

NEW MANEUVERS CHART

Maneuver	Prerequisites	Power Points	Costs	Speed	Damage	Move	Special
Special Punch							
Boshi-ken	P3, Shikan-Ken	Ni2	none	-1	+2	+0	-1Move to Target
Gut Punch	P2	Any 3	none	-2	+4	2	Knockdown
Haymaker	P1	Any 2	none	-2	+4	-2	
Heart Punch	P3, F1	NA, Sa 2, SF, Su, 3, Bo, KF, WK 4	none	-1	+5	-2	Dizzy damage only
Head Knocker	P2, G2	Any 3	none	-1	-1	-1	2 targets, ignores soak
Knife Hand Strike	P3	KF, SK 3, SF 4, Any 5	none	+1	-1	-1	Stamina halved
Lunging Punch	P3, A1	Bo, SK, WK 2, Any 3	none	+0	+1	+1	Crouching, ignores block
Shikan-ken	P2	Ni3	none	+1	+1	+0	possible knockback
Shuto	P3, Shikan-Ken	Ni2	none	-1	+3/+4	-2	ignores Toughskin
Widowmaker	P3, Haymaker	Any 1	none	-3	+5	2	Aerial
Special Kick							
Ax Kick	K2, Jump	Sv 2; SF, WK 3; KF, SK, WS 4	none	-1	+4	-2	Aerial
Cartwheel Kick	K2, A2	Ca, Ni, WS, 2; Any 3	1 Will	+0	+1	+4	one attack/move
Forward Backflip Kick	K3, A3, Backflip Kick, Jump	Ca, SN, WS 1; KF, SF 2; Any 3	1 Will	+2	+1	2	see description
Heel Stamp	K1, A1	Ni 1; Any 3	none	+2	-4	+1	see description
Special Grab							
Disengage	G2, A2	Ni 1; NA, Sa, SN 2; Any 4	none	+1	none	-2	see description
Dislocate Limb	G3, K2, A1	Ca, Ni 2; Ka, Sa, NA, SF 3	none	-1	+1	+1	see description
Double Slam	G3	special	1 Will	-1	+0/-3	1	knockdown
Eye Rake	G1, P1	Ni 1; Any 2	none	+2	-3	+0	see description
Face Slam	G2, S4	NA, Su 2, Sa 3, Any 5	none	-1	+3	1	knockdown
Improved Pin	G3, A2, Pin	Ak, Ba, JJ, Lu, W 2; KF, Pa, Si, SF, TC, WS 3; Any 4	1 Will	+0	+2/+1	+1/2	Sustained Hold
Pin	G2	Ak, JJ, Lu, Pa, TC, W 2; Ba, Jk, KF, SK, Si, WS 3; SF 4; Any 5	1 Will	-1	+2/+0	+1/0	Sustained Hold
Sleeper	G3	Sa, NA, SW, SF 4; Any 5	1 Will	-1	+2	1	auto dizzy
Special Athletics							
Breakfall	A1	JJ0; Ak, Ca, Pa, Wr1; Any 2	none	none	none	none	see description
Displacement	B2, A2, P1, Esquives	Sv2; SN 3; WS4	1 Will	+2	-1	+1	see description
Esquives	A2, B1	Sv2	none	+2	none	2	
Ground Fighting	A4	Pa2; Sa, NW, W3; SF4	1 Will	none	none	none	see description
Focus							
Balance	F4	Ni, WS 2; Ka, KF 3; SK, Ca4	none	spc	spc	spc	see description
Beast Focus	F3, AC4, shared eyes	Any 3	none	-1	+0	+1	see description
Chi Push	F4, Chi Kung Healing	Ba, Ka, KF, Lu, NW, Si, TC 5	2 Chi+1/dam.	-3	spc	none	see description
Death's Visage	F3	Ni3	1 Chi	+1	none	none	see description
Entrancing Cobra	F2	Ni 4	1 Chi	+2	none	-1	see description
Flaming Fireball	F4, Fireball, Imp. Fireball	Ka, SK 3, Any 4	1 Chi	-3	+5	none	highly incendiary
Ice Crystal Blast	F4, Ice Blast	Any 3	2 Chi	-3	+5	none	see description
Leech	F3, G2	Ka, Ni 3; KF 4	spc	+0	spc	none	see description
Levitation	F5	Ba, Ka 3; KF, Lu, SK, Si, TC, WS 4	1 Chi/turn	+0	none	spc	move up to focus
Sakki	F5	Ni 3	none	none	none	spc	see description
Shrouded Moon	F2, A1	Ni2	1 Chi	+0	none	-1	see description
Speed of Mongoose	F3	Ni 3	1 Chi	+2	none	-2	see description

Basic Weapon

Jab Strike	W1	none	none	+2	-1	+0	
Fierce Strike	W1	none	none	+0	+1	+0	
Strong Strike	W1	none	none	-1	+3	-1	
Beserk Strike	W1	none	1 Will	-2	+4	-3	
Parry	W1	none	none	+4	none	none	+2 speed next turn
Disarm	W1	none	none	-1	none	-2	see description
Grab	W1	none	none	+0	none	1	

Elemental Maneuvers

Air Blast	P1, F2, E2	E(air) 3	1 Chi	-1	+3	none	see description
Envelop	F2, G2, E3, Drench	E(water) 3	1 Chi	-2	+1/-1	-2	see description
Drain	F2, E2	E(water) 3	1 Chi	-1	1	-1	see description
Drench	P1, F2, E2	E(water) 2	1 Chi	+1	+2	-2	see description
Elemental Skin	F2, E4	E(all) 5	1 Chi, 1 Will	-2	spc	none	see description
Elemental Stride	F2, E5	E(all) 4	1 Chi	+1	none	spc	see description
Fire Strike	F2, E3, Flame Fist	E(fire) 3	1 Chi	-1	+3	none	see description
Flaming Fist	P1, F1, E2	E(fire) 2	1 Chi	spc	+3	spc	see description
Flight	A1, F2, E3	E(air) 2	1 Chi	+1	none	spc	move=Stamina
Heal	F3, E3	E(all) 4	spc	-1	none	-1	1 chi=1 Health
Heatwave	F2, E3	E(fire) 3	1 Chi	+0	spc	+0	see description
Lightness	A2, F3, E3, flight	E(air) 3	1 Chi	+1/+2	none	+1, +3	see description
Pit	F3, E3, Wall	E(earth) 3	1 Chi	-1	+1	-1	see description
Pool	F2, E4	E(water) 2	none	+1	none	-2	see description
Sense Element	F1, E1	E(all) 1	none	none	none	none	see description
Wall	F1, E2	E(earth) 2	none	-2	+2	none	see description
Weight	F3, E4, Wall, Stone, Pit	E(earth) 3	1 Chi	-2	none	-1	see description
Spont.Combustion	F3, E4, Heatwave	E(fire) 4	2 Chi/1 Chi	none	+5/+2	-2	see description
Stone	F2, P2, E2, Wall	E(earth) 2	1 Chi	-2	spc	none	see description
Push	F3, E3, Air Blast	E(air) 4	1 Chi	-2	+1	none	see description
Vacuum	F3, E4, Airblast	E(air) 3	1 Chi	-2	+2	-2	see description

Bestial Maneuvers (all Bestial Maneuvers use the Animal Hybrid Background for calculating damage)

Bite	AH1	none	none	+1	+1	-1	
Claw	AH1	none	none	-1	+2	+0	
Tail Slash	AH1	none	none	-1	+1	+1	
Dragon's Tail	AH1, A4, Up. Tail Strike	AH 3	none	-1	+5	-2	knockdown vs. Aerial
Jaw Spin	AH1, G4, A3, Tearing Bite	AH 3	1 Chi	+1	+5	none	see description
Ripping Bite	AH1, G3, Bite	AH 2	1 Will	-1	+1	1	-1 Str+Dex
Pounce	A3, jump	AH2	1 Will	-1	+2	+4	Aerial
Tail Sweep	AH1, A1, Up. Tail Strike	AH2	none	-1	+1	none	Knockdown
Tearing Bite	AH1, G2, A2, Bite	AH 2	1 Chi	+1	+4	1	range=Str-1
Typhoon Tail	AH1, A3, TailSweep, Jump	AH3	1 Chi, 1 Will	-2	+5/+2	+1	see description
Upper Tail Strike	AH1, A3	AH3	none	+1	+2	+1	knockdown vs. Aerial
Venom	AH1, F2, A2, G2, Bite	AH 2	1 Chi	+1	+2	-2	see description