Total Construction Points: 65
Special Power Points Modifiers: None
Basic Power Point Cost: 1.3 (1)
Power Points: Any 1

BACK ROLL THROW

CHAMPS version
Created with the CHAMPS system
The fighter grabs the victim and rolls over, throwing the victim behind him
Grab Maneuver
Tag: Kick + Athletics + Grab
To Learn: First the fighter must learn Throw {grab 1}, then he may learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}
Power Points: caporeia, shotokan karate, western kickboxing, wu shu, spanish ninjitsu, ninjitsu, aikido, baraquah, ju jitsu, tai chi chaun 1, any 2
System: The victim can be thrown a number of hexes equal to the attacker's strength + kick technique. The damage is scored when the defender hits the ground. If damage is scored, the victim suffers a Knockdown.
Modifiers: cost none, speed -1, damage +4, move: One
CHAMPS:
Basic Modifiers: cost none, speed -1(-50), damage +4 (+150), move: One = 100
Advantages/Weaknesses: Throw (range str+kick, +80) = 80
Technique/Maneuver Requirements: grab 2 (-20), kick 1(-10), athletics 1(-10), throw = -42
Total Construction Points: 138
Special Power Points Modifiers: None
Basic Power Point Cost: 2.76 (3)
Power Points: Ninjitsu (CHAMPS version) 2, Any 3
Notes: There is a slight increase in Power point cost due to the ease of this Maneuver's requirements

BACKFLIP

CHAMPS version
Created with the CHAMPS system
A series of back-handsprings that makes up an incredibly defensive maneuver
Athletics Maneuver
Tag: Athletics
To learn: {athletics 3}
Power Points: capoeira, spanish ninjitsu, jeet kune do 2, wu shu 3, any 4
System: The fighter moves in a straight line away from his opponent. He cannot be harmed while preforming this maneuver, but still may be harmed before and after the maneuver is made.
Modifiers: cost: 1 willpower, speed +3, damage: none, move +2
Training Notes:
Some fighters continue on to learn Tumbling Attack {athletics 3, backflip}
CHAMPS:
Basic Modifiers: cost: 1 willpower (-50), speed +3 (150, A), damage: none (-100), move +2 (50) = 50
Advantages/Weaknesses: Straight Line Only (-50), limited Invincibility (+230) = +180
Technique/Maneuver Requirements: athletics 3 (-30) = -30
Total Construction Points: 200
Special Power Points Modifiers: None
Basic Power Point Cost: 4
Power Points: Capoeira (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 3, Any 4

BACKFLIP KICK

CHAMPS version
Created with the CHAMPS system
The fighter attacks and then leaps away
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 2, athletics 2}
Power Points: capeoria, wu shu, spanish ninjitsu, ninjitsu, jeet kune do 2, kung fu, special forces, majestic crow kung fu, lua 3, any 4
System: normal attack, then fighter jumps two hexes backwards. This move is NOT an aerial maneuver.
Modifiers: cost: none, speed +0, damage +2, move: two (backwards)
Training Notes:
If the fighter also learns Jump {athletics 1}, he may choose to learn Foward Backflip Kick {kick 3, athletics 3, backflip kick, jump}
CHAMPS:
Basic Modifiers: cost: none, speed +0, damage +2 (+75), move: two (backwards)(+10) = 85
Advantages/Weaknesses: Attack then Back (+200) = 200
Technique/Maneuver Requirements: kick 2 (-20), athletics 2 (-20) = -40
Total Construction Points: 245
Special Power Points Modifiers: None
Basic Power Point Cost: 4.9 (5)
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5
Notes: There is a slightly higher cost for this Maneuver under the CHAMPS system, as it does have almost all advantages and no weaknesses. The fact that it allows characters to move after an attack is a huge bonus in combat, and the requirements to gain the Maneuver are not at all excessive.

BEAR HUG

CHAMPS version
Created with the CHAMPS system
The fighter grabs his opponent and crushes him to his chest. and crushes, and crushes...
Grab Maneuver
Tag: Grab
To Learn: {grab 2}
Power Points: native american wrestling, sanbo, sumo, pankration, wrestling 1, animal hybird 2, any 3
System: The bear Hug is a Sustained Hold
Modifiers: cost: none, speed -1, damage +3, move: One
CHAMPS:
Basic Modifiers: cost: none, speed -1 (-50), damage +3 (+100), move: One (required) = 50
Advantages/Weaknesses: Sustained Hold (+100) = 100
Technique/Maneuver Requirements: grab 2 (-20) = -20
Total Construction Points: 130
Special Power Points Modifiers: None
Basic Power Point Cost: 2.6 (3)
Power Points: Native Ameraican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) 1, Lua (CHAMPS version) 2, Any 3

BEAST ROLL*

Dogs of War version
Created with the CHAMPS system
Athletcis Maneuver
Tag: Athletics
Path to Learn: athletics 5
Description: The fighter springs backward then foward in a superhuman rolling attack
Basic Modifiers: cost: 1 willpower (+50), speed +0, damage +3 (+100), move -2/+2 (part of the Beast Roll Bonus) = +150
Advantages/Weaknesses: Aerial (+50), Beast Roll (+175) = 225
Technique/Maneuver Requirements: athletics 5 (-120) = -120
Total Construction Points: 255
Basic Power Point Cost: 5.1 (5)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5
Notes: I took off the requirement of rolling attack (and therefore Vertical Rolling Attack), increasing the Power Point cost to 5.

BLIND

CHAMPS version
Created with the CHAMPS system
The practitioner causes blindness in all nearby opponents
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: Ler Drit, Kabaddi 5
System: The monk can inflict blindness on any victim within the monk's Wits + Focus. The monk must defeat the opponent in a resisted roll of the monk's Intelligence + Focus verses the victim's Stamina +Mysteries. If successful, the victim is completely blinded as a veil of darkness shuts off his sight.
The Power acts just like a sustained hold. The victim gets a resisted roll of intelligence vs. intelligence to break free of the monk's power each turn.
Modifiers: cost: 1 Chi, speed +0, damage: none, move: none
CHAMPS:
Basic Modifiers: cost: 1 Chi (-50), speed +0, damage: none (-100), move: none (+0) = -150
Advantages/Weaknesses: Blind (555) = +480
Technique/Maneuver Requirements: focus 3 (-30) = -30
Total Construction Points: 300
Special Power Points Modifiers: None
Basic Power Point Cost: 6
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 5, Associated Maneuver 6
Notes: This reduces the cost for Ler Dritt and Kabbadi, and also opens the Maneuver up to Styles that favor Focus-based Techniques. Blind remains unavalible to many other Stles, just as before.

BOSHI – KEN/THUMB DRIVE

CHAMPS version
Created with the CHAMPS system
The fighter uses his thumb to attack nerve clusters
Punch Maneuver
Tag: Punch
To Learn: First, the fighter learns Shikan-Ken {punch 2}, then he moves on to Boshi-Ken {punch 3, shikan-ken}
Power Points: ninjitsu 2
System: an opponent struck with this maneuver will suffer numbness in the following turn. if any damage is inflicted, the opponent suffers a -1 to move during the next round.
Modifiers: cost: none, speed -1, damage +2, move +0
CHAMPS:
Basic Modifiers: cost: none, speed -1 (-50), damage +2 (75), move +0 = 25
Advantages/Weaknesses: Numb (150) = 150
Technique/Maneuver Requirements: punch 3 (-30), shikan-ken = -32
Total Construction Points: 246
Basic Power Point Cost: 4.92 (5)
Special Power Points Modifiers: Subtract the Power Point cost of Shikan-Ken (3), for a new PP total of 2
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Associated Maneuver 2

BUFFALO PUNCH

The fighter brings both hands into one big fist, above his head and swings down
Punch Maneuver
Created with the CHAMPS system
Tag: Punch
To Learn: {punch 2}
Power Points: native american wrestling, pankration 1, any 2
System: Use the following modifiers
Modifiers: Cost: none, Speed -2, Damage +5, Move: One
CHAMPS:
Basic Modifiers: Cost: none, Speed -2 (-75), Damage +5 (200, A), Move: One = 125
Advantages/Weaknesses: None
Technique/Maneuver Requirements: punch 2 (-20) = -20
Total Construction Points: 105
Special Power Points Modifiers: None
Basic Power Point Cost: 2.1 (2)
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Any 2
Notes: The basic change is the lowered cost for certain Styles.

BRAIN CRACKER

CHAMPS version
Created with the CHAMPS system
The fighter grabs a victims face or head, pulls down, and starts pummeling
Grab Maneuver
Tag: Punch + Grab
To Learn: {grab 2, punch 1}
Power Points: kabaddi, native american wrestling, sanbo, western kickboxing, thai kickboxing, boxing, pankration, wrestling 1, any 2
System: This is a sustained hold that uses the fighter's punch technique to calculate damage scored.
Modifiers: cost; none, speed +0, damage +2, move: One
CHAMPS:
Basic Modifiers: cost; none, speed +0, damage +2 (75), move: One = 75
Advantages/Weaknesses: Sustained Hold (+100), Altered Damage technique (+25) = 125
Technique/Maneuver Requirements: grab 2 (-20), punch 1 (-10) = -30
Total Construction Points: 170
Basic Power Point Cost: 3.4 (3)
Special Power Points Modifiers: None
Power Points: Any 3
Notes: The basic change is the increased cost of the Any category in Power Points, and a few changes in power Point costs for the other Styles.

CANNON DRILL

CHAMPS version
Created with the CHAMPS system
The fighter's body twists and spins as he flys toward his opponet and strikes
Athletics Maneuver
Tag: Athletics
To learn: {athletics 5} Note that while this maneuver requires no other maneuvers, it is difficult to learn.
Power Points: special forces 4, kabaddi, wu shu, majestic crow kung fu 5
System: the cannon drill is NOT an aerial maneuver
Modifiers: cost 1 willpower, speed +2, damage +2, move +2
CHAMPS:
Basic Modifiers: cost 1 willpower (-50), speed +2 (75x2), damage +2 (75x2), move +2 (50x2) = 350 (+150 for all modifiers being +1 or above) = 500
Advantages/Weaknesses: None
Technique/Maneuver Requirements: athletics 5 (-200)
Total Construction Points: 300
Basic Power Point Cost: 6
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 5, Associated Maneuver 6

CARTWHEEL KICK

Dogs of War Version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics
Path to Learn: Athletics 5, Kick 4, Backflip
Description: The fighter rolls in a series of cartwheels, striking with feet and fists over and over
Basic Modifiers: cost: 1 willpower (-50), speed +0, damge +1 (+50x2)(per hex), move +4 (100x2) = 250
Advantages/Weaknesses: Straight Line Only(-50), Push(400), Increased damage (+1 per hex, +100) = 450
Technique/Maneuver Requirements: Kick 4 (-60), Athletics 5 (-120), Backflip (-2) = -182
Total Construction Points: 518
Basic Power Point Cost: 10.36 (10)
Special Power Points Modifiers: -4 PP from Backflip
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 5, Associated Maneuver 7
Notes: First, I added the obvious requirement of Backflip, which takes away the requirement of Athletics 2 (as Backflip requires Athletics 3), but it will decrease my final Power Point cost by 3. I now add a new Athletics requirement of 5 and a Kick requirement of 4. This gives me a new total of 518 construction points, or 10 Power Points, reduced to 7 with Backflip. Only Styles that have a -2 Power Point Tag for Athletics + Kick Maneuvers will be able to purchase Cartwheel Kick, and at a high cost to them of 5 Power Points.

CHI KUNG HEALING

CHAMPS version
Created with the CHAMPS system
The practitioner uses mystical energy to heal
Focus Maneuver
Tag: Focus
To learn: {focus 4}
Power Points: tai chi chaun 2, kabaddi, kung fu, aikido, lua, silat 3, native american wrestling, shotokan karate, wu shu, thai kickboxing, majestic crow kung fu, baraquah, jeet kune do, ju jitsu 4
System: A character who uses Chi Kung Healing in the midst of

combat must enter the same hex as her patient and then execute the healing process. Like the regeneration special maneuver, the healer can restore one lost health level per point of chi the healer spends. The healer can spend Chi points up to her Focus rating per turn of healing.
Modifiers: cost: see description above, speed -1, damage; none, move -1
Training Notes:
If it is part of thier style, some practitioners of Chi Kung Healing later go on to study Dim Mak, the punching maneuver {Chi Kung Healing {focus 4}, then Dim Mak {punch 4}}
If it is part of thier style, some practitioners of Chi Kung Healing later go on to study Chi Push {focus 4, Chi ung Healing}
CHAMPS:
Basic Modifiers: cost: see description above, speed -1(-50), damage; none, move -1(-10) = -60
Advantages/Weaknesses: Healing (+300) = +300
Technique/Maneuver Requirements: focus 4 (-60) = -60
Total Construction Points: 180
Basic Power Point Cost: 3.6 (4)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 2, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 3, Any 4
Notes: The only change here is a slight diffrence in the Power Point cost for the various Styles

CHI PUSH

CHAMPS version
Created with the CHAMPS system
The practitioner uses Chi energy to move or damage an object
Focus Maneuver
Tag: Focus
To learn: First, the practitioner must learn Chi Kung Healing {focus 4}. then he may learn Chi Push {Chi Kung Healing}
Power Points: baraquah (called baraquah push), kabaddi, kung fu, lua, native american wrestling, silat, tai chi chaun 5
System: The basic damage done by the maneuver is the user's Wits + Focus + 3, +1 for each extra point of Chi the practitioner spends beyond the first. The practitioner must choose what to do with thier dice pool: the maneuver's damage may be reduced by one point to throw the target back by one hex. The maneuver may also be done without touching the target: each hex between the target and the practitioner subtracts two damage dice. Chi push has no effect on someone using the San He maneuver. Furthermore, the target may add dice to thier soak roll by spending 2 Chi per one Die.
Modifiers: Cost: 1 chi (see above), speed -3, damage wits + focus + 3 (+ special), move: none
CHAMPS:
Basic Modifiers: Cost: 1 chi (see above), speed -3(-100, A), damage: wits + focus + 3 (+ special), move: none = -100
Advantages/Weaknesses: Chi Damage (+300), Knockback (Damage Transfer)(+300), Optional Range (+100), Easier to Soak (-25) = 675
Technique/Maneuver Requirements: Chi Kung Healing (-2) = -2
Total Construction Points: 313
Basic Power Point Cost: 11.46 (11)
Special Power Points Modifiers: Subtract Power Point cost for Chi Kung healing (5) for a new total of 6.26 (6) Power Points
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 5, Any 6

CHOKE THROW

CHAMPS version
Created with the CHAMPS system
The fighter catches an ariel or normal opponent by the throat and hurls him to the ground
Grab Maneuver
Tag: Athletics + Grab
To Learn: First, the fighter learns Jump {athletics 1}, then Choke Throw {grab 2, athletics 2, jump}
Power Points: spanish ninjitsu 1, lua, pankration 2, any 3
System: This maneuver can interrupt a airborne opponent, and can attack a standing character as well. Damage indicates a knockdown. Both the fighters end the turn in the same hex where this attack was made.
Modifiers: cost: None, speed -1, damage +2, move +0
CHAMPS:
Basic Modifiers: cost: None, speed -1(-50), damage +2 (+75), move +0 = +25
Advantages/Weaknesses: Knockdown (15x2), Placement (Same hex, +5) = +35
Technique/Maneuver Requirements: grab 2 (-20), athletics 2 (-20), jump = -42
Total Construction Points: 18
Basic Power Point Cost: .36 (0), Modified to 1
Special Power Points Modifiers: None
Power Points: Any 1

COBRA CHARM

CHAMPS version
Created with the CHAMPS system
The fighter exerts a hypnotic trance on a victim
Focus Maneuver
Tag: Focus
To Learn: {focus 2}
Power Points: kabaddi 2, ler drit, aniaml hybird 3, any 4
System: The martial artist using Cobra Charm must be close enough to his victim to gaze into her eyes, establishing the hypnotic contact. he must be within three hexes of his opponent. Once eye contact is established, the charmer makes a Wits + mysteries resisted roll against the victim. if the charmer wins, the spell is established; otherwise, there is no effect.
Once the cobra charm has begun, it works similarly to a sustained hold for grappling, except that between each turn the victim and the charmer compare intelligence rolls to see if the hypnotic hold is broken. if the victim is ever hurt, the charm is broken.
While hypnotized, the victim wll do nothing except follow very basic commands given by the hypnotist such as lying down, moving, etc. the hypnotist can employ only the Move maneuver while maintaining the hypnotic hold, because he must concentrate on his subject. if the charmer and the victim are ever seperated by more than three hexes the charm is broken.
Modifiers: cost: 1 chi, speed -1, damage: none, move -1
CHAMPS:
Basic Modifiers: cost: 1 chi (-50), speed -1(-50), damage: none (-100), move -1(+50) = -50
Advantages/Weaknesses: Charm (330) = +330
Technique/Maneuver Requirements: focus 2 (-20) = -20
Total Construction Points: 280
Basic Power Point Cost: 5.6 (6)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 5, Associated Maneuver 6
Notes: None

DASHING PUNCH

The fighter runs up to an opponent and punches him quickly and powerfully
Punch Maneuver
Created with the CHAMPS system
Tag: Punch + Athletics
To Learn: {punch 4, athletics 1}. Then the fighter may move on to learn Dashing Uppercut {punch 4, athletics 1, dashing punch}
Power Points: boxing, savate 4, western kickboxing 5
System: use the following modifiers
Modifiers: cost: 1 willpower, speed +0, damage +4, move +2
CHAMPS:
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +4(+150x2), move +2 (50x2) = 400
Advantages/Weaknesses: None
Technique/Maneuver Requirements: punch 4 (-60), athletics 1(-10) = -70
Total Construction Points: 320
Basic Power Point Cost: 6.4 (6)
Special Power Points Modifiers: None
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 4, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 5, Associated Maneuver 6

DASHING UPPERCUT

CHAMPS version
Created with the CHAMPS system
The fighter dashes across to his opponent and delivers a powerful uppercut
Punch Maneuver
Tag: Punch + Athletics
To Learn: First, the fighter learns Dashing Punch {punch 4, athletics 1}. Then the fighter may move on to learn Dashing Uppercut {dashing punch}
Power Points: boxing 1, western kickboxing, savate 2
System: The dashing uppercut can strike aerial opponents. if it strikes an aerial opponent, it will cause a knockdown if damage is scored.
Modifiers: cost; 1 willpower, speed; +0, damage +4, move +2
CHAMPS:
Basic Modifiers: cost; 1 willpower (-50), speed; +0, damage +4 (150x2), move +2 (50x2) = 350
Advantages/Weaknesses: Strikes Aerial Opponents (+25), Knockdown (Aerial)(10x4) = 65
Technique/Maneuver Requirements: dashing punch (-2) = -2
Total Construction Points: 343
Basic Power Point Cost: 8.3 (8)
Special Power Points Modifiers: -5 PP from Dashing Punch, new Power Point total = 3
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 1, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 2, Any 3

DEATH'S VISAGE

CHAMPS version
Created with the CHAMPS system
The fighter causes fear within an opponent
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: ninjitsu 3
System: All within the sight of the fighter must make a resisted Willpower roll against the fighter's Manipulation + Focus or get as far away from the fighter as possible. This is concidered a sustained hold, and only ends when a successful roll has been made or three turns have passed.
Modifiers: Cost: 1 chi, speed +1, damage: none, move: none
CHAMPS:
Basic Modifiers: Cost: 1 chi (-50), speed +1 (50), damage: none (-100), move: none (+0) = -100
Advantages/Weaknesses: Cause Mystic Fear (355) = 355
Technique/Maneuver Requirements: focus 3 (-30) = -30
Total Construction Points: 225
Basic Power Point Cost: 4.5 (5)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 3, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Associated Maneuver 5

DEFLECTING PUNCH

CHAMPS version
Created with the CHAMPS system
The fighter deflets an attacker's punch with his own punching attack
Block Maneuver
Tag: Punch + Block
To Learn: Punch Defense {block 2}, then Deflecting Punch {block 3, punch 1}
Power Points: kung fu, western kickboxing, boxing, savate, ninjitsu, aikido, baraquah, jeet kune do, ju jitsu, tai chi chaun, silat 1, any 2
System: To use this maneuver effectively the fighter must interrupt a Punch maneuver. The fighter gains full Blocking Soak vs. the incoming punch, which is made first. The user of this maneuver then lands his counterpunch unless he was dizzied, knocked back, or knocked down. If the opponent uses any other maneuver besides a Punch maneuver, the fighter does not receive his Block technique to his Soak total. The fighter uses his Punch Technique, of course, to calculte damage for this maneuver.
Modifiers: Cost: none, speed+2, damage +0, move: none
CHAMPS:
Basic Modifiers: Cost: 1 chi (-50), speed +1 (50), damage: none (-100), move: none (-75) = -175
Advantages/Weaknesses: Cause Mystic Fear (355) = 355
Technique/Maneuver Requirements: focus 3 (-30) = -30
Total Construction Points: 150
Basic Power Point Cost: 3
Special Power Points Modifiers: None
Power Points: Any 3

DIM MAK

CHAMPS version
Created with the CHAMPS system
The practitioner can disrupt the flow of Chi, causing damage, disease and other misery
Punch Maneuver
Tag: Punch + Focus
To Learn: Chi Kung Healing {focus 4}, then Dim Mak {punch 4}
Power Points: kung fu, aikido, lua, tai chi chaun, silat 4, majestic crow kung fu 5
System: Normal damage, part or all of which may be delayed. In addition, a physical attribute may be lowered by one point per successful strike (to a minimum of 1 for each attribute).
Modifiers: Cost: 1 chi, Speed +0, Damage +0, Move + 0
CHAMPS
Basic Modifiers: Cost: 1 chi (-50), Speed +0, Damage +0, Move + 0 = -50
Advantages/Weaknesses: Dim Mak Effect (+500) = 500
Technique/Maneuver Requirements: punch 4 (-40) = -40
Total Construction Points: 410
Basic Power Point Cost: 8.2 (8)
Special Power Points Modifiers: -4 PP for the cost of Chi Kung Healing. New total = 4.
Power Points: Any 4

DISENGAGE

CHAMPS version
Created with the CHAMPS system
Enables the fighter to extract himself from an opponent's grip
Grab Maneuver
Tag: Athletics + Grab
To Learn: {grab 2, athletics 2}
Power Points: ninjitsu 1, native american wrestling, sanbo, spanish ninjitsu, lua, pankration, wrestling 2, tai chi chaun 3, any 4
System: A fighter may play this move during any turn he is in a sustained hold. When played, the captive fighter rolls a second time to try to escape from his captor. However, for the second roll the fighter rolls his dexterity versus his opponent's strength. if he escapes and has any move left, he may continue moving away from his opponent.
Modifiers: cost; none, speed +1, damage: none, move -2
CHAMPS
Basic Modifiers: cost; none, speed +1 (50), damage: none (-100), move -2 (-25) = -75
Advantages/Weaknesses: Disengage (315) = 315
Technique/Maneuver Requirements: grab 2 (-20), athletics 2 (-20) = -40
Total Construction Points: 200
Basic Power Point Cost: 4
Special Power Points Modifiers: None
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 3, Any 4

DISLOCATE LIMB

CHAMPS version
Created with the CHAMPS system
The fighter pulls an arm out of it's socket
Grab Maneuver
Tag: Kick + Athletics + Grab
To Learn: {grab 3, kick 2, athletics 1}
Power Points: Caporeia, ninjitsu, baraquah, lua, pankration 2, kabaddi, sanbo, native american wrestling, special forces, ju jitsu, tai chi chaun 3
System: The turn after the fighter's arm has been dislocated, he suffers a -3 speed penalty. this is because he is forced to pop is arm back into it's correct position. Any punches made during this turn (the turn with the -3 speed) suffer a -2 damage modifer as well. The victim may choose not to re-locate his arm. However, he may only throw kicks until he does.
Modifiers: cost: none, speed -1, damage +1, move +1
CHAMPS
Basic Modifiers: cost: none, speed -1(-50), damage +1 (50x2), move +1(25x2) = 100
Advantages/Weaknesses: Dislocates Arm (160) = 110
Technique/Maneuver Requirements: grab 3 (-30), kick 2 (-20), athletics 1(-10) = -60
Total Construction Points: 150
Basic Power Point Cost: Any 3
Special Power Points Modifiers: None
Power Points: Ninjitsu (CHAMPS version) 2, Any 3

DISPLACEMENT

CHAMPS version
Created with the CHAMPS system
A quick sidestep, allowing a dodge, followed by a quick jab
Athletics Maneuver
Tag: Punch + Athletics + Block
To Learn: First, the fighter learns Esquives {athletics 2, block 1}. He may then continue on to learn Displacement {block 2, punch 1, esquives}
Power Points: savate 2, spanish ninjitsu 3, wu shu 4
System: This maneuver is completely effective only if the fighter has enough Move to initiate a counterattack and is quicker than his advesary. When the opponent begins his attack, the fighter must have enough speed to interrupt the attack; otherwise, the displacement is ineffective. The fighter executing the displacement may then travel up to her full Move to the right or left of the opponent. Once the opponent's move is completed, the "displaced" fighter may move back in and counterattack if the fighter has any move left. This maneuver may beused to avoid projectiles, although a contested roll must still be made. The street fighter's punch technique is used to detirmine the damage for the attack.
Modifiers: cost: 1 willpower. speed +2, damage -1, move +1
CHAMPS
Basic Modifiers: cost: 1 willpower (-50). speed +2 (+75x2), damage -1 (-25), move +1(25x2) = +75
Advantages/Weaknesses: Displacement Effect (+320) = +320
Technique/Maneuver Requirements: block 2 (-20), punch 1(-10), esquives (-2) = -32
Total Construction Points: 363
Basic Power Point Cost: 7.26 (7)
Special Power Points Modifiers: -3 PP for Displacement, new total 4 PP
Power Points: Savate (CHAMPS version) 3, Any 4

DIVING HAWK*

Dogs of War version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics + Focus
Path to Learn: athletics 3, focus 1, jump
Description: The fighter leaps high into the air and comes crashing down in a full body collision
System: The diving Hawk is an aerial maneuver. It starts as a vertical jump (and can be used to dodge projectiles). The fighter subsequently uses her move to enter her opponent's hex and deal damage.
Basic Modifiers: cost; 1 willpower (-50), speed +0, damage +5 (200), move +0 = 150
Advantages/Weaknesses: Aerial (+50), Placement (same hex)(+5) = 55
Technique/Maneuver Requirements: athletics 3 (-30), focus 1 (-10), jump (-2) = -42
Total Construction Points: 163
Basic Power Point Cost: 3.26 (3)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Shotokan Karate (CHAMPS version) 2, Any 3
Notes: I want to keep Diving hawk's great damage modifier, but reduce the Power Point cost. I reduce the Move modifier to +0, which will negate any cost for it and keep by basic modifier costs from doubling. this reduces the cost of the Maneuver to 3 Power Points (a big change!). That sounds fair, since the Maneuver costs Willpower and has good requirements.

DOUBLE DREAD KICK

CHAMPS version
Created with the CHAMPS system
A quick attack followed by a spinning, powerful attack
Kick Maneuver
Tag: Kick
To learn: Double Hit Kick {kick 2}, then Double Dread Kick {kick 3, Double Hit Kick}
Power Points: western kickboxing, thai kickboxing, majestic crow kung fu 3, kung fu, shotokan karate, special forces, ler drit 4
System: The fighter attacks once with +1 to damage, and knocks the opponent back one space if damage is scored. The second attack is made at +4 damage, and also knocks the opponent back a space if damage is scored. The fighter must have enough Move to make the attacks. He may attack an empty space and then use the second attack as the only one meant to hit the opponent if he needs to approach from a distance.
Modifiers: Cost: 1 willpower, Speed -2, damage: see above, move +1
CHAMPS
Basic Modifiers: Cost: 1 willpower (-50), Speed -2 (-75), damage: see above, move +1(25) = -100
Advantages/Weaknesses: Double-Dread Attack (Kick) (+480) = +480
Technique/Maneuver Requirements: kick 3 (-30), Double Hit Kick (-2) = -32
Total Construction Points: 348
Basic Power Point Cost: 6.96 (7)
Special Power Points Modifiers: -2 PP from Double Hit Kick, new total 5 PP
Power Points: Wu Shu (CHAMPS version) 3, Special Forces (CHAMPS version) 4, Any 5

DOUBLE HIT KICK

CHAMPS version
Created with the CHAMPS system
The fighter attacks twice, once high and once low
Kick Maneuver
Tag: Kick
To learn: {kick 2}. Some fighters continue on to learn Double Dread Kick {kick 3}, or Lightning Leg {kick 4}, or Stepping front Kick {kick 4}
Power Points: kung fu, sanbo, sumo, western kickboxing, wu shu, thai kickboxing, majestic crow kung fu, savate, ninjitsu, silat 1, any 2
System: The fighter makes two damage tests. Crouching or aerial opponents will only be struck once.
Modifiers: cost: none, speed -2, damage +1, move -1
Training Notes:
Some fighters continue on to learn Reverse Frontal Kick {kick 3, double hit kick}
Some fighters continue on to learn Double Dread Kick {kick 3}
Some fighters continue on to learn Lightning Leg {kick 4}
Some fighters continue on to learn Stepping front Kick {kick 4}
CHAMPS
Basic Modifiers: cost: none, speed -2 (-75), damage +1(50), move -1(-10) = -35
Advantages/Weaknesses: Multi-Hit (x2 rolls, +150), One Strike vs. Aerial (-50), One Strike vs. Crouching (-25) = 75
Technique/Maneuver Requirements: kick 2 (-20) = -20
Total Construction Points: 90
Basic Power Point Cost: 1.8 (2)
Special Power Points Modifiers: None
Power Points: Wu Shu (CHAMPS version), Special Forces (CHAMPS version) 1, Any 2

DOUBLE HIT KNEE

CHAMPS version
Created with the CHAMPS system
The fighter smashes his knee into his opponent's stomach, and continues up to the chin
Kick Maneuver
Tag: Kick
To learn: {kick 2}
Power Points: capoeria, thai kickboxing, ninjitsu, lua, pankration 1, any 2
System: The maneuver scores two damage tests.
Modifiers: Cost; none, speed +0, damage +0, move -2
CHAMPS
Basic Modifiers: Cost; none, speed +0, damage +0, move -2 (-25)
Advantages/Weaknesses: Multi-Hit (x2 rolls, +150) = 150
Technique/Maneuver Requirements: kick 2 (-20) = -20
Total Construction Points: 105
Basic Power Point Cost: 2.1 (2)
Special Power Points Modifiers: None
Power Points: Wu Shu (CHAMPS version), Special Forces (CHAMPS version) 1, Any 2

DRAGON KICK*

J. Scott Pittman Version
The fighter calls upon mystical forces to attack with a leg that flames with Chi energy
Kick Maneuver
Tag: Kick + Athletics + Focus
To Learn: Jump {athletics 1}, then Dragon Kick {kick 5, focus 4, Jump}
System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks but if it is used in this manner the Dragon Kick cannot be used against the opponent that fired the projectile. if the fighter does not have to move to attack his opponent, he may make two damage tests.
Modifiers: cost: 1 chi, 1 willpower, speed -1, damage +6, move -2
CHAMPS
Basic Modifiers: cost: 1 chi, 1 willpower (-100), speed -1(-50), damage +6 (325), move -2 (-25) = 150
Advantages/Weaknesses: Aerial (+50), Knockdown (Aerial)(+60), Knockback (+80), Aerial Dodge Limitation (-50), Multi-Hit, limited (Type 1, +100, +100 for +6 damage) = 340
Technique/Maneuver Requirements: kick 5 (-120), focus 4 (-60), Jump (-2) = -178
Total Construction Points: 308
Basic Power Point Cost: 6
Special Power Points Modifiers: None
Power Points: Kung Fu (CHAMPS version) 4, MCKF (CHAMPS version), Ninjuitsu (CHAMPS version), Special Forces (CHAMPS version) 5, Associated Maneuver 6

DRAGON PUNCH

CHAMPS version
Created with the CHAMPS system
The fighter leaps into the air with the most powerful punch known
Punch Maneuver
Tag: Punch + Athletics
To Learn: Power Uppercut {punch 1} and Jump {athletics 1} must be learned first, but not neccessarily in that order, then Dragon Punch {punch 4, Jump, Power Uppercut}. Fighter that learn this maneuver sometimes continue to Flaming Dragon Punch, if part of thier style.
Power Points: shotokan karate 4, kung fu, thai kickboxing (called the Tiger Uppercut), majestic crow kung fu, jeet kune do, silat 5
System: This is an aerial maneuver. opponents preforming aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Dragon Punch cannot be used against the opponet that fired the projectile.
Modifiers: Cost: 1 Willpower, Speed +0, Damage +6, Move -2
CHAMPS
Basic Modifiers: Cost: 1 Willpower (-50), Speed +0, Damage +6 (325), Move -2 (-25) = 250
Advantages/Weaknesses: Aerial (+50), Knockdown (Aerial)(+60), Knockback (+80), Aerial Dodge Limitation (-50) = 140
Technique/Maneuver Requirements: punch 4 (-60), Jump, Power Uppercut
Total Construction Points: 330
Basic Power Point Cost: 6.6 (7)
Special Power Points Modifiers: -1 for Power Uppercut, total 6 PP
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 4, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 5, Associated Maneuver 6

DRAGON'S TAIL*

Dogs of War Version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics + Basic Tail Maneuvers
Path to Learn: athletics 4
Description: The fighter uses his entire body, crouching down and spinning into a tail strike
System: The target suffers a Knockdown if airborne; otherwise a grounded target will be pushed back one hex if damaged by this maneuver. Use the animal hybrid (or similar strange background) in place of Grab for purposes of calculating damage.
Basic Modifiers: cost; none, speed -1 (-50), damage +5 (200), move -2 (-25) = 125
Advantages/Weaknesses: Knockdown (aerial)(+50), Knockback (+80), X for damage (AH)(+30) = 160
Technique/Maneuver Requirements: Basic Tail Maneuvers (-20), athletics 4 (-60) = -80
Total Construction Points: 205
Basic Power Point Cost: 4.1 (4)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 3, Any 4

DRAIN

CHAMPS version
Created with the CHAMPS system
The fighter forces the water from the victim's body
Focus Maneuver
Tag: Focus + Elemental (Water)
To learn: {focus 2, elemental 2}
Power Points: elemental (water) 3
System: This is a projectile attack similar to Fireball, and can be dodged, even though there is no outward sign of a projectile. Characters who make a successful Perception + Mysteries roll will notice the projectile.
A target struk will suffer one level of health damage and a -1 speed and move penalty the following round. The target cannot soak the point of damage.
Modifiers: cost: 1 chi, speed -1, damage; see above, move -1
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed -1 (-50), damage; see above (Slow. Force)(+50), move -1 (+50) = 0
Advantages/Weaknesses: Invisible Projectile (+100), Slowing Force Damage (+50), Range: Wits + Focus (+150) = +300
Technique/Maneuver Requirements: focus 2 (-20), elemental 2 (-20) = -40
Total Construction Points: 260
Basic Power Point Cost: 5.2 (5)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 3, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Any 5
Notes: One point of unsoakable damage isn't that impressive, but the maneuver is "invisible" and can slow an opponent down

DRENCH

CHAMPS version
Created with the CHAMPS system
The fighter creates a huge watery fist that strikes at the victim
Focus Maneuver
Tag: Punch + Focus + Elemental
To Learn: First, the elemental must learn Drench {punch 1, focus 1, elemental 2}. He may then move on to Envelop {focus 2, grab 2, elemental 3, drench}
Power Points: elemental (water) 2
System: The range of the Drench equals the fighter's Intelligence + Focus. Although this is a Focus-based maneuver, the damage is calculated using the fighter's Punch Technique.
Modifiers: Cost: 1 chi, speed +1, damage +2, move: -2
CHAMPS
Basic Modifiers: Cost: 1 chi (-50), speed +1 (50x2), damage +2 (75x2), move: -2 (+10) = 210
Advantages/Weaknesses: X for damage (Punch)(+30), Range (Int+Focus, +100) = 130
Technique/Maneuver Requirements: punch 1 (-10), focus 1 (-10), elemental 2 (-20) = -40
Total Construction Points: 300
Basic Power Point Cost: 6
Special Power Points Modifiers: None
Power Points: Associated Maneuver 6

DRUNKEN MONKEY ROLL*

Drunken Monkey Roll
Dogs of War version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics
Path to Learn: athletics 2
Description: An evasive maneuver used to avoid attack
System: This is a good all-purpose evasive technique. It counts as a crouching maneuver because it stays low to the ground. It can also be used to interrupt and evade projectile attacks as a Jump.
Basic Modifiers: cost; none, speed +3 (150), damage: none (-100), move +0 = 50
Advantages/Weaknesses: Crouching (+25), Avoids Projectiles (75) = 100
Technique/Maneuver Requirements: athletics 2 (-20) = -20
Total Construction Points: 130
Basic Power Point Cost: 2.6 (3)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 2, Any 3
Notes: Drunken Monkey Roll really needs a high Speed and it's advantages. I'll decrease the Move basic modifier to +0, getting rid of the cost for it and the doubling of the basic modifiers that are positive. this gives a new total of 130 construction points, or "Any 3" for Power Points, right on target with the original Maneuver.

DUCKING FEIRCE

Dogs of War version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch
Path to Learn: punch 2
Description: The fighter crouches low and delivers a powerful punch to the midsection
System: This is a fierce attack, and a crouching maneuver
Basic Modifiers: cost: none, speed -1(-50), damage +5 (200), move: None (-75) = +75
Advantages/Weaknesses: Crouching (+25) = +25
Technique/Maneuver Requirements: punch 2 (-20) = -20
Total Construction Points: 80
Basic Power Point Cost: 1.6 (2)
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Any 2
Notes: We want a fierce punch to be slow and simple to obtain. At the same time, the None for move makes pefect sense. I'll increase the damage. +5 increases the total construction points to 80, or 2 Power Points, which falls into CHAMPS boundaries.

EAR POP*

Dogs of War version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch
Path to Learn: punch 2
Description: The fighter cups his hands and slaps the sides of his opponents head, causing ear damage
System: This maneuver ignores the opponents Stamina for Soak purposes. Any fighter that uses it loses one honor point.
Basic Modifiers: Cost: none, Speed +1 (50), Damage -1 (-25), Move -1(-10) = -15
Advantages/Weaknesses: Ignores Stamina (+175), Dishonorable (-20) = 155
Technique/Maneuver Requirements: punch 2 (-20) = -20
Total Construction Points: 150
Basic Power Point Cost: 3
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 2, Any 3
Notes: What a pathetic Maneuver! I really need to add some points to this Maneuver to get it within the CHAMPS rules. First, I decide that a -1 damage modifier is fine with me, and still fits the concept of the Maneuver. I'm going to increase the Speed of the Maneuver to +1 as well. this brings the Maneuver to 150 construction points, or 3 Power Points.

ELBOW SMASH

CHAMPS version
Created with the CHAMPS system
The fighter delivers a powerful elbow smash to a nearby opponent
Punch Maneuver
Tag: Punch
To Learn: {punch 1}
Power Points: thai kickboxing 1, any 2
System: use the following modifiers
Modifiers: cost: none, speed +2, damage +2, move: One
CHAMPS
Basic Modifiers: cost: none, speed +2 (75), damage +2 (75), move: One = 150
Advantages/Weaknesses: None
Technique/Maneuver Requirements: punch 1 (-10)
Total Construction Points: 140
Basic Power Point Cost: 3
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 2, Any 3
Notes: The doubling Effect did not take place here due to the fact that Elbow Smash has a Move of One.

ELEMENTAL STRIDE

CHAMPS version
Created with the CHAMPS system
The elemental disappears into his element and reappears elsewhere in the same element
Focus Maneuver
Tag: Focus + Elemental (Earth, Air, Fire or Water)
To Learn: {focus 2, elemental 5} Although it requires no ther maneuvers, this maneuver is difficult to master.
Power Points: elemental (all) 4
System: This power has no range limit in reguard to hex maps for combat. Outside of combat, the elemental can travel in his element at a rate of Stamina + Focus, in miles per hour.
Modifiers: 1 chi (outside of combat 1 chi per hour traveled), speed +1, damage: none, Move: see above
CHAMPS
Basic Modifiers: 1 chi (outside of combat 1 chi per hour traveled)(-50), speed +1(50), damage: none(-100), Move: see above = -50
Advantages/Weaknesses: Teleport (450) = 500
Technique/Maneuver Requirements: focus 2 (-20), elemental 5 (-120) = -140
Total Construction Points: 310
Basic Power Point Cost: 6.2 (6)
Special Power Points Modifiers: None
Power Points: Associated Maneuver 6

ENERGY REFLECTION

CHAMPS version
Created with the CHAMPS system
The fighter uses mystical power to catch and return energy attacks
Block Maneuver
Tag: Block + Focus
To Learn: Missle Reflection {block 4}, then Energy Reflection {Focus 4, Missle Reflection}
Power Points: tai chi chaun 2, kabaddi, shotokan karate, aikido, baraquah, ju jitsu, lua, silat 3, any 4
System: This power is similar to Missle reflection, except that the fighter can reflect any type of energy attack, such as a fireball, a laser, a bolt of electricity, or a Sonic Boom. The fighter must spend one point of Chi for each attack reflected and must score 2 or more successes on a Wits roll. The energy attack may be reflected back

to it's original source or another target, and causes the same amount of damage it would have against the fighter.
Modifiers: cost: 1 chi, speed +1, damage: none, move: none
CHAMPS
Basic Modifiers: cost: 1 chi (50), speed +1(50), damage: none (-100), move: none (-75) = -75
Advantages/Weaknesses: Energy Reflection (+500) = +500
Technique/Maneuver Requirements: Focus 4 (-60), Missle Reflection (-2) = -62
Total Construction Points: 363
Basic Power Point Cost: 7.26 (7)
Special Power Points Modifiers: -3 PP from Missle Reflection, new total 4 PP
Power Points: Jiu Jitsu (CHAMPS version) 3, Any 4

ENTRANCING COBRA

CHAMPS version
Created with the CHAMPS system
The fighter attempts to confuse the victim with strange mystical powers
Focus Maneuver
Tag: Focus
To Learn: {focus 2}
Power Points: ninjitsu 4
System: The fighter must succeed in a contested roll of his Dexterity + Focus vs. the tergets Wits + Mysteries. If the attacker wins, treat the target as if he were dizzied.
Modifiers: Cost: 1 chi, speed +2, damage: none, move -1
CHAMPS
Basic Modifiers: Cost: 1 chi (-50), speed +2 (75), damage: none (-100), move -1(+50) = -25
Advantages/Weaknesses: Charm (dizzy Effect)(400) = 400
Technique/Maneuver Requirements: focus 2 (-20)
Total Construction Points: 355
Basic Power Point Cost: 7.1 (7)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 5, Associated Maneuver 7

ENVELOP

CHAMPS version
Created with the CHAMPS system
The elemental creates two giant hands of water to cover the victim
Focus Maneuver
Tag: Punch + Grab + Focus + Elemental (Water)
To Learn: First, the elemental must learn Drench {punch 1, focus 1, elemental 2}. he may then move on to Envelop {focus 2, grab 2, elemental 3, drench}
Power Points: elemental (water) 3
System: The Envelop acts much like a Grab maneuver. If two fighters are engaged in a sustained hold and are in the same hex, both will be affected. Each round the target must succeed in a stamina test to see if he is dizzied by the lack of oxygen.
The range of the envelop extends a number of hexes equal to the fighter's Focus technique. and requires line of sight.
Envelop is a sustained hold and may be maintained a number of rounds equal to the elemental's Focus Technique. If the line of sight is broken by an obstacle of another fighter, the Envelop is dispelled. Unlike most sustained holds, the target may move and fight normally, except that his speed is at -2.
Modifiers: cost: 1 chi (first round only), speed -2, damage +1 (first round), -1 each following round
CHAMPS
Basic Modifiers: cost: 1 chi (first round only)(-50), speed -2(-75), damage +1 (first round)(50), Move -2 (+10) = -65
Advantages/Weaknesses: Envelop (385), Weakened Sustained Hold Damage (-30) = 355
Technique/Maneuver Requirements: focus 2 (-20), grab 2 (-20), elemental 3 (-30), drench (-2) = -72
Total Construction Points: 218
Basic Power Point Cost: 4.36 (4)
Special Power Points Modifiers: None
Power Points: Any 4

ESQUIVES

CHAMPS version
Created with the CHAMPS system
The fighter sidesteps out of harm's way
Athletics Maneuver
Tag: Athletics + Block
To Learn: First, the fighter learns Esquives {athletics 2, block 1}. He may then continue on to learn Displacement {block 2, athletics 2, punch 1, Esquives}
Power Points: savate 2, spanish ninjitsu, wu shu 2
System: The fighter must have enough speed to interrupt his attacker. As the opponent attacks, the player using esquives simply moves his counter in any one direction up to two hexes.
Modifiers: cost; none, speed +2, damage: none, move: 2
CHAMPS
Basic Modifiers: cost; none, speed +2 (75), damage: none (-100), move: Two (10) = -15
Advantages/Weaknesses: Esquives (195) = 195
Technique/Maneuver Requirements: athletics 2 (-20), block 1(-10) = -30
Total Construction Points: 150
Basic Power Point Cost: 3
Special Power Points Modifiers: None
Power Points: Any 3

EYE RAKE

CHAMPS version
Created with the CHAMPS system
The fighter takes his hands and rakes them across his opponents eyes
Grab Maneuver
Tag: Punch + Grab
To Learn: {grab 1, punch 1}
Power Points: ninjitsu, animal hybird, lua 1, any 2
System: Very little damage results from this attack, but for the next turn the opponent must fight blind. If her Blind Fighting skill is zero, she is dizzied. A fighter using this maneuver will lose one honor point and if used in a tournament will lose one glory point.
Modifiers: Cost: None, Speed +2, Damage +3, Move +0
CHAMPS
Basic Modifiers: Cost: None, Speed +2 (75x2), Damage +3 (100x2), Move +0 = 250
Advantages/Weaknesses: Dishonorable (-20), Unglorious (-20), Blinding (One Turn) (+90) = 50
Technique/Maneuver Requirements: grab 1 (-10), punch 1(-10) = -20
Total Construction Points: 280
Basic Power Point Cost: 5.6 (6)
Special Power Points Modifiers: None
Power Points: Associated Maneuver 6
Notes: The increase in cost is obvious - the Maneuver has high Speed and Damage, and average Move, an incredible advantage with it's only weakness being it's both dishonorable and unglorious.

FACE SLAM

CHAMPS version
The fighter picks his victim up by the face and slams the back of his head into the ground
Grab Maneuver
Created with the CHAMPS system
Tag: Grab
To Learn: {strength 4, grab 2}
Power Points: native american wrestling, sumo 2, sanbo 3, any 5
System: use the modifiers below. if any damage is scored, the victim suffers a knockdown.
Modifiers: cost: none, speed -1, damage +3, move: One
CHAMPS
Basic Modifiers: cost: none, speed -1 (-50), damage +3 (+100), move: One = 50
Advantages/Weaknesses: Knockdown (+15x3) = 45
Technique/Maneuver Requirements: strength 4 (-8), grab 2 (-20) = -28
Total Construction Points: 67
Basic Power Point Cost: 1.34 (1)
Special Power Points Modifiers: None
Power Points: Any 1
Notes: The Maneuver is not as great as it seems at first, making it subject to a HUGE decrease in Power Points. While it's damage is good (not great), it is slow and has a horrible Move. While it can cause a Knockdown, it does not have some of the great advantages of other Grab Maneuvers like Sustained Hold.

FIRE STRIKE

CHAMPS version
Created with the CHAMPS system
The fighter shoots out a long stream of fire
Focus Maneuver
Tag: Punch + Focus + Elemental (Fire)
To Learn: First, the elemental must learn Flaming Fist {punch 1, focus 1, elemental 2}. he may then move on to Fire Strike {focus 2, elemental 3, flaming fist}
Power Points: elemental (fire) 3
System: The flame extends a number of spaces equal to the Focus of the fighter. The fire must be in a straight line from the fighter and will last the entire round, similar to a Yoga Flame. All hexes covered are affected.
Modifiers: cost: 1 chi, speed -1, damage +3, move: none
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed -1 (-50), damage +3 (100), move: none (+0) = 0
Advantages/Weaknesses: Range (focus)(+25), projectile Wave Effect (+380) = 405
Technique/Maneuver Requirements: focus 2 (-20), elemental 3 (-30), flaming fist (-2) = -52
Total Construction Points: 353
Basic Power Point Cost: 7.06 (7)
Special Power Points Modifiers: -3 PP from Flaming Fist, new total of 4 PP
Power Points: Any 4

FIREBALL

CHAMPS version
Created with the CHAMPS system
The character can launch a ball of flame at a target
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: kabaddi, shotokan karate, aikido 3, kung fu, wu shu, majestic crow kung fu, lua, silat, thai kickboxing (called Tiger Fireball) 4, any 5
System: Fireballs have a range equal to the attacker's Wits + Focus. The attacker must have line of sight.
Modifiers: Cost: 1 Chi, speed -2, damage +2, move: none
Training Notes:
Some fighters continue on to learn Repeating Fireball {focus 5, fireball}
Some fighters continue on to learn Yoga Flame {focus 4, fireball}
If combined with Jump {athletics 1}, the fighter may continue on to learn Flying Fireball {focus 4, fireball, jump}
Some fighters continue on to learn Improved Fireball {focus 5, fireball}, and prehaps Inferno Strike {focus 5, improved fireball}
CHAMPS
Basic Modifiers: Cost: 1 Chi (-50), speed -2 (-75), damage +2 (75), move: none (+0) = -50
Advantages/Weaknesses: Range: Wits + Focus (+150) = +150
Technique/Maneuver Requirements: focus 2 (-20) = -20
Total Construction Points: 80
Basic Power Point Cost: 1.6 (2)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 1, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 1, Any 2
Notes: What? Fireball at these low Power Point costs? How can this be you ask? Well, look at the Maneuver. Sure it's neat in effect, and terribly flashy. But the Maneuver is very slow, the fighter can't move when using it, and it's only advantages are good damage and good range, and then only if you have the proper Attributes. The real challenge here isn't paying the Power Point cost for Fireball, it's making sure you get your Attributes and techniques high enough to make it a great Maneuver. By then you've paid enough - why make the fighter have to pay so much more?

FIST SWEEP*

Dogs of War version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch
Path to Learn: punch 3
Description: powerful low punch that takes the legs from underneath a fighter
System: This is a crouching maneuver that causes a knockdown if damage is scored.
Basic Modifiers: Cost: none, speed -1(-50), damage +4 (150), move -2 (-25) = 75
Advantages/Weaknesses: Crouching (25), Knockdown (+15x3) = 70
Technique/Maneuver Requirements: punch 3 (-30)
Total Construction Points: 115
Basic Power Point Cost: 2.3 (2)
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Any 2
Notes: I need a Power Point cost of 2. I'll increase the damage to +4

FLAMING DRAGON PUNCH*

Dogs of War version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch + Focus
Path to Learn: punch 5, focus 2, Dragon Punch
Description: A Chi boosted Dragon Punch. Causes the fist and any struck by it to ignite
System: This is an aerial maneuver. Opponents suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flaming Dragon Punch cannot be used against the opponent that fired the projectile. If the fighter does not have to move to attack his opponent, he may make two damage tests.
Basic Modifiers: Cost: 1 chi and 1 willpower (-100), speed -1 (-50), damage +7 (550), move -2 (-25) = 375
Advantages/Weaknesses: Aerial (+50), Knockdown (Aerial)(+60), Knockback (+80), Aerial Dodge Limitation (-50), Multi-Hit, Limited (x2, aerial, +100, +100 for +6 damage) = 340
Technique/Maneuver Requirements: punch 5 (-120), focus 2 (-20), Dragon Punch (-2) = -142
Total Construction Points: 573
Basic Power Point Cost: 11.46 (11)
Special Power Points Modifiers: -6 PP from Dragon Punch
Power Points: Shotokan Karate (CHAMPS version) 4, Any 5
Notes: I need Flaming Dragon Punch to require 6 Power Points before Style Modifiers. I want to keep the Dragon Punch as a requirement. By adding +1 to the damage modifier, this is accomplished.

FLASH KICK*

Dogs of War Version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics + Focus
Path to Learn: kick 3, athletics 2, focus 2
Description: The fighter executes a powerful backflip, Chi energy blazing from his foot
System: The flash kick scores a knockdown against aerial opponents. The flash kick is an aerial maneuver.
Basic Modifiers: cost; 1 chi, 1 willpower (-100), speed -2 (-75), damage +7 (+550), move: none (-75) = 300
Advantages/Weaknesses: Aerial (+50), Knockdown (+15x7) = 155
Technique/Maneuver Requirements: kick 4 (-60), athletics 3 (-30), focus 2 (-20) = -110
Total Construction Points: 345
Basic Power Point Cost: 6.9 (7)
Special Power Points Modifiers: None
Power Points: Kung Fu (CHAMPS version) 5, Associated maneuver 7
Notes: I need to make Flash Kick fall between 6-7 Power Points to make it a legal Maneuver due to it's Damage modifier of +7. I drop the Speed to -2, and make the Maneuver a Kick 4, Athletics 3 maneuver. This drops the Power Point cost to an acceptable level.

FLYING BODY SPEAR

CHAMPS version
Created with the CHAMPS system
The fighter leaps into the air, using his body as a spear in the decent
Athletics Maneuver
Tag: Athletics
To learn: First the fighter must learn Jump {athletics 1}, then Flying Body Spear {athletics 3, jump}
Power Points: kabaddi 2, ler drit, majestic crow kung fu 3, any 4
System: The flying body spear is an aerial maneuver that acts like a Jump, enabling the user to dodge missle attacks. The fighter can then spiral down and smash into any opponent within his move range. The fighter must travel in a straight hex-line and ends the move in the hex in front of the victim.
Modifiers: cost: 1 willpower, speed +0, damage +3, move +1
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +3 (100x2), move +1 (25x2) = 200
Advantages/Weaknesses: Aerial (+50), Straight Line Only (-50) = 0
Technique/Maneuver Requirements: athletics 3 (-30), jump = -30
Total Construction Points: 170
Basic Power Point Cost: 3.4 (3)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 2, Any 3
Notes: There is a small reduction in cost for this Maneuver, thanks to it's Willpower cost.

FLYING FIREBALL

CHAMPS version
Created with the CHAMPS system
The fighter has learned to leap up and lauch a fireball at an opponent
Focus Maneuver
Tag: Athletics + Focus
To learn: First the fighter must learn Jump {athletics 1} and Fireball {focus 3}. He is then prepared to learn Flying Fireball {focus 4, fireball, jump}
Power Points: shotokan karate, wu shu 2, kabaddi, kung fu, majestic crow kung fu 3
System; The flying fireball is identical to the Fireball power, except that opponents cannot dodge the Flying Fireball with a Jump or similar moves. Line of sight restrictions still apply.
Modifiers: Cost 1 chi, 1 willpower, speed -2, damage +2, move +0
CHAMPS
Basic Modifiers: Cost 1 chi, 1 willpower (-100), speed -2 (-75), damage +2 (75), move +0 (+100) = 0
Advantages/Weaknesses: Ignores jump defense (200), Range: Wits + Focus (+150) = 350
Technique/Maneuver Requirements: focus 4 (-40), jump (-2), fireball (-2) = -44
Total Construction Points: 306
Basic Power Point Cost: 6.12 (6)
Special Power Points Modifiers: -2 PP from Fireball, new total 4 Power Points
Power Points: Kabaddi (CHAMPS version), Shotokan Karate (CHAMPS version) 3, Any 4
Notes: There is a reduction in cost mainly due to the Will/Chi cost of the Maneuver and it's sensible set of requirements. It is equal to the Fireball maneuver, but with the power to cancel out Jump Bonuses, but at the same time requires the Fireball Maneuver to learn and costs an extra +1 Willpower to use.

FLYING HEAD BUTT

CHAMPS version
Created with the CHAMPS system
The fighter leaps at an opponent head-firsrt, using his body as a weapon
Athletics Maneuver
Tag: Athletics
To learn: First the fighter must learn Head Butt {punch 1} and Jump {athletics 1}, in any order. then he is prepared to learn Flying Head Butt {athletics 3, head butt, jump}
Power Points: wrestling, sumo 2, any 3
System: The Flying Head Butt is an aerial maneuver. The fighter must travel in a straight line movement on the hex map.
Modifiers; cost: 1 willpower, speed +0, damage +4, move +3
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +4 (+150x2), move +3 (75x2) = 400
Advantages/Weaknesses: Aerial, No Dodge (+25), Straight Line Only (-50) = -25
Technique/Maneuver Requirements: athletics 3 (-30), head butt (-2), jump (-2) = -34
Total Construction Points: 341
Basic Power Point Cost: 6.82 (7)
Special Power Points Modifiers: - 1 PP for Head Butt, new total 6 PP
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 5, Associated Maneuver 6
Notes: There is a large increase in Power Point cost from the original Maneuver, due to this Maneuver's high damage and move modifiers, aerial ability, and limited requirements.

FLYING HEEL STOMP

Dogs of War Version
Created with the CHAMPS system
Athletics Maneuver
Tag: Kick + Athletics
Path to Learn: athletics 3, kick 2, jump
Description: The fighter jumps, lands heelfirst on his victim's head, and springs to safety
System: The fighter can interrupt her own movement with a damage roll and then finish his allowed move after rolling damage. The maneuver must be preformed straight-line. The Flying Heel Stomp is an aerial maneuver that can be used as a Jump to avoid projectiles.
Basic Modifiers: Cost: 2 willpower (-100), speed +0, damage +0 (50), move +2 (50) = 0
Advantages/Weaknesses: Attack Anytime (300), Straight-Line Only (-50), Aerial (+50) = 300
Technique/Maneuver Requirements: athletics 3 (-30), kick 2 (-20), jump (-2) = -52
Total Construction Points: 248
Basic Power Point Cost: 4.96 (5)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Capoeira (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5
Notes: I need to reduce the price of Flying Heel stomp to at least 7 to make it a legal Maneuver, but I'd like to make it an "Any" maneuver, reducing it to 5 Power Points or below. By reducing the damage to +0, I cancel the doubling effect of multiple positive modifiers, and the new construction cost is 298, which will get me 6 Power Points. I decide to go two Willpower, reducing the cost by

another Power Point, to the "Any 5" I wanted.

FLYING KNEE THRUST

CHAMPS version
Created with the CHAMPS system
The fighter makes a quick flying jump and buries his knee into his enemy
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 2, athletics 1}
Power Points: special forces, western kickboxing, ler dirt, thai kickboxing, jeet kune do, pankration 1, any 2
System: The flying knee thrust is an aerial maneuver
Modifiers: Cost: 1 willpower, speed +1, damage +2, move +1
CHAMPS
Basic Modifiers: Cost: 1 willpower (-50), speed +1 (50), damage +2 (75), move +1 (25) = 100 (+150) = 250
Advantages/Weaknesses: Aerial (+50) = 50
Technique/Maneuver Requirements: kick 2 (-20), athletics 1 (-10) = -30
Total Construction Points: 270
Basic Power Point Cost: 5.4 (5)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5
Notes: the huge increase in Power Point cost comes from Flying Heel Stomp's all-positive modifiers and limited drawbacks.

FLYING PUNCH

CHAMPS version
Created with the CHAMPS system
The fighter leaps (flys?) up and behind, delivering a punch to the victim's back
Athletics Maneuver
Tag: Punch + Athletics + Focus
To learn: First the fighter learns Jump {athletics 1}. Then he moves on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}
Power Points: ler drit 3
System: The fighter must move 2 hexes behind his opponent then move into the same space as the opponent as he comes flying in. This is an aerial maneuver. The opponent's Stamina is halved (round down) for Soak purposes. The fighter loses one point of honor whenever the maneuver is used. The maneuver can be used straightfoward without the loss of honor, but in that case the Stamina of the fighter's opponent is not halved. The fighter ends his move one space in front of or behind his opponent, depending on how the maneuver was used.
Modifiers: cost; 1 willpower, speed -2, damage +2, move +5
CHAMPS
Basic Modifiers: cost; 1 willpower (-50), speed -2 (-75), damage +2 (75x2), move +5 (200) = 225
Advantages/Weaknesses: Aerial (50), Ignores Soak (Half Soak)(100), Dishonorable (-20), Starting Position Limitation (-2), Ending Position Limitation (-100) = 28
Technique/Maneuver Requirements: athletics 4 (-60), punch 2 (-20), focus 3 (-30), jump (-2) = -112
Total Construction Points: 141
Basic Power Point Cost: 2.82 (3)
Special Power Points Modifiers: None
Power Points: Any 3

FLYING TACKLE

CHAMPS version
Created with the CHAMPS system
The fighter slams into an opponent, taking them both to the ground
Grab Maneuver
Tag: Athletics + Grab
To Learn: {grab 2, athletics 2}
Power Points: any 2
System: Both the attacker and the defender suffer a knockdown, but only if damage is scored. After impact, attacker and defender fly back two hexes and end the turn on the ground, occupying the same hex. The attacker gains a bonus of +2 to his speed if his next maneuver is a Grab maneuver.
Modifiers: cost: none, speed -1, damage +0, move +2
CHAMPS
Basic Modifiers: cost: none, speed -1 (-50), damage +0, move +2 (50) = 0
Advantages/Weaknesses: Knockdown (+15), Knockdown (Self, if damage scored -25), Placement (Same Hex Ending, -5), Speed Bonus, Limited (Grab) +105
Technique/Maneuver Requirements: grab 2 (-20), athletics 2 (-20) = -40
Total Construction Points: 50
Basic Power Point Cost: 1
Special Power Points Modifiers: None
Power Points: Any 1
Notes: The reduction in cost comes from the fact that this Maneuver isn't all that great - the only way for it to be truly effective is to score damage and use a Grab the following turn. If the Maneuver would have had more capibility to damage it's victim, or prehaps a greater Speed, it would have had a higher cost.

FLYING THRUST KICK

CHAMPS version
Created with the CHAMPS system
The fighter kicks with both legs so hard he rockets into the air heels first
Kick Maneuver
Tag: Kick + Athletics
To Learn: Jump {athletics 1}, then Flying Thrust Kick {kick 4, athletics 4, Jump}
Power Points: special forces 3, wu shu, majestic crow kung fu, savate, ninjitsu 4, any 5
System: This is an aerial maneuver. Opponents preforming aerial maneuvers suffer a knockdown if damage is scored. Grounded opponents do not suffer the knockdown but are knocked back one hex. The maneuver can be used just like Jump to avoid projectile attacks, but if it is used in this manner the Flying Thrust Kick cannot be used against the opponet that fired the projectile.
Modifiers: Cost: 1 willpower, speed +0, damage +6, move -2
CHAMPS
Basic Modifiers: Cost: 1 willpower (-50), speed +0, damage +6 (325), move -2 (-25) = 250
Advantages/Weaknesses: Aerial (+50), Knockdown (Aerial) (10x6), Knockback (+80), Aerial Dodge Limitation (-50) = 140
Technique/Maneuver Requirements: kick 4 (-60), athletics 4 (-60), Jump (-2) = -122
Total Construction Points: 268
Basic Power Point Cost: 5.36 (5)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5

Notes: This is an excellent example of how a powerful Maneuver can be created with tons of advantages and still fall within the normal costs of a CHAMPS Maneuver.

FOOT SWEEP

CHAMPS version
Created with the CHAMPS system
An attack intended to bring an opponent crashing to the ground
Kick Maneuver
Tag: Kick
To Learn: {kick 2}. Most continue on to learn spinning foot sweep {athletics 1}
Power Points: shotokan karate, special forces, sumo, thai kickboxing, aikido, baraquah, jeet kune do, ju jitsu, pankration, tai chi chaun 1, any 2
System: This is a crouching maneuver. If damage is scored, the victim of this maneuver suffers a Knockdown, unless he was blocking.
Modifiers: cost: none, speed -2, damage +3, move -2
CHAMPS
Basic Modifiers: cost: none, speed -2 (-75), damage +3 (+100), move -2 (-50) = -25
Advantages/Weaknesses: Crouching (+25), Knockdown (15x3) = 70
Technique/Maneuver Requirements: Athletics 1 (-10) = -10
Total Construction Points: 35
Basic Power Point Cost: .7 (1)
Special Power Points Modifiers: None
Power Points: Any 1

FOWARD BACKFLIP KICK

Dogs of War Version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics
Path to Learn: kick 3, athletics 3, backflip kick, jump
Description: The fighter runs up, leaps toward, and strikes with a airborne backflip kick
System: If the maneuver scores a strike against an airborne opponent, it causes two damage tests.
Basic Modifiers: cost: 1 willpower (-50), speed +2 (75x2), damage +3 (100x2), move Two (10) = +310
Advantages/Weaknesses: Multi-Hit, Limited (x2, Aerial, +100) = +100
Technique/Maneuver Requirements: kick 3 (-30), athletics 3 (-30), jump (-2), backflip kick (-2) = -62
Total Construction Points: 348
Basic Power Point Cost: 6.96 (7)
Special Power Points Modifiers: -5 PP from Backflip Kick
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version), Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 1, Any 2
Notes: I need to increase the cost to at least 1 to have a decent Maneuver. In this case, I like the Path to Learn as is. It makes sense. Having such a nice Path should also allow this Maneuver to be pretty powerful. The Maneuver already hits twice, so I'll increase the damage to +2 (double the points because I have two positive modifiers). that gives the Maneuver an "Any 2" cost.

FOWARD FLIP KNEE

CHAMPS version
Created with the CHAMPS system
The attacker flips over his opponent, dropping his kneee into the back of his victim
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 2, athletics 2}
Power Points: capoeria, wu shu 2, kung fu, special forces, ler drit, spanish ninjitsu, jeet kune do 3, any 4
System: This is an aerial maneuver. The fighter must be able to move inside the victim's hex. At the end of the move, the fighter lands in the hex directly behind his opponent (or in the hex of his choosing adjacent to his opponent if he began his move in the same hex with the victim). If the fighter using this maneuver interrupted an opponent's attack with Foward Flip Knee, the victim cannot execute his declared attack on the fighter, who has now flopped behind him.
Modifiers: cost; none, speed -2, damage +4, move: Two
CHAMPS
Basic Modifiers: cost; none, speed -2 (-75), damage +4 (+150), move: Two (50) = 125
Advantages/Weaknesses: Aerial (50), Move Behind (150) = 105
Technique/Maneuver Requirements: kick 2 (-20), athletics 2 (-20) = -40
Total Construction Points: 285
Basic Power Point Cost: 5.7 (6)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 4, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 5, Associated Maneuver 6

FOWARD SLIDE KICK

CHAMPS version
Created with the CHAMPS system
The fighter slides in a standing position into his opponent's feet
Kick Maneuver
Tags: Kick + Athletics
To Learn: {kick 2, athletics 2}
Power Points: ler drit 2, spanish ninjitsu 3
System: This maneuver causes a Knockdown if damage is scored
Modifiers: cost: none, speed +0, damage +2, move +0
CHAMPS
Basic Modifiers: cost: none, speed +0, damage +2 (75), move +0 = 75
Advantages/Weaknesses: Knockdown (15x2) =30
Technique/Maneuver Requirements: kick 2 (-20), athletics 2 (-20) = -40
Total Construction Points: 65
Basic Power Point Cost: 1.3 (1)
Special Power Points Modifiers: None
Power Points: Any 1
Notes: Slight damage and the possibility of Knockdown don't add up to much. This Maneuver should have had lower requirements, but works as is just fine with it's new Power Point cost.

GHOST FORM

CHAMPS version
Created with the CHAMPS system
The practitioner can turn his body insubstantial !
Focus Maneuver
Tag: Focus
To Learn: {focus 5} Note that while this maneuver does not require others, it is difficult to learn
Power Points: kabaddi, native american wrestling, aikido, baraquah, lua, tai chi chaun 5
System: Nothing solid will affect a character in a Ghost Form. Energy like fire and electricity will still affect him, but bullets, ice blasts, fists and kicks will pass harmlessly through his body. The character cannot attack or use any other special maneuvers while in Ghost Form, but he can move through walls, floors, and even people. Ghost Form can be played during a turn a character is caught in a sustained hold, allowing the character to walk right out of the hold.
Modifiers: cost; 2 chi the first turn plus 1 chi per turn the character stays in ghost form. speed +1, damage: none, move +0
CHAMPS
Basic Modifiers: cost; 2 chi the first turn plus 1 chi per turn the character stays in ghost form (-125). Speed +1 (50), damage: none (-100), move +0 = -175
Advantages/Weaknesses: Ghost Form (545) = 545
Technique/Maneuver Requirements: focus 5 (-120) = -120
Total Construction Points: 250
Basic Power Point Cost: 5
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Associated Maneuver 5

GRAPPLING DEFENSE

CHAMPS version
Created with the CHAMPS system
Simulates the knowledge of hold escapes and counters
Grab Maneuver
Tag: Grab
To Learn: {grab 4}
Power Points: ju jitsu 2, native american wrestling, sanbo, aikido, baraquah, lua, pankration, wrestling, tai chi chaun 3, kung fu, ler drit, majestic crow kung fu, jeet kune do, silat 4, any 5
System: A fighter employing this maneuver adds his Grab technique to his Stamina to defend against grab maneuvers. It can be played each round the fighter is in a sustained hold, for example.
Modifiers: cost; none, speed +4, damage: none, move -1
CHAMPS
Basic Modifiers: cost; none, speed +4 (200), damage: none (-100), move -1 (-10) = 90
Advantages/Weaknesses: Increased Defense vs. Grabs (+200) =
Technique/Maneuver Requirements: grab 4 (-60) = -60
Total Construction Points: 230
Basic Power Point Cost: 4.6 (5)
Special Power Points Modifiers: None
Power Points: Native Amereaican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) 3, Lua (CHAMPS version) 4, Any 5

GREAT WALL OF CHINA

CHAMPS version
Created with the CHAMPS system
The fighter attacks so quickly and with such great strokes it appears as a airy wall!
Kick Maneuver
Tag: Kick
To Learn: Double Hit Kick {kick 2}, Lightning Leg {kick 4, Double-Hit Kick}, then Great wall of China {kick 5, Lightning Leg}
Power Points: wu shu, majestic crow kung fu 5
System: The fighter chooses three joining hexes adjacent to him, and attacks all three hexes. Any opponents in those hexes are attacked three times.
Modifiers: cost: 2 willpower, speed -2, damage +1, move: none
CHAMPS
Basic Modifiers: cost: 2 willpower (-100), speed -2 (-75), damage +1 (50), move: none = -125
Advantages/Weaknesses: Surround Pound, Limited (25x2), Multi-Hit (x3, +500x2 (max +800)) = +850
Technique/Maneuver Requirements: kick 5 (-120), Lightning Leg (-2) = -122
Total Construction Points: 603
Basic Power Point Cost: 12.06 (12)
Special Power Points Modifiers: -5 PP from Lightning Leg, new total 7 PP
Power Points: Wu Shu (CHAMPS version) 5, Associated Maneuver 7

HAIR THROW

CHAMPS version
Created with the CHAMPS system
The fighter grabs his opponent by the hair and throws him!
Grab Maneuver
Tag: Athletics + Grab
To Learn: First the fighter must learn Throw {grab 1}, then he may continue to learn Hair Throw {grab 3, athletics 2, Throw}
Power Points: kung fu, special forces, majestic crow kung fu, ninjitsu, ju jitsu, silat 2, any 3
System: The fighter must move into and through the hex of his victim. The victim is thrown (as per the Throw maneuver) in a straight line and in the same direction the thrower was traveling.
Modifiers: cost: none, speed -2, damage +5, move: Two
CHAMPS
Basic Modifiers: cost: none, speed -2 (-75), damage +5 (200), move: Two (10) = 135
Advantages/Weaknesses: Throw (+60), Throw Limitation (Direction: In the direction of travel, -10) = 50
Technique/Maneuver Requirements: grab 3 (-30), athletics 2 (-20), Throw (-2) = -52
Total Construction Points: 132
Basic Power Point Cost: 2.64 (3)
Special Power Points Modifiers: None
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 2, Any 3

HANDSTAND KICK

CHAMPS version
Created with the CHAMPS system
A flashy maneuver. the fighter attacks with a kick while springing to a handstand!
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 2, athletics 1}
Power Points: special forces, wu shu, spanish ninjitsu, ninjitsu 1, any 2
System: Aerial opponents will suffer a knockdown.
Modifiers: cost; none, speed -1, damage +4, move -2
CHAMPS
Basic Modifiers: cost; none, speed -1 (-50), damage +4 (150), move -2 (-25) = 75
Advantages/Weaknesses: Knockdown (Aerial)(10x4) = 40
Technique/Maneuver Requirements: kick 2 (-20), athletics 1 (-10) = -30
Total Construction Points: 75
Basic Power Point Cost: 1.5 (2)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version), Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 1, Any 2

HAYMAKER*

Dogs of War Version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch
Path to Learn: punch 1
Description: The character spend a moment to wind up for a powerful punch
System: use the following modifiers
Basic Modifiers: Cost; none, speed -1 (-50), damage +4 (150), move -1 (-10) = 90
Advantages/Weaknesses: None
Technique/Maneuver Requirements: punch 1 (-10) = -10
Total Construction Points: 80
Basic Power Point Cost: 1.6 (2)
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Any 2
Notes: A +4 damage requires at least 2 Power Points, so I need to increase my construction points just a bit. I increase the Speed and Move of the maneuver to -1 each. That gives Haymaker the 2 Power Point total it needs.

HEAD BITE

CHAMPS version
Created with the CHAMPS system
Illegal maneuver - Too Many Power Points: See the J. Scott Pittman Version, below
The fighter leaps onto an opponent and chomps down on his head, neck or face
Grab Maneuver
Tag: Grab
To Learn: {grab 2}
Power Points: boxing, animal hybird 1, caporeia, sanbo, lua pankration 2, any 3
System: sustained hold
Modifiers: cost: none, speed +1, damage +3, move: One
CHAMPS
Basic Modifiers: cost: none, speed +1 (50), damage +3 (100), move: One = 150
Advantages/Weaknesses: Sustained Hold (+100) = 100
Technique/Maneuver Requirements: grab 2 (-20) = -20
Total Construction Points: 230
Basic Power Point Cost: 4.6 (5)
Special Power Points Modifiers: None
Power Points: Native Ameraican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) 3, Lua (CHAMPS version) 4, Any 5
Notes: Head Bite has an increase in cost due to the fact that it has no drawbacks whatsoever, a good damage bonus, and is a sustained hold! The doubling Effect does not affect head Bite due to the fact that it has a Move of 1.

HEAD BUTT

CHAMPS version
Created with the CHAMPS system
The fighter bashes his head into his opponent, usualy hitting the opponent's head or face
Punch Maneuver
Tag: Punch
To Learn: {punch 1}
Power Points: boxing, caporia, kabaddi, sumo, ninjitsu, pankration 1, any 2
System: use the following modifiers
Modifiers: cost: none, speed +0, damage +3, move -2
Training Notes:
Some fighters continue on to learn Head Butt Hold {grab 2, head butt}
Combined with Jump {athletics 1}, the fighter may learn Flying Head Butt {athletics 3, head butt, jump}
CHAMPS
Basic Modifiers: cost: none, speed +0, damage +3 (100), move -2 (-25) = 75
Advantages/Weaknesses: None
Technique/Maneuver Requirements: punch 1 (-10) = -10
Total Construction Points: 65
Basic Power Point Cost: 1.3 (1)
Special Power Points Modifiers: None
Power Points: Any 1
Notes: This is similar to a basic Maneuver, with no special advantages or disadvantages. there are no extreme modifiers, keeping the Power Point score down.

HEAD BUTT HOLD

CHAMPS version
Created with the CHAMPS system
The fighter grabs his opponent and repeatedly head butts him
Grab Maneuver
Tag: Punch + Grab
To Learn: First, the fighter must learn Head Butt {punch 1}. Some fighters continue on to learn Head Butt Hold {grab 2, head butt}
Power Points: thai kickboxing, boxing, kabaddi, sumo 2, any 3
System: sustained hold
Modifiers: cost; none, speed -1, damage +3, move: One
CHAMPS
Basic Modifiers: cost; none, speed -1 (-50), damage +3 (100), move: One = 50
Advantages/Weaknesses: Sustained Hold (100) = 100
Technique/Maneuver Requirements: grab 2 (-20), head butt (-2) = -22
Total Construction Points: 128
Basic Power Point Cost: 2.56 (3)
Special Power Points Modifiers: Minus PP of Head Butt (new total 2 PP)
Power Points: Any 2
Notes: There is a small reduction in cost due to the Head Butt requirement to gain this Maneuver.

HEAL

CHAMPS version
Created with the CHAMPS system
The elemental has the mystical ability to create a healing aura
Focus Maneuver
Tag: Focus + Elemental
To Learn: {focus 3, elemental (or other special) background 3}
Power Points: elemental (all) 4
System: The character must be able to touch the person or animal to be healed. One health point is restored per point of Chi the character spends.
One chi can also heal 5 hexes of natural damage such as pollution
Modifiers: cost: special, speed -1, damage; none, move -1
CHAMPS
Basic Modifiers: cost: special, speed -1(-50), damage; none (-100), move -1 (-10) = -160
Advantages/Weaknesses: Healing (300) = 300
Technique/Maneuver Requirements: focus 3 (-30), elemental (or other special) background 3 (-30) = -60
Total Construction Points: 80
Basic Power Point Cost: 1.6 (2)
Special Power Points Modifiers: None
Power Points: Any 2

HEART PUNCH*

Dogs of War version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch + Focus
Path to Learn: punch 3, focus 1
Description: This unhonorable shot delivers a fast punch to the chest in order to stun the victim
System: This maneuver causes no damage but damage is still rolled for the purposes of detirmining whether or not the victim is dizzied. heart Punch may not be part of a dizzying combo, except for the possibility of gaining a speed bonus.
Basic Modifiers: Cost: none, speed +0, damage +5 (see above)(200), move -1 (-10) = 190
Advantages/Weaknesses: No Combo (Dizzy Damage)(-10), Dizzy (No Damage, -100), Knockdown (15x5, total 75) = -35
Technique/Maneuver Requirements: punch 3 (-30), focus 1(-10) = -40
Total Construction Points: 115
Basic Power Point Cost: 2.3 (2)
Special Power Points Modifiers: None
Power Points: Shotokan Karate (CHAMPS version) 1, Any 2
Notes: I need to give this Maneuver a reason to live. The damage is high enough, but the Maneuver doesn't deal any real damage, so that's pretty weak. A heart Punch seems like it would be pretty painful, so I add Knockdown to it's list of Bonuses.
A +5 damage Maneuver needs to have a Power Point cost of at least 2, so I still need more power in this Maneuver. I increase the Maneuver's Move to -1 and it's Speed to +0. That brings me to a 2 Power Point total for a Maneuver that might Dizzy my opponent, but if it doesn't will knock the wind out of him.

HEATWAVE

CHAMPS version
Created with the CHAMPS system
The character can increase the heat in an area, creating nausea
Focus Maneuver
Tag: Focus + Elemental (Fire)
To Learn: First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, Heatwave}
Power Points: elemental (fire) 3
System: The elemental rolls damage, but only for the purpose of causing a dizzy. the opponent actually takes no damage. This maneuver is a projectile attack, and ignores blocks.
Modifiers: cost: 1 chi, speed +0, damage +2 (see above), move +0
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed +0, damage +2 (see above)(75), move +0 (+100) = 125
Advantages/Weaknesses: Dizzy (No Damage, -100), Ignores Block (75x2) = 50
Technique/Maneuver Requirements: focus 2 (-20), elemental (or other special) background 3 (-30) = -50
Total Construction Points: 125
Basic Power Point Cost: 2.5 (3)
Special Power Points Modifiers: None
Power Points: Any 3
Notes: This Maneuver's reduced cost comes from the fact that the Maneuver causes no real damage. With only a +2 damage modifier, it would be difficult to Dizzy an opponent without great Attributes and Techniques.

HEEL STAMP

CHAMPS version
Created with the CHAMPS system
The fighter kicks hard into the opponent hoping to seperate the two to a greater distance
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 1, athletics 1}
Power Points: ninjitsu 1, any 3
System: The fighter causes very little actual damage with a Heel Stamp. The fighter moves back one hex after making the attack. The opponent moves back a number of hexes equal to the attacker's Strength + Athletics, minus the target's strength.
Modifiers: cost: none, speed +2, damage -4, move +1
CHAMPS
Basic Modifiers: cost: none, speed +2 (75x2), damage -4 (-150), move +1(10x2) = 20
Advantages/Weaknesses: Knockback, Improved (+100), Attack then Back, Limited (+100) = 200
Technique/Maneuver Requirements: kick 1 (-10), athletics 1(-10) = -20
Total Construction Points: 200
Basic Power Point Cost: 4
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 2, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 3, Any 4

HUNDRED HAND SLAP

CHAMPS version
Created with the CHAMPS system
The fighter attacks over and over in rapid succession
Punch Maneuver
Tag: Punch
To Learn: {punch 5}. Although this maneuver requires no other maneuvers to learn, it is quite difficult to learn.
Power Points: sumo, majestic crow kung fu (called crow beats it's wings) 4, kung fu, sanbo, baraquah, jeet kune do, silat 5
System: Roll three tests for damage using the following modifiers
Modifiers: cost: 1 willpower, speed -2, damage +0, move One
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed -2 (-75), damage +0, move One = -125
Advantages/Weaknesses: Multi-Hit (x3, +500) = +500
Technique/Maneuver Requirements: punch 5 (-120) = -120
Total Construction Points: 255
Basic Power Point Cost: 5.1 (5)
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 4, Any 5

HURRICANE KICK

CHAMPS version
Created with the CHAMPS system
The fighter becomes airborne, and kicks in repeating circles
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 4, athletics 3}. Most fighters continue on to learn Jump {athletics 1}, then Air Hurricane Kick {jump, hurricane kick}, if part of thier style.
Power Points: shotokan karate 4, kung fu, wu shu, majestic crow kung fu, jeet kune do 5
System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Hurricane Kick. This is an aerial maneuver.
Modifiers: cost; 1 chi, 1 willpower, speed +0, damage -1, move -1
CHAMPS:
Basic Modifiers: cost; 1 chi, 1 willpower (-100), speed +0, damage -1 (-25), move -1(-10) = -135
Advantages/Weaknesses: Straight Line Only (-50), Surround Pound (50), Knockback (80), Push (400) = 480
Technique/Maneuver Requirements: Kick 4, Athletics 3 (-60), Athletics 3 (-30) = -90
Total Construction Points: 255
Power Point Cost: 5.1 = 5
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5

HYPER FIST

Dogs of War Version
Created with the CHAMPS system
Punch Maneuver
Tag: Punch
Path to Learn: punch 4, Power Uppercut
Description: The fighter attacks over and over in rapid succession
System: The fighter rolls three damage tests using the following modifiers
Basic Modifiers: cost: 2 willpower (-100), speed +1 (50), damage +0, move One = -50
Advantages/Weaknesses: Multi-Hit (x3, +500) = 500
Technique/Maneuver Requirements: punch 5 (-120), Power Uppercut (-2) = -122
Total Construction Points: 328
Basic Power Point Cost: 6.56 (7)
Special Power Points Modifiers: -1 PP for Power Uppercut requirement (new total 6 Power Points)
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 5, Associated Maneuver 6
Notes: I need to reduce the cost of this powerful Maneuver to at least 6 or 7. I increase the Punch requirement to 5, and add a Willpower 2 requirement instead of 1. This gives me a nice 6 Power Point cost.

ICE BLAST

CHAMPS version
Created with the CHAMPS system
The character can release a wave of cold, frost or ice at an opponent, freezing him in place
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: any 4
System: The ice Blast is similar to other projectile attacks. It has a range equal to the character's Wits + Focus and can be dodged by special maneuvers such as Jump. Any opponet damaged is frozen in place and must accumulate 4 successes in Strength rolls to break free. He may try at the end of each turn. If the character is hit while frozen, he receives normal damage and the ice shatters without the strength rolls.
Modifiers: cost: 2 chi, speed -2, damage +3, move: none
CHAMPS
Basic Modifiers: cost: 2 chi (-100), speed -2 (-75), damage +3 (100), move: none (+0) = -75
Advantages/Weaknesses: Range (Wits + Focus, +150), Freeze (+230) = 380
Technique/Maneuver Requirements: focus 3 (-30) = -30
Total Construction Points: 275
Basic Power Point Cost: 5.5 (6)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 5, Associated Maneuver 6

IMPROVED FIREBALL

CHAMPS version
Created with the CHAMPS system
A faster, more destructive version of the Fireball attack
Focus Maneuver
Tag: Focus
To Learn: First the fighter must learn Fireball {focus 3}, then Improved Fireball {focus 5, fireball}. Some fighters continue on to learn Inferno Strike {focus 5, improved fireball}
Power Points: shotokan karate 3, kabaddi, kung fu, wu shu, majestic crow kung fu, silat 5
System: The improved fireball is the same as the regular fireball, except that it's modifiers are better and it will score a knockdown on any opponent it damages unless the opponent blocks.
Modifiers: cost; 1 chi, speed -1, damage +4, move: none
CHAMPS
Basic Modifiers: cost; 1 chi (-50), speed -1 (-50), damage +4 (150), move: none (+0) = 50
Advantages/Weaknesses: Range: Wits + Focus (+150), Knockdown (+15x4) = 210
Technique/Maneuver Requirements: focus 3 (-30), fireball (-2) = -32
Total Construction Points: 228
Basic Power Point Cost: 4.56 (5)
Special Power Points Modifiers: Minus 2 PP for Fireball (new total 3 PP)
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version), Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 2, Any 3
Notes: Improved Fireball has a reduction in cost mainly due to it's stiff requirements, chi cost, and low speed.

IMPROVED PIN

The fighter preforms a highly skilled Pin on an opponent, immobilizing him
Grab Maneuve
Created with the CHAMPS systemr
Tag: Athletics + Grab
To Learn: First the fighter learns Pin {grab 2}, then Improved Pin {grab 3, athletics 2, pin}
Power Points: Aikido, Baraquah, Jiu Jitsu, Lua, Wrestling, Kung Fu, pankration, silat, special forces, tai chi chaun, wu shu 3, any 5
System: (normal Pin):To preform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he preforms two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.
The fighter's strength is concidered to be raised by threeonly for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets thier stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automaticaly broken.
(Improved Pin): The fighter may use an improved pin on any one target in his hex or adjacent hex, reagurdless of whether or not his opponent has been knocked down or is dizzied. It uses the modifiers below. Otherwise, it acts as a normal pin (as listed above).
Modifiers: cost; 1 willpower on the first turn only, speed +0, damage +2 (first turn)/+1 (all other turns), move: +1 (first turn), Two (all other turns)
Basic Modifiers: cost; 1 willpower on the first turn only (-50), speed +0, damage +2 (first turn)/+1 (all other turns)(75-2 = 73), move: +1 (first turn), none (all other turns)(19) = 52
Advantages/Weaknesses: Hold (250), Sustained Hold, Grab: Adjacent Hex Attack (250) = 250
Technique/Maneuver Requirements: grab 3, Athletics 2 = -50
Total Construction Points: 502
Basic Power Point Cost: 10
Special Power Points Modifiers: -5 PP from Pin
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 4, Any 5

INFERNO STRIKE

CHAMPS version
Created with the CHAMPS system
The fighter emmits a boulder sized flaming projectile that devastaes an entire area
Focus Maneuver
Tag: Focus
To Learn: First Fireball {focus 3}, then Improved Fireball {focus 5, fireball}, then Inferno Strike {improved fireball}
Power Points: shotokan karate, kabaddi 5
System: The fighter must choose any line-of sight hex within range. Range is calculated as Wits + Focus like other Fireball maneuvers. The inferno strike hits in the targeted hex and explodes into the six hexes adjaent to it. Anyone in the hex suffers a damage test with the following modifiers. Jump and similar moves can be used to avoid damage.
Modifiers: cost; 2 chi, speed -2, damage +4, move: none
CHAMPS
Basic Modifiers: cost; 2 chi (-100), speed -2 (-75), damage +4 (+150), move: none (+0) = -25
Advantages/Weaknesses: Range (Wits + Focus: +150), Surround Pound (+50, +200)) = +400
Technique/Maneuver Requirements: improved fireball (-2) = -2
Total Construction Points: 373
Basic Power Point Cost: 7.46 (7)
Special Power Points Modifiers: Minus 2 for the cost of Improved Fireball (New total 5 PP)
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 3, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Any 5

IRON CLAW

CHAMPS version
Created with the CHAMPS system
The fighter grabs the face of the opponent while holding him, and begins to squeeze...
Grab Maneuver
Tag: Grab
To Learn: {grab 5} note that while this maneuver requires no ther maneuvers, it is quite difficult to learn.
Power Points: sanbo, native american wrestling, majestic crow kung fu 4 (called iron claw), lua, wrestling, silat 4, ler drit 5
System: sustained hold
Modifiers: cost: 1 willpower (first turn only), speed +1, damage +4, move: One
CHAMPS
Basic Modifiers: cost: 1 willpower (first turn only)(-50), speed +1(50), damage +4 (150), move: One = 150
Advantages/Weaknesses: Sustained Hold (+100) = +100
Technique/Maneuver Requirements: grab 5 (-120) = -120
Total Construction Points: 130
Basic Power Point Cost: 2.6 (3)
Special Power Points Modifiers: None
Power Points: Native Amereaican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) 1, Lua (CHAMPS version) 2, Any 3

JAW SPIN*

Dogs of War Version
Created with the CHAMPS system
Grab Maneuver
Tag: Athletics + Grab + Animal Hybird + Basic Bite Maneuvers
Path to Learn: grab 4, athletics 3, tearing bite
Description: The fighter grabs an opponet's limb in his arm and begins to shake and spin viloently
System: To be successful, the fighter must actually allow a slower attack to hit. If the opponent's attack is faster, th fighter cannot play this maneuver. Once the blow has landed (assuming the fighter is still able to attack), he then executes the Jaw Spin. When detirming the damage caused, use the Animal Hybrid (or other special background0 in place of the Grab Teachnique.
Basic Modifiers: speed +2 (+75x2), damage +5 (200x2), move; none (-100) = 450
Advantages/Weaknesses: Must Strike Last (-50), Animal Hybrid for damage (30) = 20
Technique/Maneuver Requirements: grab 4 (-60), athletics 3 (-30), tearing bite (-2) = -92
Total Construction Points: 378
Basic Power Point Cost: 7.56 (8)
Special Power Points Modifiers: -6 PP from tearing Bite, new total 2 PP
Power Points: Any 2
Notes: I need to get Jaw Spin to at least 2 PP with it's +5 damage. I decide to increse it's Speed to +2 and get rid of the Chi cost, which doesn't seem to make much sense. This brings the Maneuver's Power Point cost to 2, just like I wanted.

JUMP

CHAMPS version
Created with the CHAMPS system
The ability to leap. Sometimes can be used to avoid incoming projectiles and still attack
Athletics Maneuver
Tag: Athletics
To Learn: {athletics 1}
Power Points: any 1
System: A fighter can play a jump card along with any of the six basic punches and kicks, or by itself. if used by itself, use the following modifiers. Otherwise, use the normal attack modifiers and not those shown here. Using a Jump causes the maneuver to become Aerial.
If the fighter plans to avoid a projectile attack, he waits for his opponent to declare him as a target. If the fighter's jump has a higher speed than the projectile attack, he can interrupt the projectile and attempt to avoid it by jumping. the two fighters make a resisted roll, comparing the attacker's Focus Technique to the jumping fighter's dexterity + Athletics. If the attacker wins the roll, the jumping fighter is hit by the projectile and must immediatly end his turn.
If the fighter uses a Jump with a Basic Maneuver, he may still be able to deliver damage after a successful jump. The fighter can leap 3 feet for each dot of Athletics.
Modifiers: Cost: None, Speed +3, Damage: None, Move: +0
Training Notes:
Some fighters continue on to learn Dragon Kick {kick 5, focus 4, jump}
Some fighters continue on to learn Flying Thrust Kick {kick 4, athletics 4, jump}
Some fighters continue on to learn Storm Hammer {grab 5, athletics 3, jump}
Some fighters continue on to learn Air Smash {athletics 1, jump}
Some fighters continue on to learn Diving Hawk {athletics 3, focus 1, jump}
Some fighters continue on to learn Flying Body Spear {athletics 3, jump}
Some fighters continue on to learn Flying Heel Stomp {athletics 3, kick 2, jump}
Some fighters continue on to learn Thunderstrike {athletics 2, jump}
Some fighters continue on to learn Wall Spring {athletics 3, jump}
Some fighters continue on to learn Rising Storm Crow {grab 3, athletics 3, throw}
Some fighters continue on to learn Scissor Kick {kick 3, athletics 3, jump}
Some fighters continue on to learn Tiger Knee {kick 3, athletics 2, jump}
Some fighters continue on to learn Choke Throw {grab 2, athletics 2, jump}
Some fighters continue on to learn Flying Punch {athletics 4, punch 2, focus 3, jump}
Some fighters continue on to learn Light Feet {athletics 4, jump}
Some fighters continue on to learn Ax Kick {kick 2, jump}
Some fighters continue on to learn Jumping Shoulder Butt {athletics 2, jump}
Some fighters continue on to learn Pounce Pounce {athletics 3, jump, special background required}
Some fighters continue on to learn Vertical Rolling Attack {athletics 3, jump}(If combined with Rolling Attack {athletics 3}, the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack})
If combined with Power Uppercut {punch 1}, the fighter can continue on to Dragon Punch if part of his style.
If combined with Hurricane Kick {kick 4, athletics 3}, the fighter can learn Air Hurricane Kick {kick 4, athletics 3, jump, hurricane kick} , if part of his style.
If combined with Throw {grab 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}
If combined with Pile Driver {grab 3, athletics 1}, the fighter may continue on to learn Spinning Pile Driver {grab 4, athletics 3, Jump, Pile Driver}
If combined with ead Butt, the fighter may continue on to learn Flying Head Butt {athletics 3, head butt, jump}
If combined with Fireball {focus 3}, the fighter may continue on to learn Flying Fireball {focus 4, fireball, jump}
If combined with Backflip Kick {kick 2, athletics 2}, the fighter is ready to learn Foward Backflip Kick {kick 3, athletics 3, backflip kick, jump}
If combined with Suplex {grab 1}, the fighter is prepared to learn Air Suplex {grab 3, athletics 3, jump, suplex}
If combined with Haymaker {punch 1}, the fighter is prepared to learn Widowmaker {punch 3, jump, haymaker}
CHAMPS:
Basic Modifiers: Cost: None, Speed +3 (+150), Damage: None (-100), Move: +0 = 50
Advantages/Weaknesses: Jump (special modifier -40), Aerial (+50) = 10
Technique/Maneuver Requirements: athletics 1 (-10) = -10
Total Construction Points: 50
Special Power Points Modifiers: None
Basic Power Point Cost: 1
Power Points: any 1

JUMPING SHOULDER BUTT

CHAMPS version
Created with the CHAMPS system
The fighter jumps into an opponent, ramming his shoulder into him
Athletics Maneuver
Tag: Athletics
To learn: First, the fighter learns Jump {athletics 1}. Then he is ready to learn Jumping Shoulder Butt {athletics 2, jump}
Power Points: thai kickboxing, boxing, sumo 1, any 2
System: This maneuver can be used against a standing or an aerial opponent, and can be used to dodge a projectile attack as a Jump.
Modifiers: cost: none, speed: +0, damage +3, move: -1
CHAMPS
Basic Modifiers: cost: none, speed: +0, damage +3 (100), move: -1 (-10) = 90
Advantages/Weaknesses: Avoids Projectiles (+75) = 75
Technique/Maneuver Requirements: athletics 2 (-20), jump (-2) = -22
Total Construction Points: 143
Basic Power Point Cost: 2.86 (3)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 2, Any 3

KICK DEFENSE

CHAMPS version
Created with the CHAMPS system
The fighter takes his chances and focuses all attention to possible Kick attacks
Block Maneuver
Tag: Block
To Learn: {block 2}
Power Points: any 1
System: The fighter is at +4 to Blocking Soak vs. Kick maneuvers, -2 Blocking Soak vs. all others.
Modifiers: cost: none, speed +4, damage: none, move: none
CHAMPS
Basic Modifiers: cost: none, speed +4 (200), damage: none (-100), move: none (-75) = 25
Advantages/Weaknesses: Kick Defense (50) = 50
Technique/Maneuver Requirements: block 2 (-20) = -20
Total Construction Points: 55
Basic Power Point Cost: 1.1 (1)
Special Power Points Modifiers: None
Power Points: Any 1

KNIFE HAND STRIKE

CHAMPS version
Created with the CHAMPS system
The fighter has trained so that his hand is rigid like metal, causing painful stabs
Punch Maneuver
Tag: Punch
To Learn: {punch 3}
Power Points: kung fu, shotokan karate 3, special forces 4, any 5
System: use the modifiers below. Unless the opponent is Blocking, he may only use half his stamina (rounded down) to soak damage.
Modifiers: cost: none, speed +1, damage -1, move -1
CHAMPS
Basic Modifiers: cost: none, speed +1 (50), damage -1 (-25), move -1 (-10) = 15
Advantages/Weaknesses: Ignores Stamina (Half Stamina, Limited) = 250
Technique/Maneuver Requirements: punch 3 (-30) = -30
Total Construction Points: 235
Basic Power Point Cost: 4.7 (5)

Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 4, Any 5

KNEE BASHER

CHAMPS version
Created with the CHAMPS system
The fighter grabs an opponents head and bashes it against his knee over and over
Grab Maneuver
Tag: Kick + Grab
To Learn: {grab 2, kick 1}
Power Points: capeoria, special forces, sumo, western kickboxing, thai kickboxing, pankration, wrestling 2, any 3
System: This maneuver is a sustained hold. Even if the victim escapes, he is knocked down and suffers the normal -2 to speed the following turn. The damaged scored uses the fighter Kick technique instead of Grab. If no damage is scored on the initial attack, the fighter is assumed to have missed, and the victim is does not suffer a Knockdown
Modifiers: Cost: none, speed -1, damage +4, move: One
CHAMPS
Basic Modifiers: Cost: none, speed -1 (-50), damage +4 (150), move: One = 100
Advantages/Weaknesses: Sustained Hold (100), Knockdown (15x4), X for damage (Kick) (+30) = 190
Technique/Maneuver Requirements: grab 2 (-20), kick 1(-10) = -30
Total Construction Points: 260
Basic Power Point Cost: 5.2 (5)
Special Power Points Modifiers: None
Power Points: Any 5

LEVITATION

CHAMPS version
Created with the CHAMPS system
The fighter can fly or levitate by using his inner power
Focus Maneuver
Tag: Focus
To Learn: {focus 5} Levitation is incredibly difficult to master.
Power Points: baraquah, kabaddi 3, kung fu, lua, shotokan karate, silat, tai chi chaun, wu shu 4
System: The practitoner may move up to thier Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi per turn.
Modifiers: Cost: 1 Chi/turn, speed +0, damage: none, move: special
CHAMPS
Basic Modifiers: Cost: 1 Chi/turn (no bonus: see levitaion description), speed +0, damage: none (-100), move: special = -100
Advantages/Weaknesses: Levitate (420) = 420
Technique/Maneuver Requirements: focus 5 (-120) = -120
Total Construction Points: 200
Basic Power Point Cost: 4
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 2, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 3, Any 4

LIGHTNING LEG

CHAMPS version
Created with the CHAMPS system
The fighter attacks with dozens of kicks in a flash of only a second or two
Kick Maneuver
Tag: Kick
To Learn: Double-Hit Kick {kick 2}, then Lightning Leg {kick 4, double-hit kick}. Some fighters try to continue on to learn the Great Wall of China {kick 5, lightning leg}
Power Points: wu shu 3, kung fu, thai kickboxing, majestic crow kung fu, jeet kune do, salat 4, caporia, special forces, savate 5
System: The attacker may make three damage tests on an opponent
Modifiers: Cost: 1 willpower, speed -2, damage +1, move: none
CHAMPS
Basic Modifiers: Cost: 1 willpower (-50), speed -2 (-75), damage +1 (50), move: none (-75) = -150
Advantages/Weaknesses: Multi-Hit (x3, 500) = 500
Technique/Maneuver Requirements: kick 5 (-120), double-hit kick (-2) = -122
Total Construction Points: 228
Basic Power Point Cost: 4.56 (5)
Special Power Points Modifiers: Minus 2 PP for double-hit kick, new total 3 Power Points
Power Points: Wu Shu (CHAMPS version) 1, Special Forces (CHAMPS version) 2, Any 3
Notes: Although highly damaging, Lightning leg is slow and has high requirements, and therefore has a new, lower Power Point cost.

LUNGING PUNCH

CHAMPS version
Created with the CHAMPS system
The fighter dashes foward and delivers a low, sweeping punch that is quite suprising
Punch Maneuver
Tag: Punch + Athletics
To Learn: {punch 3, athletics 1}
Power Points: boxing, shotokan karate western kickboxing 2, any 3
System: This is concidered a crouching maneuver. The lunging punch ignores blocks, unless the victim is preforming a crouching block or is using kick defense.
Modifiers: cost: none, speed +0, damage +1, move +1
CHAMPS
Basic Modifiers: cost: none, speed +0, damage +1(50x2), move +1(25x2) = 150
Advantages/Weakness: Crouching (+25), Ignores High defenses (70) = 95
Technique/Maneuver Requirements: punch 3 (-30), athletics 1 (-10) = -40
Total Construction Points: 205
Basic Power Point Cost: 4.1 (4)
Special Power Points Modifiers: None
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 2, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 3, Any 4

MIND CONTROL

CHAMPS version
Created with the CHAMPS system
The fighter takes over the mind of his opponent
Focus Maneuver
Tag: Focus
To Learn: This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {telepathy}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finaly prepared to learn Mind Control {focus 5, telepathy, psychic vise}
Power Points: ler drit 5
System: The maneuver can be used on a character with no willpower left, but not a character with an honor of 10. The victim must be within the attacker's focus + wits in hexes. Both roll intelligence, and if the attacker receives more successes, he has taken over the mind for a period of time. The victim's Honor vs. the attacker's Willpower may be rolled when the victim is forced to go against his own morals. It is rumored that conditioning to make a victim a permanent slave is possible.
1 success - 1 round of combat (10 turns)
2 successes - 1 hour
3 successes - 1 day
4 successes - 1 week
5 successes - 1 month
Modifiers: cost: 2 chi, speed -3, damage: none (see above), move: none
CHAMPS
Basic Modifiers: cost: 2 chi (-100), speed -3 (+100), damage: none (see above), move: none = 0
Advantages/Weaknesses: Mind Control (600) = +600
Technique/Maneuver Requirements: focus 5 (-120), telepathy (-2), psychic vise (-2) = -122
Total Construction Points: 478
Basic Power Point Cost: 9.56 (10)
Special Power Points Modifiers: -6 PP from Psychic Vise, Total PP = 4
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 2, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 3, Any 4

MISSLE REFLECTION

CHAMPS version
Created with the CHAMPS system
The fighter can catch knives and arrows, and similar weapons, used against him
Block Maneuver
Tag: Block
To Learn: {block 4}. Rare fighters continue on to Energy Reflection {focus 4}
Power Points: ju jitsu, tai chi chaun 1, any 2
System: The fighter must roll Dexterity (difficulty 6) to deflect missles. Simple objects like knives and throwing stars require 1 success. Faster weapons such as arrows and slingshot stones require 2 successes. Bullets require 3 successes. To deflect bullets or similar dangerous weaponry, the fighter must possess something able to deflect the weapon (a piece of metal, iron bracelets, etc). If the object is caught or deflected, the fighter can send the object back at it's owner (or another party) for the same amount of damage it would have caused. Gunfire cannot be reflected in this manner unless the Storyteller allows it in a high moment of drama. Any amount of missles can be reflected in a single turn.
Modifiers: cost; none, speed; +3, damage: none, move -1
CHAMPS
Basic Modifiers: cost; none, speed; +3 (150), damage: none (-100), move -1 (-10) = 40
Advantages/Weaknesses: Missle Reflection (170) = 170
Technique/Maneuver Requirements: block 4 (-60) = -60
Total Construction Points: 150
Basic Power Point Cost: 3
Special Power Points Modifiers: None
Power Points: Any 3

MONKEY GRAB PUNCH

CHAMPS version
Created with the CHAMPS system
The fighter pulls the opponents guard arm away and delivers a quick punch
Punch Maneuver
Tag: Punch + Grab
To Learn: {punch 1, grab 1}
Power Points: kung fu, spanish ninjitsu, majestic crow kung fu, baraquah, jeet kune do, tai chi chaun, silat 1, any 2
System: Treat as a regular punch, but if the opponent blocks, he may not use his Block Technique to his Soak total.
Modifiers: cost: none, speed -2, damage +1, move +0
CHAMPS
Basic Modifiers: cost: none, speed -2 (-75), damage +1(50), move +0 = -25
Advantages/Weaknesses: Ignores Blocks (75) = 75
Technique/Maneuver Requirements: punch 1 (-10), grab 1(-10) = -20
Total Construction Points: 30
Basic Power Point Cost: .6 (1)
Special Power Points Modifiers: None
Power Points: Any 1

NECK CHOKE

CHAMPS version
Created with the CHAMPS system
The fighter strangles his opponent, prehaps lifting him off the ground if strong enough
Grab Maneuver
Tag: Grab
To Learn: {grab 3}
Power Points: native american wrestling, special forces, ju jitsu, wrestling 1, sanbo, lua, pankration 2, any 3
System: sustained hold
Modifiers: cost; none, speed -1, damage +3, move: One
CHAMPS
Basic Modifiers: cost; none, speed -1 (-50), damage +3 (100), move: One (-75) = -25
Advantages/Weaknesses: Sustained Hold (+100) = 100
Technique/Maneuver Requirements: grab 3 (-30) = -30
Total Construction Points: 45
Basic Power Point Cost: .9 (1)
Special Power Points Modifiers: None
Power Points: Any 1

PILE DRIVER

CHAMPS version
Created with the CHAMPS system
The fighter places his opponents head between his legs and falls into a seated position
Grab Maneuver
Tag: Athletics + Grab
To Learn: {grab 3, athletics 1}. Some fighters continue on to learn Spinning Pile Driver
Power Points: wrestling 1, sanbo 2, native american wrestling, special forces 3, any 4
System: If the maneuver scores damage, the victim suffers a Knockdown.
Modifiers: cost; none, speed -2, damage +4, move; One
CHAMPS
Basic Modifiers: cost; none, speed -2 (-75), damage +4 (+150), move; One = 75
Advantages/Weaknesses: Knockdown (15x4) = 60
Technique/Maneuver Requirements: grab 3 (-30), athletics 1 (-10) = -40

Total Construction Points: 95
Basic Power Point Cost: 1.9 (2)
Special Power Points Modifiers: None
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 1, Any 2

PIN

CHAMPS version
Created with the CHAMPS system
The fighter attempts to pin his foe to the ground
Grab Maneuver
Tag: Grab
To Learn: {grab 2}
Power Points: Aikido, Jiu Jitsu, lua, pankration, tai chi chaun, wrestling 2, baraquah, jeet kune do, kung fu, shotokan karate, silat, wu shu 3, special forces 4, any 5
System: To preform a pin, the victim must have suffered a knockdown or have been dizzied. The fighter moves into his opponent's hex and makes his attack roll. If he preforms two more levels of damage, the opponent is held in a painful immobilizing hold until he can break free.
The fighter's strength is concidered to be raised by three only for purposes of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each turn after the first; the target only gets thier stamina and grappling defense against this attack. This is a sustained hold. If the fighter is dizzied or knocked out by a third party's attack, the pin is automaticaly broken.
Modifiers: cost; 1 willpower on the first turn only, speed -1, damage +2 (first turn)/+0 (all other turns), move: +1 (first turn), none (all other turns)
Training Notes:
Some fighters continue on to learn Improved Pin {grab 3, athletics 2, pin}
CHAMPS
Basic Modifiers: cost; 1 willpower on the first turn only (-50), speed -1 (-50), damage +2 (first turn)/+0 (all other turns)(75-4 = 71), move: +1 (first turn), none (all other turns)(25 -2 = 23)= 44
Advantages/Weaknesses: Specific Attack (Dizzed/Knockdown)(-20), Hold (250), Sustained Hold= 230
Technique/Maneuver Requirements: grab 2 (-20) = -20
Total Construction Points: 254
Basic Power Point Cost: 5.08 (5)
Special Power Points Modifiers: None
Power Points: Native Ameraican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) 3, Lua (CHAMPS version) 4, Any 5

PIT

CHAMPS version
Created with the CHAMPS system
The fighter suddenly creates a hole in the earth under an opponent's feet
Focus Maneuver
Tag: Focus + Elemental (Earth)
To learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* { elemental 4, stone}. This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {punch 2, wall})
Power Points: elemental (earth) 3
System: In order to be effective, the fighter must target a victim after he has completed his movement. Otherwise, the elemental must choose a hex to be the target of this power. Any fighter who ends his turn in the affected hex falls into the pit. Use the modifiers below for damage from the fall. the pit is five feet deep plus one foot per dot of the fighter's Focus Technique. Fighters who fall into the pit must spend thier next action climbing out. Treat this action as a move maneuver at -4 speed. Once a pit is created, it is permanent. This power will not work if the fighter is not in contact with the earth. Even thin wooden planks will negate the power. Using the Pit in an arena can result in a loss of Glory, depending on the type of arena and crowd.
Modifiers; cost: 1 chi, speed -1, damage +1, move -1
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed -1 (-50), damage +1 (+50), move -1 (+50) = 0
Advantages/Weaknesses: Must be Grounded (-10), Unglorious (-20), Pit (500) = 470
Technique/Maneuver Requirements: focus 3 (-30), elemental 3 (-30), wall (-2) = -62
Total Construction Points: 458
Basic Power Point Cost: 9.16 (9)
Special Power Points Modifiers: Subtract PP cost for Wall (3), new total 6 PP
Power Points: Associated Maneuver 6

POOL

CHAMPS version
Created with the CHAMPS system
The body of the elemental becomes pure water, immune to physical attacks
Focus Maneuver
Tag: Focus + Elemental (Water)
To Learn: {focus 2, elemental 4}
Power Points: elemental (water) 2
System: Physical maneuvers will not affect the character, who can still move, although Focus-based maneuvers like Ice Blast and Fireball will still damage him.
Modifiers: Cost: none, speed +1, damage; none, move -2
CHAMPS
Basic Modifiers: Cost: none, speed +1 (+50), damage; none (-100), move -2 (-25) = -75
Advantages/Weaknesses: Invincibility, Physical (250) = 330
Technique/Maneuver Requirements: focus 2 (-20), elemental (or other special) background 4 (-60) = -80
Total Construction Points: 175
Basic Power Point Cost: 3.5 (4)
Special Power Points Modifiers: None
Power Points: Any 4

POUNCE

CHAMPS version
Created with the CHAMPS system
The fighter explodes into a mighty leap at his prey
Athletics Maneuver
Tag: Athletics
To Learn: First, the character must learn Jump {athletics 1}. Then he is ready to learn Pounce {athletics 3, jump}
Power Points: animal hybrid 2
System: The fighter hurls himself at his opponent. This is considered an aerial maneuver and can be used to avoid projectiles. The fighter lands on top of his opponent; if any damage is scored, the opponennt also suffers a knockdown. Use animal hybrid (or other strange background) in place of grab when detirmining damage.
Modifiers; cost: 1 willpower, speed -1, damage +2, move +4
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed -1 (-50), damage +2 (75x2), move +4 (100x2) = 250
Advantages/Weaknesses: Aerial (50), Placement (Same Hex Ending, +5), Knockdown (15x2) = 85
Technique/Maneuver Requirements: athletics 3 (-30), jump (-2) = -32
Total Construction Points: 303
Basic Power Point Cost: 6.06 (6)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 5, Associated Maneuver 6
Notes:

POWER UPPERCUT

CHAMPS version
Created with the CHAMPS system
A powerful punch using the momentum of the entire body forced upward
Punch Maneuver
Tag: Punch
To Learn: {punch 1}
Power Points: any 1
System: If this maneuver interrupts an aerial maneuver, it causes a knockdown, if it scores damage.
Modifiers: Cost; none, speed -1, damage +3, move One
Training Notes:
Some fighters may continue on to Hyper Fist, if part of thier style. Combined with Jump {athletics 1}, the fighter can continue on to Dragon Punch if part of his style.
CHAMPS
Basic Modifiers: Cost; none, speed -1(-50), damage +3 (100), move One = 50
Advantages/Weaknesses: Knockdown (Aerial)(3x10) = 30
Technique/Maneuver Requirements: punch 1(-10) = -10
Total Construction Points: 70
Basic Power Point Cost: 1.4 (1)
Special Power Points Modifiers: None
Power Points: Any 1

PSYCHIC RAGE

CHAMPS version
Created with the CHAMPS system
The fighter uses mind manipulation to pusgh the victim into fits of anger and rage
Focus Maneuver
Tag: Focus
To Learn: {focus 3}
Power Points: ler drit 3
System: The victim must be within the attacker's focus+wits. The fighter then must win a resisted (permanent) Willpower roll. If the attacker is successful, then the victim goes into a rage.
The victim will only be able to play fierce or roundhouse combat cards, and his higest damage special maneuvers. He will spend Chi and Willpower as needed until he runs out. Furthermore, he will not be able to play a Move or Block maneuver and will not receive any benifits from a combo maneuver.
After falling under the control of the Psychic Rage, the victim can, each turn not including the first, roll an Honor vs. the Manipulation of the attacker to try to break free. The rage will end if the attacker of the victim is knocked unconcious. The victim will lose honor normaly while under the power's influence.
Modifiers: cost: 1 chi, speed: -2, damage: none (see above), move: none
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed: -2 (-75), damage: none (-100), move: none (No modifier, ranged) = -225
Advantages/Weaknesses: Range (Focus + Wits, +150), Psychic Rage (300) = +450
Technique/Maneuver Requirements: Focus 3 (-30) = -30
Total Construction Points: 195
Basic Power Point Cost: 3.9 (4)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 2, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 3, Any 4
Notes:

PSYCHIC VISE

CHAMPS version
Created with the CHAMPS system
This fearsome power strips an opponent of his willpower, weakening him and his resolve
Focus Maneuver
Tag: Focus
To Learn: {focus 4}
Power Points: ler drit 4, kabaddi 5
System: The victim must be within the attacker's focus+wits in hexes. The attacker rolls damage using the opponent's Intelligence instead of Stamina to detirmine soak. Psychic vise ignores blocks for the purposes of soaking damage. For each damage success, the victim loses one willpower and is at -1 to speed for the next maneuver. If the victim loses more willpower than his intelligence rating in a single attack, the victim is mentaly stunned (dizzied). Victim's who reach 0 willpower can still be slowed and stunned with the use of this power.
Modifiers: cost: 1 chi, 1 willpower, speed +0, damage +0, move: none
Training Notes:
Some practitioners continue on to learn Mind Control (This is an incredible maneuver, and learning it can take years. First, the practitioner must learn Psychic Vise {focus 4}, and Mind Reading {focus 4, telepathy (telpathy requires focus 3)}. He may learn Psychic Vise and Telepathy/Mind Reading in any order. Then he is finaly prepared to learn Mind Control {focus 5, psychic vise, mind control})
CHAMPS

Basic Modifiers: cost: 1 chi, 1 willpower (-100), speed +0, damage +0, move: none = -100
Advantages/Weaknesses: Psychic Vise (450) = +450
Technique/Maneuver Requirements: Focus 4 (-60) = -60
Total Construction Points: 290
Basic Power Point Cost: 5.8 (6)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 5, Associated Maneuver 6

PSYCHO CRUSHER

CHAMPS version
Created with the CHAMPS system
The fighter flys in any direction, surrounded by a glow of awesome energy
Focus Maneuver
Tag: Athletics + Focus
To learn: First, the practitioner learns Psychokenetic Channeling {focus 3}. He is then prepared to learn the Psycho Crusher {focus 5, athletics 3, psychokenetic channeling}
Power Points: ler drit 5
System: The Psycho Crusher causes damage as the user flys into his victim's hex. The user of the power may fly in any pattern, but each victim is hit only once even if the user flys into his space again. If the victim is not blocking, he is consumed in the user's Psychic fire, taking full damage from the attack (use the +5 damage modifier). and suffers a knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim can choose which hex).
If the victim was blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one dice of damage (a botch bringing the Psycho Crusher to an end). The attacker can continue to push the victim back and do an additional die of damage for every hex left in his movement, to a maximum of five damage test, at which time the attacker will fly past his opponnent.
Modifiers: cost; 2 chi, speed -1, damage +5/one (see above), move +6
CHAMPS
Basic Modifiers: cost; 2 chi (-100), speed -1 (-50), damage +5/one (see above, 200 points), move +6 (300) = 350
Advantages/Weaknesses: Psycho Crusher (+300) = +300
Technique/Maneuver Requirements: focus 5 (-120), athletics 3 (-30), psychokenetic channeling (-2) = -152
Total Construction Points: 498 (9.96)
Basic Power Point Cost: 9.96 (10)
Special Power Points Modifiers: -5 PP from Psychokenetic Channeling, new Power Point cost of 5
Power Points: Kabaddi (CHAMPS version), Shotokan Karate (CHAMPS version) 4, Any 5

PUNCH DEFENSE

CHAMPS version
Created with the CHAMPS system
The fighter takes his chances, conentrating on blocking only punch attacks
Block Maneuver
Tag: Block
To Learn: {block 2}. the fighter might continue on to Deflecting Punch {block 3, punch 1}
Power Points: any 1
System: The fighter is at +4 to Blocking Soak vs. Punch maneuvers, -2 Blocking Soak vs. all others.
Modifiers: cost: none, speed +4, damage: none, move: none
CHAMPS
Basic Modifiers: cost: none, speed +4 (200), damage: none (-100), move: none (-75) = 25
Advantages/Weaknesses: Punch Defense (50) = 50
Technique/Maneuver Requirements: block 2 (-20) = -20
Total Construction Points: 55
Basic Power Point Cost: 1.1 (1)
Special Power Points Modifiers: None
Power Points: Any 1

PUSH

CHAMPS version
Created with the CHAMPS system
The attacker mystically pushes a victim away, usualy with a gust of wind
Focus Maneuver
Tag: Punch + Focus + Elemental (Air)
To Learn: First, the practitioner must learn Air Blast {punch 1, focus 2, elemental 2}. he may then move on to learn Push {focus 3, elemental 3, air blast}
Power Points: elemental (air) 4
System: A blast of air with a width (in hexes) equal to the character's Focus Teachnique starts one hex-line in front of the character and continues foward for three hexes. Anyone in this path suffers one damage roll, which may be blocked normally. Use the damage modifiers below. Any fighter who suffers damage is moved an equal number of hexes in a straight line away form the fighter. Jumping or airborne opponents will suffer a Knockdown as well.
Modifiers: cost: 1 chi, speed: -2, damage: +1, move: none
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed: -2 (-75), damage: +1 (-10), move: none = -135
Advantages/Weaknesses: Projectile (Wave Effect, +380), Range 3 hexes (+50), Knockdown (Aerial, 10), Knockback (Equal to Damage, +100) = 440
Technique/Maneuver Requirements: focus 3 (-30), elemental 3 (-30), air blast (-2) = -62
Total Construction Points: 343
Basic Power Point Cost: 6.86 (7)
Special Power Points Modifiers: -4 PP from Air Blast, new PP total 3
Power Points: Any 3

REKKA KEN

CHAMPS version
Created with the CHAMPS system
A quick 1-2-3 combo of punches that can devastate an opponent
Punch Maneuver
Tag: Punch + Athletics
To learn: {punch 4, athletics 2}
Power Points: kung fu 4, western kickboxing, wu shu, majestic crow kung fu, boxing, ninjitsu 5
System: This maneuver must be used for three turns, and costs 1 willpower for each turn used. Each of the three turns, the fighter must use one of the Basic Punches (jab, strong, or fierce). The Basic Punch each turn gets +3 to speed. At the end of the turns the damage caused adds up to cause a possible dizzy, just like a combo maneuver.
Modifiers: 1 willpower per turn used, see above for other modifiers
CHAMPS
Basic Modifiers: 1 willpower per turn used (+50), see above for other modifiers
Advantages/Weaknesses: Rekka Ken Effect (+300) = +300
Technique/Maneuver Requirements: punch 4 (-40), athletics 2 (-20) = -60
Total Construction Points: 290
Basic Power Point Cost: 5.8 (6)
Special Power Points Modifiers: None
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 4, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 5, Any 6

REPEATING FIREBALL

CHAMPS version
Created with the CHAMPS system
The fighter can launch multiple fireballs at opponents.
Focus Maneuver
Tag: Focus
To learn: First the character must learn Fireball {focus 3}. Then he may learn Repeating Fireball {focus 5, fireball}
Power Points: any 4
System: The fighter can throw a number of small fireballs equal to his rating in Focus. Thus, a fighter with a Focus of 5 could throw a volley of 5 fireballs. He can target them at any opponent or opponents he likes. An opponent using a jump or similar maneuver to avoid the fireballs must make a seperate jump for each fireball targeted toward him. Range is Wits + Focus for each fireball.
Modifiers: Cost: 2 chi, speed -2, damage +0, move: none
CHAMPS
Basic Modifiers: Cost: 2 chi (-100), speed -2 (-75), damage +0, move: none = -175
Advantages/Weaknesses: Range: Wits + Focus (+150), repeating Projectile (+350) = 500
Technique/Maneuver Requirements: focus 5 (-120), fireball (-2) = -122
Total Construction Points: 203
Basic Power Point Cost: 4.06 (4)
Special Power Points Modifiers: -3 PP from Fireball, new total 1 PP
Power Points: Any 1
Notes: While it may seem amazing at first that this Maneuver has a reduction in cost of 3 Power Points, the character trying to purchase the Maneuver from Fireball has to raise his Focus to 5, and the Maneuver costs 2 Chi to use.

REVERSE FRONTAL KICK

CHAMPS version
Created with the CHAMPS system
The fighter makes a fake kick,and then uses his heel to attack the back of the head
Kick Maneuver
Tag: Kick
To Learn: First, the fighter must learn Double-Hit Kick {kick 2}. Then he may move on to Reverse Frontal Kick {kick 3, double hit kick}
Power Points: savate, western kickboxing 1, wu shu 2, any 3
System: The kick hits only once but ignores blocks
Modifiers: cost; none, speed -1, damage +3, move -1
CHAMPS
Basic Modifiers: cost; none, speed -1 (-50), damage +3 (100), move -1 (-10) = 40
Advantages/Weaknesses: Ignores Block (75x3) = 225
Technique/Maneuver Requirements: kick 3 (-30), double hit kick (-2) = -32
Total Construction Points: 233
Basic Power Point Cost: 4.66 (5)
Special Power Points Modifiers: Subtract 2 from the Power Point cost for Double Hit Kick, leaving 3 Power Points
Power Points: Wu Shu (CHAMPS version) 1, Special Forces (CHAMPS version) 2, Any 3

RIPPING BITE

CHAMPS version
Created with the CHAMPS system
The fighter bites down and attempt to rip muscle and ligiments
Grab Maneuver
Tag: Grab + Basic Bite Maneuvers
To Learn: {grab 3} The character must also possess the Bite basic maneuvers through the Animal Hybird Background or some other special Background
Power Points: Animal Hybird 2
System: The fighter leaps foward and indicates which limb he wishes to strike. A successful roll that inflicts damage causes the target to suffer -1 on both Strength and dexterity for the remainder of the combat. This maneuver can be preformed multiple times, and can finaly impair the victim. When detiming damage inflicted by this attack, the Animal hybrid background (or other simliar background) is used in place of the grab technique.
Modifiers: cost; 1 willpower, speed -1, damage +1, move: One
CHAMPS
Basic Modifiers: cost; 1 willpower (-50), speed -1 (-50), damage +1 (+50), move: One = -50
Advantages/Weaknesses: Disabling Attack (250) = 250
Technique/Maneuver Requirements: Grab 3 (-30), Basic Bite Maneuvers (-20) = -50
Total Construction Points: 150
Basic Power Point Cost: 3
Special Power Points Modifiers: None
Power Points: Any 3

RISING STORM CROW

CHAMPS version
Created with the CHAMPS system
The fighter grabs the victim's head and flips over him, then flip-throws him foward
Grab Maneuver
Tag: Athletics + Grab
To Learn: The fighter first learns Throw {athletics 1}, then The Rising Storm Crow {grab 3, athletics 3, throw}
Power Points: majestic crow kung fu 4, kung fu 5
System: The fighter must start at least two hexes away from his target. He can throw the target in a straight line foward for as many hexes equal to his strength. The target takes two damage tests; one at the fighter's strength -3 (botches for this roll should be ignored and concidered to be 0 damage, and the maneuver is NOT cancelled) when the forced flip is initiated, then another at twice the fighter's Strength when the victim crashes to the ground. Thus, a character with a high strength throws farther and harder. The opponent automaticaly suffers a knockdown whether or not he receives any damage form either test. Both damage tests combine to detirmine whether or not the victim is dizzied.
Modifiers: cost 1 willpower, speed: -3, damage -3/x2, move +2 (minimum move 2)
CHAMPS
Basic Modifiers: cost 1 willpower (-50), speed: -3 (-100), damage -3/x2, move +2 (minimum move 2)(+10) = -140
Advantages/Weaknesses: Rising Storm Crow Effect (500) = 500
Technique/Maneuver Requirements: grab 3 (-30), athletics 3 (-30), throw (-2) = -62
Total Construction Points: 298
Basic Power Point Cost: 5.96 (6)
Special Power Points Modifiers: None
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 5, Associated Maneuver 6

ROLLING ATTACK*

Dogs of War Version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics
Path to Learn: athletics 3, Drunken Monkey Roll
Description: The fighter leaps, tucking into a somersault, and slamming into a victim
System: The character must travel in a straight line on the hex map and will stop at the first hex occupied by a target, which can be a character or any sizable object. After damage is applied to a target, the rolling character will bounce off the target and land two hexes in front of the target. This is an aerial maneuver.
Basic Modifiers: cost: 2 willpower (-100), speed +0, damage +3 (100x2), move +4 (100x2) = 300
Advantages/Weaknesses: Straight Line Only (-50), Bounce (+250), Aerial, No Dodge (25) = 225
Technique/Maneuver Requirements: athletics 3 (-30), Drunken Monkey Roll (-2) = -32
Total Construction Points: 493
Basic Power Point Cost: 9.86 (10)
Special Power Points Modifiers: -3 PP from Drunken Monkey Roll
Power Points: Associated Maneuver 7
Notes: I need to lower this Maneuver's cost quite a bit. Drunken Monkey Roll seems like a reasonable Maneuver to add as a requirement. I check drunken Monkey roll, and find it requires Athletics 2, so it won't change the Path I'm using for this Maneuver. That will help, but won't solve the whole problem. I add another Willpower to the Maneuver's requirements, and I'm at 7 Power Points. That makes Rolling Attack unavalible to many styles, but it's legal (and powerful).

SAN HE

CHAMPS version
Created with the CHAMPS system
The fighter's body becomes like an iron statue in invulnerability and immovibility
Block Maneuver
Tag: Block + Focus
To learn: {block 3, focus 3}
Power Points: tai chi chaun 2, kabaddi, kung fu, sumo, wu shu, ler drit, aikido, ju jitsu, silat 3, shotokan karate, majestic crow kung fu 4
System: The fighter gains double his Block Teachnique when blocking and using San He. In additon, he cannot be knocked down except by a Grab Maneuver, and and cannot be moved from the hex he is in, except with a Grab Maneuver. The fighter may need to roll successes to keep from being moved by very large objects such as cars and the like. The fighter does not receive the usual +2 bonus to speed from coming out of a Block.
Modifiers: cost: 1 chi, speed; +2, damage: none, move; none
CHAMPS
Basic Modifiers: cost: 1 chi (-50), speed; +2 (75), damage: none (-100), move; none (-75) =
Advantages/Weaknesses: Double Block (+150), Immovable (+100), Knockdown Resistant (+200) = 435
Technique/Maneuver Requirements: block 3 (-30), focus 3 (-30) = -60
Total Construction Points: 225
Basic Power Point Cost: 4.5 (5)
Special Power Points Modifiers:
Power Points: Jiu Jitsu (CHAMPS version) 4, Any 5

SCISSOR KICK*

Dogs of War version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics
Path to Learn: First the fighter learns Jump {athletics 1}, then Scissor Kick {kick 3, athletics 3, jump}
Description: The fighter leaps, then preforms a front flip, kicking out for a one-two hit
System: Aerial, causes two damage tests
Basic Modifiers: cost: 1 willpower (-50), speed +0 , damage +3 (+100x2), move +3 (+10x2) = 170
Advantages/Weaknesses: Aerial (+50), Multi-Hit x2 (+150) = 200
Technique/Maneuver Requirements: Jump (-2), Stepping Front Kick (-2) = -4
Total Construction Points: 366
Basic Power Point Cost: 7.32 (7)
Special Power Points Modifiers: -1 PP from Stepping Front Kick
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 4, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 5, Associated Maneuver 6
Notes: I need to decrease Scissor Kick to 6-7 Power Points, at least. I think that being a multi-hit Maneuver, greater requirements could be applied. I decide to make them Kick 4, Athletics 4. Stepping front Kick seems like a good required Maneuver for Scissor Kick, too. However, that will negate my Technique requirements I had planned (Stepping Front Kick requires Athletics 4 and Kick 4, so unless I increse the Athletics requirements, which I won't, they end with Stepping Front Kick). That makes my requirement Jump, Stepping Front Kick.
Next, I'll decrease my Move modifier to +1. that brings me to 6 PP, making Scissor Kick legal.

SHIKAN – KEN/NINJA KNUCKLE FIST

CHAMPS version
The fighter strikes with the upper knuckles of the hand
Punch Maneuver
Tag: Punch
To Learn:{punch 2}
Power Points: ninjitsu 3
System: The opponent struck must make a resisted Strength check or be knocked back a hex. This maneuver will cause a knockdown vs. jumping opponents.
Modifiers: cost: none, speed +1, damage: +1 (see above), move +0
Training Notes:
Some fighters continue on to learn Boshi-Ken (thumb drive){punch 3, Shikan-Ken}
Some fighters continue on to learn Shuto {punch 3, shikan-ken}
CHAMPS
Basic Modifiers: cost: none, speed +1 (50), damage +1 (50) (see above), move +0 = 100
Advantages/Weaknesses: Knockback (+80), Knockdown (Aerial)(+10) = 90
Technique/Maneuver Requirements: punch 2 (-20) = -20
Total Construction Points: 170
Basic Power Point Cost: 3.4 (3)
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 2, Any 3

SHOCK TREATMENT*

Dogs of War version
Created with the CHAMPS system
Focus Maneuver
Tag: Focus
Path to Learn: focus 3
Description: The character can generate a powerful electrical field around his body
System: This power affects anyone in the fighter's hex or an adjacent hex (friend and foe alike). Any damaged characters suffer a knockdown. A blocking character will not be knocked down, but will still suffer a damage test. A fighter must decide when he buys shock treatment whether or not it is a crouching maneuver.
The power can be used to short out electrical equipment and as long as the power is activated the character is almost totaly immune to electrical shock, and can even grab electric cables without being hurt.
Basic Modifiers: cost; 2 chi (-100), speed +0, damage +6 (+325), move: none (-100) = 125
Advantages/Weaknesses: Knockdown (15x7), Crouching (optional)(+25), Surround Pound (+50) = 155
Technique/Maneuver Requirements: focus 3 (-30) = -30
Total Construction Points: 250
Basic Power Point Cost: 5
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 3, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Any 5
Notes: I need to decrease Shock treatment's final PP cost. By simply dropping the damage by 1, the maneuver now has an "Any 5" power Point rating.

SHOCKWAVE

CHAMPS version
Created with the CHAMPS system
The fighter strikes the ground causing a minor earthquake!
Punch Maneuver
Tag: Punch + Focus
To Learn: {punch 4, focus 2}
Power Points: native american wrestling 3, any 4
System: The shockwave goes in a straight line a number of hexes equal to the character's strength, starting in the hex next to his own. The shockwave causes the damage test and causes a Knockdown to all opponents in the affected hexes whether or not they suffer damage.
Modifiers: Cost: 1 chi, speed +0, damage +0, move: none
CHAMPS
Basic Modifiers: Cost: 1 chi (-50), speed +0, damage +0, move: none (-75) = -125
Advantages/Weaknesses: Knockdown, Improved (+100), Projectile Wave Effect (+380), Range (Str)(+25) = 505
Technique/Maneuver Requirements: punch 4 (-60), focus 2 (-20) = -80
Total Construction Points: 300
Basic Power Point Cost: 6
Special Power Points Modifiers: None
Power Points: Shotokan Karate (CHAMPS version) 5, Associated Maneuver 6

SHUTO/SWORD HAND

CHAMPS version
Created with the CHAMPS system
The fighter swings his hand in an arc similar to a club or a sword
Punch Maneuver
Tag: Punch
To Learn: First, the fighter learns Shikan-Ken {punch 2}, then Shuto {punch 3, shikan-ken}
Power Points: ninjitsu 2
System: This punch ignores any special bonuses that provide extra protection, such as armor, toughskin, or similar powers. Anyone without such extra protection suffers an additional +1 damage.
Modifiers; cost; none, speed -1, damage +3 (or +4, see above), move -2
CHAMPS
Basic Modifiers: cost; none, speed -1 (-50), damage +3 (+100) (or +4, see above), move -2 (-25) = 25
Advantages/Weaknesses: Armor Piercing (250) = 250
Technique/Maneuver Requirements: punch 3 (-30), shikan-ken (-2) = -32
Total Construction Points: 343
Basic Power Point Cost: 4.86 (5)
Special Power Points Modifiers: -3 PP from shikan-ken, new total 2 PP
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Any 2

SIBERIAN BEAR CRUSHER

The fighter grabs his victim, and leaps a great distance into a back breaker
CHAMPS version
Created with the CHAMPS system
Grab Maneuver
Tag: Athletics + Grab
To Learn: First the fighter must learn Back Breaker {grab 3}, then continues to learn Siberian Bear Crusher {athletics 2, back breaker}
Power Points: Sanbo 5
System: The fighter moves into the victims hex, then grabs his opponent. He leaps into the air, landing in any area up to three hexes away. The opponent drops into an adjacent hex from the fighter at this point, chosen by the attacker. If the victim is grabed and suffers damage, he also suffers a knockdown. While in the air, this maneuver is concidered an airel maneuver.
Modifiers: cost: 1 willpower, speed +0, damage +3, move +1
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +3 (100), move +1(25) = +75
Advantages/Weaknesses: Knockdown (15x3), Aerial (+50), Traveling Slam (+200) =
Technique/Maneuver Requirements: athletics 2 (-20), back breaker (-2) = -22
Total Construction Points: 348
Basic Power Point Cost: 6.96 (7)
Special Power Points Modifiers: Subtract 1 from the PP cost (due to Back Breaker). New PP = 5
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 4, Any 5

SIBERIAN SUPLEX

Dogs of War version
Created with the CHAMPS system
Grab Maneuver
Tag: Athletics + Grab
Path to Learn: grab 4, athletics 2, suplex
Description: The fighter bounces his victim's back off the ground, then proceeds with a suplex
System: This move is identical to a suplex, except that the fighters end the move one hex farther back as they land from the second hit. The fighter rolls two damage tests, and if damage is scored the victim suffers a knockdown.
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +4 (+150), move: One = +100
Advantages/Weaknesses: Knockdown (15 x 4), Placement (Victim one hex back)(+5), Multi-Hit x2 (+150) = 205
Technique/Maneuver Requirements: grab 4 (-120), athletics 2 (-20), suplex (-2) = -142
Total Construction Points: 173
Basic Power Point Cost: 3.46 (4)
Special Power Points Modifiers: -2 PP from Suplex
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 1, Any 2
Notes: I need to raise Siberian Suplex's Power Points. Rasing the damage modifier to +4 gives me a new total of 173 con. points (the Knockdown points increased with the damage), or 4 PP.

SLEEPER

CHAMPS version
Created with the CHAMPS system
A special head lock that lessens blood flow to the brain and causes unconciousness.
Grab Maneuver
Tag: Grab
To learn: {grab 3}
Power Points: sanbo, native american wrestling, baraquah, lua 3, sumo, special forces 4, any 5
System: If the character can maintain his grip for three rounds, he will automatically dizzy his opponent. This is a sustained hold.
Modifiers: cost; 1 willpower on the first turn only, speed -1, damage +2, move: One
CHAMPS
Basic Modifiers: cost; 1 willpower on the first turn only (-50), speed -1 (-50), damage +2 (+75), move: One = +75
Advantages/Weaknesses: Sustained Hold Dizzy (+100), Sustained Hold (+100) = 200
Technique/Maneuver Requirements: grab 3 (-30) = -30
Total Construction Points: 245
Basic Power Point Cost: 4.9 (5)
Special Power Points Modifiers: None
Power Points: Native Amereaican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) 3, Lua (CHAMPS version) 4, Any 5

SLIDE KICK

CHAMPS version
Created with the CHAMPS system
The fighter slides an amazing distance into his opponent and kicks his feet from under him
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 2, athletics 1}
Power Points: western kickboxing, kabaddi, ler drit, spanish ninjitsu, savate, aikido, pankration, tai chi chaun 2, any 3
System: If damage is scored the victim suffers a knockdown unless he was blocking.
Modifiers: cost: none, speed -1, damage +3, move +1
CHAMPS
Basic Modifiers: cost: none, speed -1 (-50), damage +3 (+100), move +1(+25) = 75
Advantages/Weaknesses: Knockdown (15X3) = 45
Technique/Maneuver Requirements: kick 2 (-20), athletics 1 (-10) = -30
Total Construction Points: 90
Basic Power Point Cost: 1.8 (2)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version), Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 1, Any 2

SONIC BOOM

Dogs of War Version
Created with the CHAMPS system
Focus Maneuver
Tag: Focus
Path to Learn: focus 3
Description: The fighter can release a bolt of concussive sonic energy
Basic Modifiers: cost; 1 chi (-50), speed +0, damage +4 (150), move: none = +150
Advantages/Weaknesses: Range: Int + Focus (+100) = 100
Technique/Maneuver Requirements: focus 3 (-30) = -30
Total Construction Points: 220
Basic Power Point Cost: 4.4 (4)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 2, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 3, Any 4
Notes: I need to have Sonic Boom cost at least 2 Power Points, because it has a damage rating of +4. Increasing it's Move to +0, I end up with a 4 Power Point Maneuver.

SPINNING BACK FIST

CHAMPS version
Created with the CHAMPS system
The fighter whirls around in a 180 degree spin and attacks
Punch Maneuver
Tag: Punch
To learn: {punch 2} Some fighters continue on to Spinning Knuckle
Power Points: special forces, western kickboxing, thai kickboxing, savate, baraquah, pankration 1, any 2
System: Use the following modifiers
Modifiers: Cost: none, speed -1, damage +2, move +1
CHAMPS
Basic Modifiers: Cost: none, speed -1 (-50), damage +2 (75), move +1 (25) = 50
Advantages/Weaknesses: None
Technique/Maneuver Requirements: punch 2 (-20) = -20
Total Construction Points: 30
Basic Power Point Cost: .6 (1)
Special Power Points Modifiers: None
Power Points: Any 1

SPINNING CLOTHESLINE

CHAMPS version
Created with the CHAMPS system
Spinning like a top, the fighter moves in a line and causes toal destruction!
Punch Maneuver
Tag: Punch + Athletics
To Learn: {punch 4, athletics 3}
Power Points: sanbo 3, capeoria, native american wrestling 4, special forces 5
System: The fighter attacks all opponents in hexes next to him and moves one hex in any direction. Anyone hit is knocked back a hex. He may do this until his movement is finished. Any crouching characters are not hit.
Modifiers: Cost: 1 willpower, speed +0, damage +0, move -2
CHAMPS
Basic Modifiers: Cost: 1 willpower (-50), speed +0, damage +0, move -2 (-25) = -75
Advantages/Weaknesses: Useless vs. crouching (-50), Surround Pound (+50), Push (+400) = 400
Technique/Maneuver Requirements:punch 4 (-60), athletics 3 (-30) = -90
Total Construction Points: 235
Basic Power Point Cost: 4.7 (5)
Special Power Points Modifiers: None
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 4, Any 5

SPINNING FOOT SWEEP

Dogs of War Version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics
Path to Learn: athletics 1, Foot Sweep
Description: The fighter spins a full 360 degrees,kicking the feet out from under nearby victims
Basic Modifiers: cost: None, speed +0 , damage +3 (100), move; none (-75) = +25
Advantages/Weaknesses: Crouching (+25), Surround Pound (+50), Knockdown (15x3) = 120
Technique/Maneuver Requirements: athletics 1 (-10), Foot Sweep (-2) = -12
Total Construction Points: 133
Basic Power Point Cost: 2.66 (3)
Special Power Points Modifiers: -1 PP from Foot Sweep
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version), Capoeira (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 1, Any 2
Notes: I think the idea of a sweeping Maneuver is to try to overcome your opponent's Speed and knock him off his feet. So, I'll increase the Maneuver's Speed to +0. I'll also get rid of the Willpower cost (it doesn't seem to make much sense to me). That makes the Maneuver fall within CHAMPS boundries.

SPINNING KNUCKLE

CHAMPS version
Created with the CHAMPS system
The fighter spins around many times, and delivers two spinning attacks
Punch Maneuver
Tag: Punch + Athletics
To Learn: Spinning Back Fist {punch 2}, then Spinning Knuckle {punch 3, athletics 1, Spinning Back Fist}
Power Points: special forces 2, western kickboxing, wu shu, ler drit, savate, baraquah 3, any 4
System: The fighter rolls two damage tests. Also, the fighter may use this maneuver to evade projectile attacks, similar to the Jump maneuver.
Modifiers: Cost: 1 willpower, speed -1, damage +1, move +3
CHAMPS
Basic Modifiers: Cost: 1 willpower (-50), speed -1(-50), damage +1(50x2), move +3 (75x2) = 150
Advantages/Weaknesses: Multi-Hit x2 (+150), Avoids projectiles (+75) = 250
Technique/Maneuver Requirements: punch 3 (-30), athletics 1 (-10), Spinning Back Fist (-2) = -42
Total Construction Points: 358
Basic Power Point Cost: 7.16 (7)
Special Power Points Modifiers: -3 from Spinning Back Fist, new PP toal 4
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version) 2, Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 3, Any 4

SPINNING PILE DRIVER

Dogs of War Version
Created with the CHAMPS system
Grab Maneuver
Tag: Athletics + Grab
Path to Learn: grab 5, athletics 3, Jump, Pile Driver
Description: The fighter grabs, spins high in the air, and lands with a powerful Pile Driver
Basic Modifiers: Cost: 2 willpower (-100), speed -2 (-75), damage +6 (325), move: Two (+10) = 160
Advantages/Weaknesses: Knockback, Automatic (3 hexes, +150), Knockdown (15x6), Aerial (+50) = 290
Technique/Maneuver Requirements: grab 4 (-60), athletics 3 (-30), Jump (-2), Pile Driver (-2) = -94
Total Construction Points: 356
Basic Power Point Cost: 7.12 (7)
Special Power Points Modifiers: -2 PP from Pile Driver, new total 5 PP
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 4, Any 5
Notes: I lower the damage modifier by 1 to reduce the point cost into acceptable levels.

SPONTANEOUS COMBUSTION

CHAMPS version
Created with the CHAMPS system
The fighter can make opponents burst into flames
Focus Maneuver
Tag: Focus + Elemental (Fire)
To Learn: First, the character must learn Heatwave {focus 2, elemental (or other special) background 3}. Then he is prepared to move on to Spontaneous Combustion {focus 3, elemental 4, heatwave}
Power Points: elemental (fire) 4
System; The fighter must defeat the defender in a contested Focus roll. If the elemental succeeds, the defender bursts into flames, taking the damage listed below. Each round thereafter, the elemental can continue to expend Chi to keep the fire burning. The affecrted character can counteract this expenditure of Chi by spending one action rolling on the ground to put the fires out. Unfortunatly, it is not always wise to do this in combat, as any rolling character's action is at -2 speed on the following round.
Modifiers: cost; 2 chi the first round, 1 chi thereafter, speed +0, damage: +5 first round, +2 thereafter
move; -2
CHAMPS
Basic Modifiers: cost; 2 chi the first round, 1 chi thereafter (-125), speed +0, damage: +5 (200) first round, +2 thereafter
move; -2 (-25) = +50
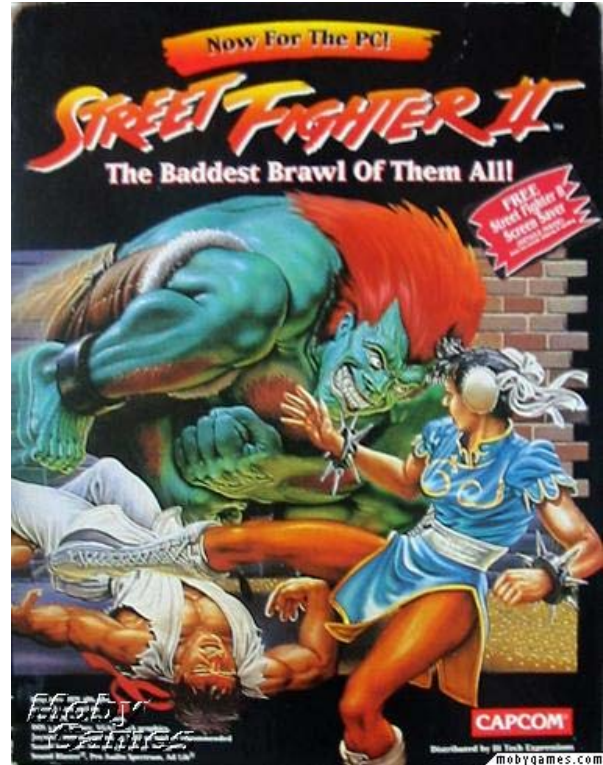Advantages/Weaknesses: Destroy Body (400) = +400
Technique/Maneuver Requirements: focus 3, elemental 4, heatwave = -92
Total Construction Points: 358
Basic Power Point Cost: 7.16 (7)
Special Power Points Modifiers: -3 PP from heatwave, new total 4 PP
Power Points: Any 4

STEPPING FRONT KICK

CHAMPS version
Created with the CHAMPS system
The fighter knees the opponent, knocking him back, then kicks him
Kick Maneuver
Tag: Kick
To Learn: Double Hit Kick {kick 2}, then Stepping Front Kick {kick 4, Double-Hit Kick}
Power Points: kung fu, majestic crow kung fu, jeet kune do, silat 3, western kikboxing, wu shu, ler drit 4
System: The fighter must move into the hex of his opponent for the knee attack, which forces the victim back whether or not damage is scored. Then the fighter proceeds with a kick in the same turn. If the fighter cannot reach the same hex but one adjacent, he may still attack with the kick.
Modifiers: cost: 1 willpower, speed +0, damage +1, move +1
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +1 (+50x2), move +1(+25x2) = +100
Advantages/Weaknesses: Multi-Hit, Limited, Type 3 (+100) = 100
Technique/Maneuver Requirements: kick 4 (-60), Double-Hit Kick (-2) = 62
Total Construction Points: 138
Basic Power Point Cost: 2.76 (3)
Special Power Points Modifiers: -2 PP from Double-Hit Kick = 1 PP
Power Points: Any 1

STOMACH PUMP

CHAMPS version
Created with the CHAMPS system
The fighter grabs an opponent and squeezes his stomach or other sensitive organ
Grab Maneuver
Tag: Punch + Grab
To Learn: {grab 4, punch 2}
Power Points: sanbo, native american wrestling, ju jitsu, pankration, wrestling 3
System: sustained hold
Modifiers: cost: none, speed +0, damage +4, , move: One
CHAMPS
Basic Modifiers: cost: none, speed +0, damage +4 (+150), move: One = +150
Advantages/Weaknesses: Sustained Hold (+100 for Grab Maneuvers) = +100
Technique/Maneuver Requirements: grab 4 (-60), punch 2 (-20) = -80
Total Construction Points: 170
Basic Power Point Cost: 3.4 (3)
Special Power Points Modifiers: None
Power Points: Any 3

STONE

CHAMPS version
Created with the CHAMPS system
The fighter creates (or obtains) a giant stone and hurls it at a victim
Focus Maneuver
Tag: Punch + Focus + Elemental (Earth)
To learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. This will also require the fighter to learn Stone (First, the character must learn Wall {focus 1, elemental 2}. He may then learn Stone { punch 2, wall })
Power Points: elemental (earth) 2
System: This is a projectile attack, very similar to Ice Blast or Fireball. The more Focus the fighter has, the larger the stone is. Because the stone is thrown, the Focus maneuver uses Strength instead of Intelligence to detirmine the damage inflicted.
Modifiers: Cost; 1 chi, speed -2, damage: strength + focus move; none
CHAMPS
Basic Modifiers: Cost; 1 chi (-50), speed -2 (-75), damage: strength + focus (+250) move; none (+0, ranged) = 125
Advantages/Weaknesses: Range: Wits + Focus (+150) = +150
Technique/Maneuver Requirements: punch 2 (-20), wall (-2) = -22
Total Construction Points: 253
Basic Power Point Cost: 5.06 (5)
Special Power Points Modifiers: -3 PP for Wall, new total 2 PP
Power Points: Any 2

STORM HAMMER*

Dogs of War Version
Created with the CHAMPS system
Grab Maneuver
Tag: Athletics + Grab
Path to Learn: grab 5, athletics 3, jump
Description: The fighter picks up the victim by the head and smashes his face to the ground
System: The fighter enters the victims hex, grabs, and both end up in any area up to three hexes away. The victim will suffer a knockdown if damaged. this maneuver is concidered an aierail maneuver, and can be used as a Jump to dodge projectiles.
Basic Modifiers: cost; 2 willpower (-100), speed -2 (-75), damage +5 (200), move: One = 25
Advantages/Weaknesses: Traveling Slam (+200), Knockdown (15x5), Aerial (50) =
Technique/Maneuver Requirements: grab 5 (-120), athletics 3 (-30), jump (-2) = -152
Total Construction Points: 325
Basic Power Point Cost: 6.5 (7)
Special Power Points Modifiers: None
Power Points: Associated Maneuver 7
Notes: I reduce the damage modifier of this Maneuver first, from +7 to +5, making this Maneuver legal.

STUNNING SHOUT

CHAMPS version
Created with the CHAMPS system
The fighter can create a sound of high power, stunning opponents
Focus Maneuver
Tag: Focus
To Learn: {focus 2}
Power Points: shotokan karate, sumo, silat 2, ler drit, majestic crow kung fu, aikido, tai chi chaun 3, any 4
System: The fighter must declare one opponet as the target of a Stunning Shout (although the Storyteller could allow minor thugs to be attacked in groups). The victim of the shout must make a resisted roll between the victim's permanent Willpower Rating and the fighter's permanent Willpower rating. if the victim wins, there is no effect.
If the attacker wins, one of two things happens, depending on whether the opponent has acted in the turn. If the victim has not acted, he loses all move and remaining actions for the turn. If he has acted, each extra success the attacker won the resisted Willpower roll by subtracts one from the speed of the victim's next maneuver.
Modifiers: cost; 1 chi, speed +2, damage: none, Move -2
CHAMPS
Basic Modifiers: cost; 1 chi (-50), speed +2 (+75), damage: none (+100), Move -2 (-50) = 75
Advantages/Weaknesses: Stun Wave (+145) =
Technique/Maneuver Requirements: focus 2 (-20)
Total Construction Points: 200
Basic Power Point Cost: 4
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 2, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 3, Any 4

SUPLEX

CHAMPS version
Created with the CHAMPS system
The fighter grabs an opponent, falls backwards, and uses the victim's head to cushion the fall
Grab Maneuver
Tag: Grab
To Learn: {grab 1}
Power Points: native american wrestling, sanbo, special forces,spanish ninjitsu, ju jitsu, pankration,wrestling 1, any 2
System: Victims of a suplex suffer a knockdown. the victim lands one hex behind his original position (attacker's choice of which hex).
Modifers: cost; none, speed: +0, damage: +2, move: One
Training Notes:
Some fighters continue on to learn Siberian Suplex {grab 4, athletics 2, suplex}
If combined with Jump {athletics 1}, the fighter is prepared to learn Air Suplex {grab 3, athletics 3, jump, suplex}
CHAMPS:
Basic Modifiers: cost; none, speed: +0, damage: +2 (75), move: One = 75
Advantages/Weaknesses: Knockdown (15 x 2), Placement (Victim one hex back)(+5) = 35
Technique/Maneuver Requirements: grab 1(-10) = -10
Total Construction Points: 100
Power Point Cost: 2
Power Points: Native Amearican Wrestling (CHAMPS version), Wrestling (CHAMPS version), The Pankration (CHAMPS version), Sanbo (CHAMPS version) , Lua (CHAMPS version) 1, Any 2

TAIL SWEEP*

Dogs of War Version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics, Tail Basic Maneuvers
Path to Learn: upper tail strike
Description: The beastial fighter preforms a spinning sweep, using his tail
System: Anyone in adjacent hexes are struck by the tail and, if damaged, suffer a knockdown, friend and foe alike. This is a crouching maneuver.
Basic Modifiers: Cost; none, speed +0, damage +4 (+150), move; none (-75) = 75
Advantages/Weaknesses: Surround Pound (+50), Knockdown (15x4), Crouching (+25) = 135
Technique/Maneuver Requirements: upper tail strike (-2) = -2
Total Construction Points: 208
Basic Power Point Cost: 4.16 (4)
Special Power Points Modifiers: -2 PP for Upper Tail Strike
Power Points: Any 2
Notes: I need at least a 1 Power Point cost for this Maneuver. Upper Tail Strike reduces the cost by 2 Power Points, so I'm going to need a basic power point cost of at least three. I don't want to disrupt the Path of the Maneuver, so I decide to simply increse the damage to +4 (which means I now need a Power Point cost of at least 2, but also increases my Knockdown points) and increase the Speed to +0.
This makes the Maneuver's con. points 208, or 4 Power Points, reduced to 2 with Upper Tail Strike.

TEARING BITE

CHAMPS version
Created with the CHAMPS system
The fighter chomps down on the head/neck, then flips the target over his back
Grab Maneuver
Tag: Athletics + Grab + Basic Bite maneuvers
To learn: First the fighter must have the ability to cause a large bite wound (through the Animal Hybrid Background or other means), and the Bite basic maneuvers. Then he learns Tearing Bite {grab 2, athletics 2}, and may go on to learn Jaw Spin {grab 4, athletics 3, tearing bite}
Power Points: animal hybrid 2
System: After applying the damage, the attacker then throws his opponent in the opposite direction from the one he is facing. The victim travels a number of hexes equal to the fighter's strength -1. Use the animal hybird (or similar strange background) rating to detirmine damage in place of the grab technique.
Modifiers: cost; 1 chi, speed +1, damage +4, move: One
CHAMPS
Basic Modifiers: cost; 1 chi (-50), speed +1 (+50), damage +4 (150), move: One = 150
Advantages/Weaknesses: Throw, Backward (50), X for Damage (Strange Background)(+30) = 80
Technique/Maneuver Requirements: grab 2 (-20), athletics 2 (-20) = -40
Total Construction Points: 190
Basic Power Point Cost: 3.8 (4)
Special Power Points Modifiers: None
Power Points: Any 4

THROW

CHAMPS version
Created with the CHAMPS system
The fighter picks up the opponent or uses his momentum against him to throw him through the air
Grab Maneuver
Tag: grab
To learn: {grab 1}
Power Points: ju jitsu (free), any 1
System: if the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example.
Modifiers: cost: none, speed -2, damage +2, move: one
Training Notes:
Some fighters continue to learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}
Some fighters continue to learn Hair Throw {grab 3, athletics 2, Throw}
If combined with Jump {athletics 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}
CHAMPS:
Basic Modifiers: cost: none, speed -2, damage +2, move: one = 0
Advantages/Weaknesses: Throw (60) = 60
Technique/Maneuver Requirements: Grab 1 (-10) = -10
Total Construction Points: 50
Special Power Points Modifiers: None
Basic Power Point Cost: 1
Power Points: Any 1

THUNDER*

Dogs of War version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics
Path to Learn: Athletics 1
Description: The fighter leaps up his opponent and strikes with an Aerial attack.
Basic Modifiers: cost: none, speed +2 (75), damage +3 (+100), move -1 (-10) = +165
Advantages/Weaknesses: Aerial (+50)= +50
Technique/Maneuver Requirements: athletics 1 (-10) = -10
Total Construction Points: 205
Basic Power Point Cost: 4
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 3, Any 4

THUNDERSTRIKE*

Dogs of War Version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics
Path to Learn: Athletics 5, Jump
Description: The figher leaps right up to the victim and strikes with a shoulder, knee, or whatever in an Aerial attack, then continues moving.
System: The fighter's opponent must be standing in the same or adjacent hex when the fighter preforms this move. The fighter moves into the opponent's hex, rolls damage for the Thunderstrike, and then finishes his movement. Thunderstrike is an aerial maneuver and enables the user to avoid projectile attacks like a Jump.
Basic Modifiers: cost: none, speed +0, damage +3 (+100), move -2 (+10) = +110
Advantages/Weaknesses: Aerial (+50), Move-Attack-Move (+500) = +550
Technique/Maneuver Requirements: athletics 5 (-120), jump (-2), Thunder (-2) = -124
Total Construction Points: 536
Basic Power Point Cost: 11
Special Power Points Modifiers: -4 PP from Thunder
Power Points: Associated Maneuver 7
Notes: I need to shave lots of Power Points away from this Maneuver. The Maneuver can already move, attack, and them move again, a pretty awesome ability. I think the high damage is a bit much. I'll lower it to +3. I'm also going to raise the requirements to Athletics 5.
At this point, the Power Point cost is still too high. i decide that it might be best to create a similar, but less powerful, Maneuver as a requirement for Thunderstrike. I create Thunder (see above), and used as a requirement for Thunderstrike, it now places that Maneuver within normal CHAMPS Power Point costs.

THUNDERCLAP

CHAMPS version
Created with the CHAMPS system
The warrior can slam his hands together and make a wave of thunder
Focus Maneuver
Tag: Punch + Focus
To Learn: {focus 3, punch 1}
Power Points: native american wrestling 4
System: The thunderclap inflicts damage upon everyone within three hexes of the character. The damage is equal to Intelligence + Focus -3.
Modifiers: cost; 1 chi, speed +0, damage -3, move; none
CHAMPS
Basic Modifiers: cost; 1 chi (-50), speed +0, damage -3 (-100), move; none (-75) = -225
Advantages/Weaknesses: Surround Pound, Improved (+500) = +500
Technique/Maneuver Requirements: focus 3 (-30), punch 1(-10) = -40
Total Construction Points: 235
Basic Power Point Cost: 4.7 (5)
Special Power Points Modifiers: None
Power Points: Shotokan Karate (CHAMPS version) 4, Any 5

TIGER KNEE*

Dogs of War Version
Created with the CHAMPS system
Kick Maneuver
Tag: Kick + Athletics
Path to Learn: kick 3, athletics 2, jump
Description: The fighter crouches down then springs up, driving his knee into his opponent
System: The tiger knee will cause a knockdown and damage to an aerial opponent. This is an aerial maneuver that can be used to Jump over projectiles.
Basic Modifiers: cost: 2 willpower (-100), speed +2 (75x2), damage +2 (75x2), move +0 = 200
Advantages/Weaknesses: Knockdown (15x2), Aerial (50) = 80
Technique/Maneuver Requirements: kick 3 (-30), athletics 2 (-20), jump (-2) = -52
Total Construction Points: 228
Basic Power Point Cost: 4.56 (5)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 3, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 4, Any 5
Notes: I need to decrease Tiger Knee's Power Points, so I subtract 1 from Speed.

TRIPLE STRIKE

CHAMPS version
Created with the CHAMPS system
The fighter pulls back, then lashes out with two fists and a kick
Punch Maneuver
Tag: Punch + Kick
To learn: {punch 2, kick 1}
Power Points: majestic crow kung fu 1, any 2
System: The fighter makes three attacks, and applys damage from the two that score the most damage. The two punches have +0 damage modifier, the kick has a +1 damage modifier. remember to use the Puch Technique for the punches, and the Kick Technique for the kicks, naturally.
Modifiers: Cost: none, speed -2, damage: see above, move: none
CHAMPS
Basic Modifiers: Cost: none, speed -2 (-75), damage: see above, move: none (-75) = -150
Advantages/Weaknesses: Multiple Technique Strike (+450) = 450
Technique/Maneuver Requirements: punch 2 (-20), kick 1 (-10) = -30
Total Construction Points: 270
Basic Power Point Cost: 5.4 (5)
Special Power Points Modifiers: None
Power Points: Any 5

THIGH PRESS

CHAMPS version
Created with the CHAMPS system
The fighter catches the head of the victim in his thighs and flips him headfirst into the ground
Grab Maneuver
Tag: Athletics + Grab
To Learn: {grab 2, athletics 2}
Power Points: native american wrestling, sanbo, special forces, ju jitsu, wrestling 2, any 3
System: The opponent suffers a knockdown in adition to regular damage. The fighters switch hexes at the end of the move unless they began in the same hex, in which case the attacker may decide which adjacent hex the victim falls into.
Modifiers: cost: none, speed -1, damage +4, move: One
CHAMPS
Basic Modifiers: cost: none, speed -1 (-50), damage +4 (+150), move: One = +100
Advantages/Weaknesses: Knockdown (15x4), Switchup (5) =
Technique/Maneuver Requirements: grab 2, athletics 2 = -40
Total Construction Points: 125
Basic Power Point Cost: 2.5 (3)
Special Power Points Modifiers: None
Power Points: Aikido (CHAMPS version), Jiu Jitsu (CHAMPS version), MCKF (CHAMPS version), Native American Wrestling (CHAMPS version), The Pankration (CHAMPS version), Special Forces (CHAMPS version) 2, Any 3

THROW

CHAMPS version
Created with the CHAMPS system
The fighter picks up the opponent or uses his momentum against him to throw him through the air
Grab Maneuver
Tag: Grab
To learn: {grab 1}
Power Points: ju jitsu (free), any 1
System: If the move succeeds, the fighter can choose the hex in which his opponent lands after the Throw. The fighter can throw a victim a number of hexes equal to his strength. If the maneuver causes damage, the victim suffers a knockdown. If someone is thrown into yet another victim, damage may be caused to the struck target as well. Roll damage based on the thrown character's Stamina, minus the struck character's Soak (stamina or stamina + block). If a character with a stamina of 4 strikes a character with a stamina of 3, one dice of damage is inflicted, for example.
Modifiers: cost: none, speed -2, damage +2, move: one
Training Notes:
Some fighters continue to learn Back Roll Throw {grab 2, kick 1, athletics 1, throw}
Some fighters continue to learn Hair Throw {grab 3, athletics 2, Throw}
If combined with Jump {athletics 1}, the fighter may continue on to learn Air Throw {grab 2, athletics 1, jump, throw}
CHAMPS
Basic Modifiers: cost: none, speed -2 (-75), damage +2 (+75), move: one = 0
Advantages/Weaknesses: Throw (+60), = +60
Technique/Maneuver Requirements: grab 1 = -10
Total Construction Points: 50
Basic Power Point Cost: 1
Special Power Points Modifiers: None
Power Points: Any 1

TUMBLING ATTACK*

Dogs of War Version
Created with the CHAMPS system
Athletics Maneuver
Tag: Athletics
Path to Learn: Athletics 3
Description: A rolling attack that can strike a victim over and over if timed correctly
System: The tumbling attack has simultaneous movement and damage tests each time the attacker moves a space. When the fighter rolls into a space with an enemy, he rolls a damage test and pushes the victim back one hex. The atacker moves in a straight line. This is a crouching maneuver.
Basic Modifiers: Cost; 1 willpower (-50), speed -1 (-50), damage -1(-50), movement +0 = -150
Advantages/Weaknesses: Crouching (+25), Push (+400), Straight-line Only (-50) = 375
Technique/Maneuver Requirements: Athletics 3 (-30) = -30
Total Construction Points: 195
Basic Power Point Cost: 3.9 (4)
Special Power Points Modifiers: None
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 3, Any 4
Notes: I need to add Power Points to this Maneuver. Taking away the required maneuver places Tumbling Attack into it's proper range of points.

TURBO SPINNING CLOTHESLINE

CHAMPS version
A faster version of the Spinning Clothesline
Punch Maneuver
Tag: Punch + Athletics
To Learn: Spinning Clothesline {punch 4, athletics 3}, then Turbo Spinning Clothesline {athletics 4, Spinning Clothesline}
Power Points: sanbo 2, capeoria, special forces 4
System: Identical to the Spinning Clothesline, except it is quicker and travels farther.
Modifiers: Cost; 1 willpower, speed +1, damage +0, move -1
CHAMPS
Basic Modifiers: Cost; 1 willpower (-50), speed +1 (50), damage +0, move -1 (-10) = -10
Advantages/Weaknesses: Useless vs. crouching (-50), Surround Pound (+50), Push (+400) = 400
Technique/Maneuver Requirements: athletics 4 (-60), Spinning Clothesline (-2) = -62
Total Construction Points: 328
Basic Power Point Cost: 6.56 (7)
Special Power Points Modifiers: -5 for Spinning Clothesline
Power Points: Boxing (CHAMPS version), Western Kickboxing (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version) 1, Any 2

TURN PUNCH

CHAMPS version
Created with the CHAMPS system
The longer the fighter waits, the more powerful his punch becomes
Punch Maneuver
Tag: Punch
To Learn: {punch 4}
Power Points: thai kickboxing, boxing, savate 4, western kickboxing 5
System: The fighter concentrates from 1 to 4 turns. During this concentration, the fighter can use any other maneuvers, but they will all be at -1 speed, damage and move. The fighter can stop concentrating at any time, even on the first turn, and make the Turn Punch, which will have the following modifiers depending on how long the fighter waited.
Turn 1 -1 speed, +4 damage
Turn 2 -1 speed, + 5 damage
Turn 3 +0 speed, +6 damage
Turn 4 +1 speed, +7 damage
Modifiers: Cost: 1 willpower to declare intent to use the Turn Punch, Speed; special, Damage: special, Move: Two
CHAMPS
Basic Modifiers: Cost: 1 willpower to declare intent to use the Turn Punch (-50), Speed; special, Damage: special, Move: Two (+10) = -40
Advantages/Weaknesses: Power Up (+400) = +400
Technique/Maneuver Requirements: punch 4 (-60) = -60
Total Construction Points: 300
Basic Power Point Cost: 6
Special Power Points Modifiers: None
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 5, Associated maneuver 6

TYPHOON TAIL

CHAMPS version
The beastial fighter flies across the area, striking with legs and tail repeatedly
Athletics Maneuver
Tag: Athletics + Basic Tail maneuvers
To learn: First, the fighter must have a tail {through some sort of special background}. Then the fighter may learn Upper Tail Strike (Dogs of War Version){athletics 3}, and may move on to Tail Sweep (Dogs of War Version) {upper tail strike}. If the fighter also knows (or then learns) Jump {athletics 1}, he may continue on to master the Typhoon Tail {tail sweep, jump}
(*) After learning Upper Tail strike, the fighter may learn Dragon's Tail {athletics 4, upper tail strike}
Power Points: animal hybrid 3
System: The fighter begins the Typhoon Tail by moving up to his designated Move in hexes. During this time the fighter is airborne and cannot be hit by projectiles. An opponent in the final hex of movement will be hit by the attacker's knees and take damage at the +5 modifier. The opponent is also knocked back one hex along the fighter's trajectory.
At this point, all fighter's in adjacent hexes, including the one just hit, are struck by the spinning tail and are knocked back one hex away from the attacker. The damage modifier for the second attack is +2. Unlike other animal hybrid maneuvers, the Typhoon Tail uses Athletics as the base of damage, not the animal hybrid background.
Modifiers: cost; 1 chi, 1 willpower, speed -2, damage +5/+2 (see above), move +1
CHAMPS
Basic Modifiers: cost; 1 chi, 1 willpower (-100), speed -2 (-75), damage +5/+2 (see above)(+200), move +1 (+25) = 50
Advantages/Weaknesses: Typhoon Attack (200)= +200
Technique/Maneuver Requirements: jump, tail sweep = -4
Total Construction Points: 246
Basic Power Point Cost: 4.92 (5)
Special Power Points Modifiers: -2 PP from Tail Sweep
Power Points: Any 3

UPPER TAIL STRIKE*

Dogs of War Version
Athletics Maneuver
Tag: Athletics + Basic Tail Maneuvers
Path to Learn: Athletics 3, Tail Basic Maneuvers
Description: The beastial fighter whips his tail around to attack the head of his opponent
System: Airborne or jumping opponents suffer a knockdown if damage is scored. Substitute the Animal Hybrid Background in place of athletics for damage purposes.
Basic Modifiers: cost; none, speed +0 damage +2 (75), move +0 = 75
Advantages/Weaknesses: Knockdown (aerial) (+20), X for Damage (AH) (+30) = 50
Technique/Maneuver Requirements: athletics 3 (-30) = -30
Total Construction Points: 95
Basic Power Point Cost: 1.9 (2)
Special Power Points Modifiers: None
Power Points: Any 2
Notes: I need to bring down Upper Tail strike to a "legal" amount of Power Points. I don't want to add and Maneuver requirements, so I'll make the Speed +0, and I'll make the Move modifier +0, which seems to make more sense. This gets rid of the cost for Speed, lowers the points for Move, and gets rid of the doubling effect the Maneuver had for it's basic modifiers. Not only have I succeeded in bringing down the point cost, but the Maneuver is now "Any 2". That's a big difference!

VACUUM

Dogs of War version
Created with the CHAMPS system
Focus Maneuver
Tag: Focus + Elemental (Air)
Path to Learn: focus 3, elemental 4, Air Blast
Description: The weilder can temporarily remove all the air from a given area, a very deadly power indeed
System: The user of this power designates one hex as the target hex. Any fighter in that hex must succeed in a stamina test or be dizzied the following turn. He then suffers damage according to the modifiers below.
Air elementals are unaffected by this power. A target with a higher speed may interrupt and move out of the affected hex before the vacuum forms.
Basic Modifiers: cost: 1 chi (-50), speed -2 (-75), damage +4 (+150), move -2 (+10) = 30
Advantages/Weaknesses: Dizzy vs. Stamina (+250), Useless vs. Air Elementals (-15) = 235
Technique/Maneuver Requirements: focus 3 (-30), elemental 4 (-60), Air Blast (-2) = -92
Total Construction Points: 263
Basic Power Point Cost: 5.26 (5)
Special Power Points Modifiers: -4 PP from Air Blast
Power Points: Any 1
Notes: I need to increase the Maneuver to at least 1 Power Point. I think the Maneuver should cause more damage, so I make the damage modifier +4. this gives me the points I need to make this Maneuver legal in CHAMPS.

VERTICAL ROLLING ATTACK

CHAMPS version
Created with the CHAMPS system
The fighter leaps into the air in a somersaulting attack
Athletics Maneuver
Tag: Athletics
To learn: First the character must learn Jump {athletics 1}, then Vertical Rolling Attack {athletics 3, jump}
Power Points: capoeira, wu shu, ninjitsu 2, any 4
System: This maneuver is almost identical to a Rolling Attack, except that the fighter leaps up into the air instead of foward. The moveis good for knocking down high-jumping opponents or for vaulting over fences or onto roof tops. A character using this maneuver can leap four feet into the air for each dot in Athletics. This maneuver causes a Knockdown to aerial opponents. It counrts as an aerial maneuver itself and can be used to avoid projectiles as a Jump.
Modifiers: cost: 1 willpower, speed +0, damage +3, move +0
Training Notes:
If combined with Rolling Attack {athletics 3}, the fighter is prepared to learn Beast Roll {athletics 5, rolling attack, vertical rolling attack}
CHAMPS
Basic Modifiers: cost: 1 willpower (-50), speed +0, damage +3 (100), move +0 = +50
Advantages/Weaknesses: Aerial (+50), Knockdown (15x3), Straight Line Only (-50), Bounce (+250), No Dodge (25) = 320
Technique/Maneuver Requirements: athletics 3 (-30), jump (-2) = -32
Total Construction Points: 338
Basic Power Point Cost: 6.76 (7)
Special Power Points Modifiers: None
Power Points: Associated Maneuver 7

WALL

CHAMPS version
The fighter causes a wall of earth to spring fourth, hitting or blocking an opponent
Focus Maneuver
Tag: Focus + Elemental (Earth)
To learn / Training Notes: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {focus 3, elemental 4, wall, stone, pit}. This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})
Power Points: elemental (earth) 2
System: The elemental selects a hex other than his own and fills it with a wall of earth. The range of this power is Perception + Focus. Anyone in the hex suffers damage as listed below. To pass it, the wall must be circumvented or beaten down. the fighter must be in contact with the earth for this power to work.
The wall has a number of Health levels equal to the elemental's Focus Technique, and a Stamina equal to the Elemental Background.
Modifiers: cost: none, speed -2, damage +2, Move: none
CHAMPS
Basic Modifiers: cost: none, speed -2 (-75), damage +2 (75), move: none = 0
Advantages/Weaknesses: Range (Perception +Focus, +100), Wall (100) = 200
Technique/Maneuver Requirements: focus 1 (-10), elemental (or other special) background 2 (-20) = -30
Total Construction Points: 170
Basic Power Point Cost: 3.4 (3)
Special Power Points Modifiers: None
Power Points: Any 3

WALL SPRING

Dogs of War Version
Athletics Maneuver ; Tag: Athletics
Path to Learn: athletics 3, jump
Description: The fighter uses wall-bouncing action to add range and height to a jump
System: The fighter can jump normally up to his full move. Additionally, if he aims for a wall, he can bounce off the wall with a good push of the legs and travel another full move plus two hexes away. The fighter bust bounce off the wall at the opposite angle he jumped onto it, unless he jumped straight at the wall, in which case he moves straight backward.
Like a regular jump, the spring may be used with any basic punch or kick. In this case, use the basic maneuver's speed and damage modifiers, but use the Wall Spring's move modifiers. Thi is an aerial maneuver.
Basic Modifiers: cost: none, speed +2 (+75), damage: none (see above), move: +0 first jump, +2 off spring = +75
Advantages/Weaknesses: Acts as Jump (+100), Bounce (+250), Aerial (No Dodge) (+25) = 350
Technique/Maneuver Requirements: athletics 3 (-30), jump (-2), Backflip (-2) = -34
Total Construction Points: 391
Basic Power Point Cost: 7.82 (8)
Special Power Points Modifiers: - 4 PP from backflip requirement
Power Points: Capoeria (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Wu Shu (CHAMPS version) 3, Any 4
Notes: I need to decrease the Maneuver's Power Point cost. I'll include Backflip as a requirement (which will cancel out the Athletics 3 requirement since Backflip requires Ath 3).

WEIGHT

CHAMPS version
Created with the CHAMPS system
The fighter calls upon mystical powers to increase the gravitational pull of a target
Focus Maneuver
Tag: Focus + Elemental (Earth)
To Learn: First, the character must learn Wall {focus 1, elemental (or other special) background 2}. He may then move on to learn Pit {focus 3, elemental 3, wall}. Some powerful characters may move even further in this direction of focus to master Weight* {elemental 4, wall, stone, pit}. This will also require the fighter to learn Stone (First, the character must learn Wall {focus 2, elemental 2}. He may then learn Stone {focus 2, punch 2, elemental 2, wall})
Power Points: elemental (earth) 3
System: This is a projectile attack and may be dodged as such. Otherwise, the target will not be able to jump for the following round, and will suffer -2 speed and -2 move. This effect cannot be sustained but may be used successively.
Modifiers: Cost: 1 chi, speed -2, damage: none, move -1
CHAMPS
Basic Modifiers: Cost: 1 chi (-50), speed -2 (-75), damage: none, move -1 (+50) = -75
Advantages/Weaknesses: Weight (+400), Range Wits + Focus (+150) = +550
Technique/Maneuver Requirements: elemental 4 (-60), wall (-2), stone (-2), pit (-2) = -66
Total Construction Points: 409
Basic Power Point Cost: 8.18
Special Power Points Modifiers: -6 PP from Pit
Power Points: Any 2

WHRILWIND KICK

CHAMPS version
Created with the CHAMPS system
The fighter kicks into a handstand and spins like a top, kicking, upside down!
Kick Maneuver
Tag: Kick + Athletics
To Learn: {kick 4, athletics 4}
Power Points: wu shu 4, shotokan karate, majestic crow kung fu 5
System: The fighter moves in a straight line. Each hex surrounding the fighter is attacked once. Any damaged victims are knocked back one space. Then the process is repeated until the fighter stops or runs out of Move. Victims who block may continue to block each attack if they are attacked more than once. If the fighter moves into the same hex as an opponent, that opponent is knocked back one space whether or not damage is scored, into the path of the user of the Whrilwind Kick. This is an aerial maneuver.
Modifiers: cost; 2 willpower, speed -2, damage +0, move -1
CHAMPS
Basic Modifiers: cost; 2 willpower (-100), speed -2 (-75), damage +0, move -1 (-10) = -185
Advantages/Weaknesses: Straight-Line Only (-50), Surround Pound (+50), Push (+400), Aerial (+50, +100 for Push) = 550
Technique/Maneuver Requirements: kick 4 (-60), athletics 4 (-60)
Total Construction Points: 305
Basic Power Point Cost: 6.1 (6)
Special Power Points Modifiers: None
Power Points: MCKF (CHAMPS version), Western Kickboxing (CHAMPS version) 4, Capoeria (CHAMPS version) Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Savate (CHAMPS version), Shotokan Karate (CHAMPS version), Special Forces (CHAMPS version), Spanish Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version), Wu Shu (CHAMPS version) 5, Associated Maneuver 6

WIDOWMAKER

CHAMPS version
Created with the CHAMPS system
The fighter makes a short jump, and puts everything he has into one devestating punch
Punch Maneuver
Tag: Punch
To Learn: First the fighter learns Jump {athletics 1} and Haymaker {punch 1} in any order. Then he is ready to learn Widowmaker {punch 3, jump, haymaker}
Power Points: savate 2, any 2
System: The fighter may jump up to two hexes toward an opponent before inflicting damage. Any target damaged by the widowmaker suffers a knockdown. Because of the over-hand strike involved with this move, a jumping target will not be hit, as the punch doesn't develop any real force until the swing is completed.
The widowmaker is an aerial maneuver and may be used to avoid projectiles.
Modifiers: Cost: none, speed -3, dmage +5, move 2 (maximum)
CHAMPS
Basic Modifiers: Cost: none, speed -3 (-100), damage +5 (+200), move 2 (maximum)(+10) = +110
Advantages/Weaknesses: Useless vs. Aerial (-200), Knockdown (15x5) = +125
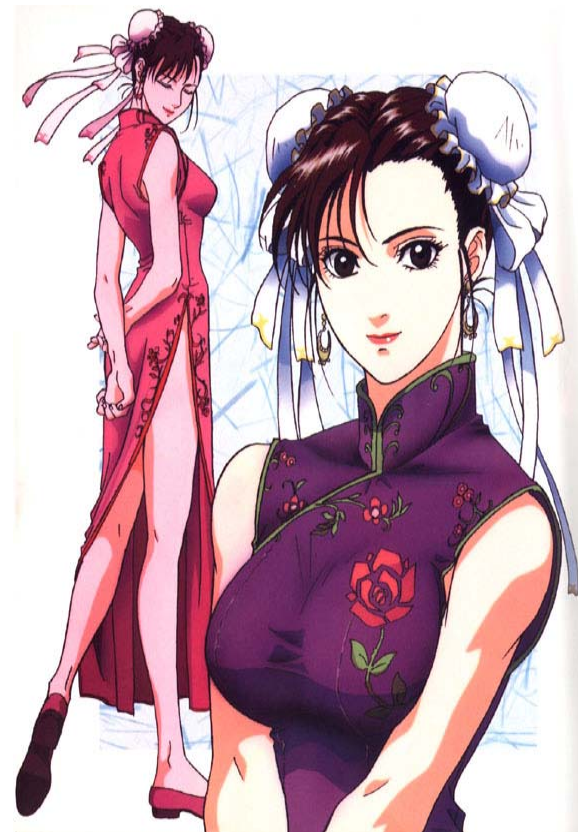Technique/Maneuver Requirements: punch 3 (-30), jump (-2), haymaker (-2) = -34
Total Construction Points: 201
Basic Power Point Cost: 4.02 (4)
Special Power Points Modifiers: Subtract the cost of Haymaker (2), new total 2 PP
Power Points: Baraquah (CHAMPS version), Ler Drit (CHAMPS version), Ninjitsu (CHAMPS version), Sumo (CHAMPS version), Thai Kickboxing (CHAMPS version) 1, Any 2

WOUNDED KNEE

CHAMPS version
Created with the CHAMPS system
the fighter kicks the victims feoral nerve in the shin, making it difficult to use the leg
Kick Maneuver
Tag: Kick
To Learn: {kick 3}
Power Points: native american wrestling, western kickboxing, thai kickboxing, baraquah, lua, pankration 2, any 3
System: If damage is caused, the victim suffers -2 to Move on all maneuvers and -2 to speed on all Kick maneuvers for two turns. If damaged more than once with this maneuver, the victims modifiers do not increase, but the two turns that it affects start over.
Modifiers: Cost; none, speed -2, damage +3, move -1
CHAMPS
Basic Modifiers: Cost; none, speed -2 (-75), damage +3 (+100), move -1 (-10) = 15
Advantages/Weaknesses: Wounded Knee Effect (+200) = +200
Technique/Maneuver Requirements: kick 3 (-30) = -30
Total Construction Points: 155
Basic Power Point Cost: 3.1 (3)
Special Power Points Modifiers: None
Power Points: Wu Shu (CHAMPS version) 1, Special Forces (CHAMPS version) 2, Any 3

YOGA FLAME*

Dogs of War version
Created with the CHAMPS system
Focus Maneuver
Tag: Focus
Path to Learn: focus 4, fireball
Description: The character can breathe out a deadly flame
System: The fighter must decide in which direction to breathe the flames. The inferno erupts in a cone-shaped flame that affects one hex adjacent to the fighter and three hexes just behind that. Any character in the spaces or that moves into them until the end of the turn is a victim of a damage test.
Basic Modifiers: cost: 2 chi (-100), speed -2 (-75), dmage +5 (200), move: One (75, ranged) = 100
Advantages/Weaknesses: Projectile (Wave Effect, +380), Range: 3 Hexes (+50) = 430
Technique/Maneuver Requirements: focus 5 (-120), fireball (-2) = -122
Basic Power Point Cost: 408: 8.16 (8) PP
Special Power Points Modifiers: -3 PP from Fireball
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 3, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 4, Any 5
I need to lower the Power Point cost. I make the damage +5 nad the requirements Focus 5.

YOGA TELEPORT

CHAMPS version
Created with the CHAMPS system
The fighter can disappear and reapper in another location without physicaly traveling
Focus Maneuver
Tag: Focus
To learn: {focus 5} Although this maneuver requires no others, it is difficult to learn
Power Points: kabaddi 5
System: When executing this move, a player simply announces that his character has disappeared. At any point during the rest of the turn, the player can choose to have his character reappear on the map anywhere within his character's Intelligence + Focus in hexes away from his original position.
Modifiers: cost; 2 chi, speed+3, damage: none, Move; see discription above
CHAMPS
Basic Modifiers: cost; 2 chi (-100), speed+3 (+150), damage: none (-100), Move; see discription above = -50
Advantages/Weaknesses: Teleport (limited to Int+Focus, +450) = 450
Technique/Maneuver Requirements: focus 5 (-120) = -120
Total Construction Points: 280
Basic Power Point Cost: 5.6 (6)
Special Power Points Modifiers: None
Power Points: Kabaddi (CHAMPS version), Ler Drit (CHAMPS version) 4, Akido (CHAMPS version), Baraquah (CHAMPS version), Lua (CHAMPS version), Silat (CHAMPS version) 5, Associated maneuver 6

QUESTIONS

Q: I have more than one Maneuver as Prerequisites for my new Maneuver. Do I get a reduction in Power Point cost for both required Maneuvers?

A: A Maneuver only gets a reduction for the Power Point cost of the most expensive of all required Maneuvers (or only one of them if they are equal in Power Point cost). Although this was not mentioned in the rules (by accident), there is an example under Mind Control.

Thanks to Jazzy Jeff (Jeffery Yurkiw) for bringing this question to our attention!

Q: Looking over the champs damage stuff...why is Strength + Focus for damage +250 points when the benefit 'X For Damage' is only +30? Should Focus for damage be 25 or 30 instead?

A: No. The Strength + Focus for damage is used as in the Stone Maneuver. That is, Strength is used to calculate damage instead of Intelligence (Intelligence being usual Attribute used in most Focus Maneuvers). Because the damage works like Stone, there is normally no damage bonus (although one can be purchased as usual).

As most characters in Street Fighter have a high strength as opposed to Intelligence, this is a great advantage for any Focus Maneuver (and some other types of Maneuvers as well). Thus the expensive cost. Of course, the damage rating is most effective when used with a Focus Maneuver.

Thanks to Jazzy Jeff (Jeffery Yurkiw) for bringing this question to our attention!

Q: X for damage simply allows you to swap one technique or stat for another when calculating damage. Right?...
...and if it only allows you to throw one source of damage (either stat or technique instead of both) then why does it COST 30 points instead of giving points as a disadvantage?

A: Using "X" for damage gives the character one score with a maximum of 8 for damage (if the Maneuver originally had only one score for damage, see below), a much weaker damage rating. To even get a good damage rating with such a Maneuver you would need superhuman scores, not counting other bonuses that the Maneuver might have (which have their own costs). A Maneuver that originally had more than one score for damage (An Attribute + a Technique, for example) can be altered with the "X for damage" Bonus, replacing an Attribute with a damage score of your choice, an advantage to be sure. For example, a Maneuver with a damage of Strength + Punch could be changed to Animal Hybrid Background + Punch. Backgrounds are easier to obtain than Attributes. The "X for damage" Bonus does not make the Maneuver have only one source for damage (as shown above). It merely changes the source of one of the damage scores.

The "X for damage" should be further clarified by the following statement: If a Maneuver has two Attributes for damage, then this Bonus has a cost of 250, instead of 30.

Q: I just have another question about creating the maneuver I didn't really catch how many PP you withdraw for a maneuver that is in the prerequisite (for example, in your site, why does the psycho channeling remove 3 PP and why the shockwave
remove 5PP? i mean how are the PP they remove obtained.)

A: Under the "Cost with required Maneuvers" section of Step Seven of creating a Maneuver, it states:

"If your Maneuver has another Maneuver as a Prerequisite, you must subtract it's Final Power Point score from the final Power Point score of your new Maneuver, unless that maneuver is a Jump or Throw Maneuver. This could make the Maneuver illegal if it lowers it to 0 or below.

If a Maneuver has more than one Prerequisite Maneuver at the final stage of it's Path, the Maneuver only subtracts the Power Point score of the prerequisite Maneuver that has the highest Power Point score."

Each Maneuver that has a prerequisite Maneuver subtracts the prerequisite Maneuver's final Power Point score (after modifiers) that would be paid by an "any" style. For example, Psycho Channeling costs 5 PP for any character in CHAMPS, so it reduces the cost of a Maneuver by 5 PP if it is a prerequisite. Shockwave costs 6 for "any" style, so it reduces the cost of a Maneuver by 6. Your Maneuver was Monkey Grab Punch, which has a cost of 1 PP for an "any" style, so it reduced Dragon Hand by 1 PP.
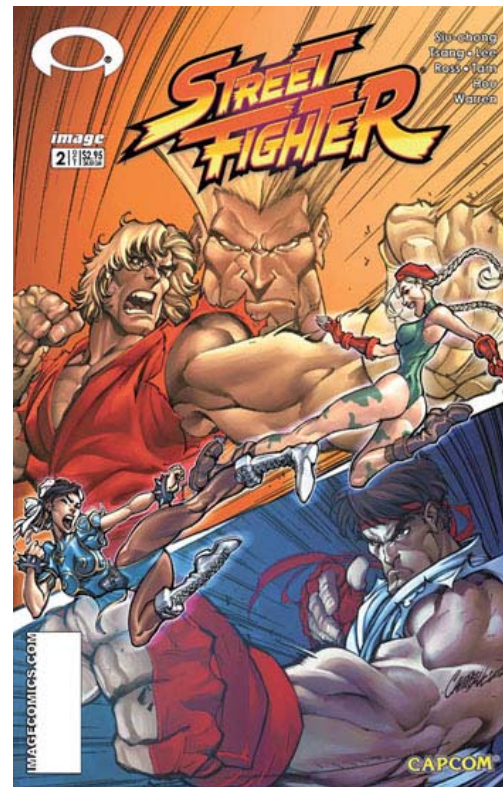
Advantages

Ignores Blocks	Free (Grab Maneuvers only)
Placement (Same Hex End)	+5
Placement (Vic. Back 1)	+5
Switchup	+5
Knockdown (Aerial)	+10 (per +1 dam. mod.)
Increased Dam. Per Hex	+15 (0 or less Move)
Knockdown	+15 (per +1 dam. Modifier)
Ignores Blocks (Limited)	+15 (per damage point)
Aerial, No Dodge	+25
Altered Damage Tech.	+25
Back Attack	+25
Strikes Aerial Opponents	+25
Crouching	+25
Surround Pound, Lim.	+25
Increased Dam. Per Hex	+25 per +1 Move
Speed Bonus, Limited	+30
X for damage	+30
Ignores High Defenses	+45 (0 or less damage mod)
Aerial	+50
Punch Defense	+50
Surround Pound (non-ranged)	+50* (see description)
Kick Defense	+50
Throw (backward)	+50
Can be used with Rekka Ken	+50
Slow Return Attack	+50
Throw	+60
Ignores High Defense	+70 (per damage point)
Avoids Projectiles	+75
Aerial (Affects Crouch)	+75
Ignores Blocks	+75 per damage point; no Grabs
Knockback	+80
Throw (Str + Kick range)	+80
Double Hit, Stationary	+80 (per damage point)
Act as Jump	+100
Ignores 1/2 Stamina	+100
Immovable	+100
Invisible Projectile	+100
Knockback, Improved	+100
Knockback, equal to Dam.	+100
Knockdown, Improved	+100
Multi-Hit, Limited (x2)	+100
Sustained Hold Dizzy	+100
Dizzy (In. Combo, 2 Att.)	+100* (see description)
Wall	+100
Knockback, Automatic	+100 (+25 per hex)
Sustained Hold	+100 (Grab maneuvers)
Stun Wave	+145
Numb	+150
Any Path	+150
Move Behind	+150
Multi-Hit (x2)	+150
Requires Blindfight to Interrupt	+150
Double Block	+150
Difficult Return Attack	+150
Dislocates Arm	+160
Missile Reflection	+170 (physical objects)
Ignores Stamina	+175
Beast Roll	+175
Esquives	+195
Substitute Attributes	+200
Attack then Back	+200
Increased. Def. vs. Grabs	+200
Knockdown Resistant	+200
Sustained Hold (non-Grab Man.)	+200
Traveling Slam	+200
Typhoon Attack	+200
Wounded Knee Effect	+200
Dizzy (In. Combo, 3 Att.)	+200
Freeze	+230
Armor Piercing	+250
Bounce	+250
Dizzy vs. Stamina	+250
Disabling Attack	+250
Grab: Ad. Hex Attack	+250
Invincibility, Limited	+250
Hold	+250
Surround Pound (ranged)	+250
Ignores Jump Defense	+250
Multi-Hit (x2)	+250 (+6 or +7 dam. mod.)
Weakened Soak (Stamina)	+265
Healing	+300
Psychic Rage	+300
Psycho Crusher	+300
Rekka Ken Effect	+300
Knockback, Dam. Trans.	+300
Displacement Effect	+320
Invincibility, Physical	+330 (no damage Maneuver
Charm	+330
Shockwave Effect	+330
Acid Attack	+340
Repeating Projectile	+350
Cause Mystic Fear	+355
Projectile (Wave)	+380
Charm (Dizzy Effect)	+385
Envelop	+385
Power Up	+400
Push	+400
Weight	+400
Destroy Body	+400
Levitate	+420
Psychic Vise	+450
Teleport (Int+Focus range)	+450
Multiple Tech. Strike	+450
Blind, One Turn	+480
Double Dread Attack	+480
Multi-Hit (x3)	+500
Pit	+500
Rising Storm Crow Effect	+500
Surround Pound, Imp.	+500
Teleport (unlim. Range)	+500
Invincibility, Physical	+500 (damage-causing Maneuvers)
Dim Mak Effect	+500
Move, Attack, Move	+500
Missile Reflection	+500 (any object)
Blind	+555
Mind Control	+600

Drawbacks

Starting Position Limitation	-2
Must Enter Hex	-5
No Combo (Dizzy Damage)	-10
Throw Limitation (Direction)	-10
No Combo	-15
Dishonorable	-20
Inglorious	-20
Specific Attack (Dizzied/Knocked Down)	-20
Easier to Soak	-25
Knockdown (Self if damage scored)	-25
One Strike vs. Crouching	-25
Weakened Sustained Hold Damage	-30
Aerial Dodge Limitation (No Projectile Avoidance)	-40
Aerial Dodge Limitation	-50
Must Strike Last	-50
One Strike vs. Aerial	-50
Specific Attack (Aerial)	50
Straight Line Only	-50
Useless vs. Crouching	-50
Useless vs. Elementals	-50
Knockdown (Self)	-50
Best Hit Only	-70
Easier return Attack	-75
Dizzy (No Damage)	-100
Ending Position Limitation	-100
Useless vs. Aerial	-200
Useless Bonus vs. Blocking	-25% (see description)
Required Action	-25% (see description)

New Maneuver Worksheet

Maneuver Name	
Concept	

Maneuver Type	

Prerequisites	

Note that Technique/Background requirements and Attribute requirements have different amounts.

Path	

Prerequisite Construction point	

Speed		Construction point Total:
Damage		Construction point Total:
Move		Construction point Total:
Ranged?		Construction point Total:
Special Notes		

Make sure to check for The Doubling Effect and the Perfect Maneuver Modifier (page 7)

Damage Power Point Requirement (Page 7).	

Chi and Willpower Costs	
Chi and Willpower requirements construction point modifier	

Bonuses and Weaknesses	

Total Construction Points (-2 for each required Maneuver from the Path)	
Basic Power point Total (Divide Total Construction Points by 50, rounding normally)	
Special power Point Modifiers (see page 24)	
Final Power point Total	
Version	
Tag	

New Maneuver Worksheet

Maneuver Name	NECK STRIKE
Concept	ATTACKER STRIKES HIS OPPONENT'S NECK WITH THE END OF HIS FINGERS

Maneuver Type	PUNCH

Prerequisites	PUNCH 000, SHIKAN – KEN/NINJA KNUCKLE FIST

Note that Technique/Background requirements and Attribute requirements have different amounts.

Path	PUNCH 00, THEN SHIKAN-KEN, THEN PUNCH 000, THEN NECK STRIKE

Prerequisite Construction point	-30

Speed	+1	Construction point Total:	+50
Damage	+2	Construction point Total:	+75
Move	+1	Construction point Total:	+25
Ranged?	NO	Construction point Total:	0
Special Notes	+150 POINTS DUE TO THE PERFECT MANEUVER MODIFIER		

Make sure to check for The Doubling Effect and the Perfect Maneuver Modifier (page 7)

Damage Power Point Requirement (Page 7). This score must match or be below the final power Point score for the Maneuver.	2-4 POWER POINTS
Chi and Willpower Costs	NONE
Chi and Willpower requirements construction point modifier	NONE

Bonuses and Weaknesses

WEAKENED SOAK (STAMINA) +265	
USELESS VS. AERIAL -200	

Total Construction Points (-2 for each required Maneuver from the Path)	325
Basic Power point Total (Divide Total Construction Points by 50, rounding normally)	6.5 (7)
Special power Point Modifiers (see page 24)	-3
Final Power point Total	4
Version	SCOTT'S
Tag	PUNCH