

Chi Powers

Each level costs 20 karma to learn and must be taught by a Chi Master (This will normally be an NPC although certain PC's may be considered Masters - check with a Ref first).

Only Thunders characters can normally learn Chi Powers, they are a Talent that players of Thunders character may swap for any other Talent at start up, once swapped that talent is lost from that Vocation.

Chi Level 1 = Character may choose one Chi power from the Basic Chi Powers list

Chi Level 2 = Character may choose one additional Chi power from the Basic Powers list

Chi Level 3 = Character may choose one additional Chi power from the Basic Powers list

Chi Level 4 = Character may choose one additional Chi power from the Basic or Advanced Chi powers list

Chi Level 5 = Character may choose one additional Chi power from the Basic or Advanced Chi powers list

Chi Level 5 + Once a character has reached level 5 their character may buy additional Chi powers from the Basic or Advanced Chi list for 20 Karma each

Basic Chi Powers

All Basic Chi powers can be used at the HAP cost shown

- **Crackerjack Timing** - Negates up to five shots (ranged attacks i.e. bullet/knives/arrows) aimed at the character for the duration of one combat. **5 HAP**
- **Chi Repulsion** - Pushes back all opponents (not allies) within 5ft. Targets get pushed back 10 ft **4 HAP**
- **Disrupt Chi** - Permanently negates one supernatural talent until restored by Positive Chi. May only be used once per opponent. Does not affect heritage talents or natural talents only supernatural ones, if an ability says supernatural or natural and the person with the talent does not know assume its natural so you can't effect it. (Each Chi power is also a supernatural talent) **3 HAP**
- **Positive Chi** - Heals negative chi effects created by disrupt chi, only one effect may be cured per use. **3 HAP**
- **Warming Hand** – This ability allows the character to heal one point of damage to a location. This is instant the Chi user rubs his hands together then applies them to the damaged location, curing the 1 point of damage **2 HAP**
- **Read Chi** - As the talent Aura Reading Grade level 3. **3 HAP**

Advanced Chi Powers

Advanced Chi powers cost HAP to use but some may only be used once per day.

- **Chi Shield** - When enforced the character is totally invulnerable. However the user may do nothing at all whilst empowering the chi shield, including communicating in any way. **5 HAP may only be used once per day**
- **1 Inch Punch** - This chi power allows the character to knock back any opponent 10ft, causing a two points of damage through armour and stuns them for five seconds. **5 HAP**
- **Dim Mak** - An opponent struck by Dim Mak will die within a set time period (no less than a month) unless cured with positive Chi or able to find a mystical curative. (not cured by blessing of Monkey King) **3 HAP**
- **Healing Strike** – This ability allows the character to heal one critical hit and the damage to that location. The character must spend 30 second with the victim before a perfectly aimed strike/punch hits them in the damaged location, curing the wound **3 HAP**
- **Ranged Strike** - Allows on basic chi power or other Hand to hand combat ability to work at a range of 10ft. **5 HAP**
- **Death Trance** - If near death or poisoned, the character may go into a deep trance state. While in the trance they are vulnerable to all attacks but will take no further damage from injuries and effects they have already sustained. **3 HAP**
- **Blessing of the Monkey King** – Heals all negative Chi created by Disrupt Chi in a 20ft area. **5 HAP may only be used once per day**

Master Chi Powers

All Master Chi powers cost only 5 HAP to use but most may only be used once per day.

Master Chi powers can only be learned from a Chi Master once a character has reached level 5 Chi Powers, most Chi Masters will only be able to teach one technique.

Master Chi powers require 6 or more Honour before they will be taught.

Master Chi powers cost 20 Karma to learn.

- **Mountain-Which-Steals-Breath** – If an opponent is placed in a bear hug they will become completely immobilised, slowly falling into unconsciousness and eventual death if the hold is maintained. There is only *one escape from this death grip Lightning on the mountain. *Some very powerful creature or those that can turn insubstantial may also be able to escape. **5 HAP may only be used once per day**
- **Lightning on the Mountain** – This is an advanced form of Chi Repulsion that pushes back all opponents within 20ft a distance of 20foot. It is the only counter to Mountain-Which-Steals-Breath and breaks the opponents grip. **5 HAP may only be used once per day**
- **Cyclone amongst straw** – A powerful Chi powers. When performed the character momentarily becomes a whirling dervish, deflecting all shots aimed at them and disarming all opponents within a 5ft radius. Counter disarm will not work against this skill **5 HAP may only be used once per day**
- **Masters Strike** – The Character can do a full heal (as the level 4 healing spell) the character must spend 1 minute with the victim before a perfectly aimed strike/punch hits them in the chest. This Master Chi power may be used multiple times and is not restricted to the once per day rule. **5 HAP may be use multiple time per day**
- **Dragon Whip** – When performed this Chi Power allows the character to catch one projectile, including bullets, and return them with equal impetuous and damage back at the opponent. **5 HAP**
- **Quenching Blade** – This ability is an advanced form of Body Hardening that allows the character to overcome extreme conditions such as intense heat, cold, vacuum, etc. The character can only move incredibly slowly whilst maintaining this Chi Power and will lose it if they lose concentration. This is not a protection against combat damage **5 HAP may only be used once per day**
- **Form of the Turtle** – This ability allows the character to move while within a Chi Shield, the must be on walk on both hands and feet and can do nothing else all but move at pace similar to slow walking pace. **5 HAP may only be used once per day**
- **Grip of Iron** – This is a one use, permanent effect Advanced Chi Power. Once performed the item of choice, usually a weapon, will bond to the character whenever it is placed in their hands. It cannot be removed or affected by force or magic. As a result disarm, advanced disarm, heat metal, drop, etc have no effect. The only way to remove it is by the character releasing it by choice or by the removal of the arm holding it. **This ability is applied once, for one weapon and the effects are permanent.**

The Famous Lost Chi Powers

Lost Chi powers can only be found **by a quest** specifically designed to gain them, they cannot be taught or learned by spending Karma.

Examples

- **Death of the Viper** – The character can strike an opponent with an extremely deadly but simple finger touch that will render them paralysed apart from their voice and on a 2 minute death count.
- **Cracking the Monkey Kings Nuts** – This lost chi power can remove a chi shield

The above are samples many others may be discovered in game

Honour

Honour is a measure of a character's true virtue, in the Thunders more than any other culture it will get you influence, recognition and friends, for even the wealthiest noble may have far less honour than a humble farmer and those that follow the path of Honour will recognise this. Honour is open to any character from any race to learn, but its worth is mainly based in the Thunders, other cultures do not recognise it, however some individuals outside the Thunders may.

Honour is not a talent, skill or vocation, so may be gained by any character from any vocation, background or heritage

Honour Levels

All Thunders Characters automatically start with level 1 Honour for no Karma cost. All other characters start with honour 0 which means they are worthless and have no honour.

Honour may be bought for 20 karma per 1 extra level up to level 4 but only at start up, after that honour must be earned in the game, either as individual rewards or the overall reward for an event.

Honour levels range from level 1 to level 10

Level 0 Honour is same as having no honour, characters will not go below 0 honour.

Honour may be lost in game in the same way as honour is gained should characters do dishonourable deeds.

Honour Duels – A character may challenge another character that possesses an honour score to an honour duel.

Note the duel is normally a combat but is not restricted to combat duels only.

If an honour duel is refused that character loses one point of honour and the characters may engage in combat as per the standard rules.

If an honour fight proceeds then both characters compare their honour and the character with the highest score each modified by a bead draw wins the combat. This is then role-played out normally in a typical martial arts movie style and can be represented by anything from a single blow to an outrageous fight.

This form of duel means even the weakest fighter may beat the toughest most skilled if their honour is strong.

Chi Powers Honour is also a prerequisite for many of the Master and above Chi powers.