Kung Fu Hustle Jump

By SJ-Chan
V.1.3

1940, British controlled Hong Kong: in a time of social unrest and disorder, gangs run amuck. The most feared of them all is the Axe Gang. Only in the poorest districts, which hold no interest for the gangs, can people live in peace.

Pig Sty Alley is the poorest of the poor districts. Just outside the ever growing sprawl of downtown Hong Kong. Here the 72 residents try and keep their heads down and eke out a meager existence. Unfortunately, the relative peace is doomed to be short lived.

The Axe Gang's power is growing, and sooner or later, they will come to even the poorest districts, demanding whatever they can take from those who have nothing. But destiny has another fate in store for both gang and tenants alike, for within a few weeks, a month at the outset, a pair of wandering idiots named Sing and Bone will enter the scene and tragedy will ensue.

Not to worry… this is a comedy! You have **1000 Comedy Points**. Try not to get killed.

Changelog
V.1.2 - clarification on Thousand Hand Divine Fist, minor formatting, modified Enlightenment to ease the restriction.
V.1.3: Added a Generic Toggle, Major formatting, Modified Faithful Friend and United as One. Made all origins potentially Drop-In. Lowered prices across all origins, added numerous clarifications, added War Avoidant Toggle.

==== ORIGINS ====

Select an origin, an age between 16 and 60, and a sex, free of charge.
All origins can be Drop-In

Wandering Idiot [100]: A man or woman without a home, without a place in the world, his past a riddle, her future a cypher.



Pauper [0]: You are one of the downtrodden poor, displaced by time, circumstances, or the war, you have found yourself living in one of the apartments of Pig Sty Alley. To call it a festering shit hole would be… pretty accurate.



Gangster [0]: A former member of one of the many gangs and tongs that used to run the criminal underworld of Hong Kong and Macau, you've found yourself swept up into the rapidly expanding membership of The Axe Gang. I hope you like your new Tattoo.



Bystander [0]: As a member of the general public of Hong Kong, you just want to keep your head down and avoid being targeted by the Axe Gang. You might even be a police officer; in this city, they're as corrupt as they come, but that's only because the incorruptible ones are all dead.



==== PERKS ====

All Origins receive one of their 100 CP perks for free, and all Origins receive discounts on their respective perk trees and item selections.

Intimidation Fu [Free for Everyone]: A martial art that is just pure intimidation, adding your fighting prowess to your charisma and presence for purposes of intimidation or wowing audiences.

Wandering Idiot

Portentous Butterfly [100]: Your arrival sets things in motion, causing people to jump the gun on long held plans, or to act on simmering anger or repressed desires. Yes, this can mess with the canonical flow of events… in fact it's guaranteed to in 90% of cases… though not in this jump for obvious reasons. You cannot control this effect, but you can disable it before going into a jump. If disabled, it can be re-enabled at any time… but once enabled, it remains active for the rest of the jump. This is free, and you are not required to take it… but for jumps like this one (where the story takes about a month), it's perfect to shake things up a bit for the remainder of those ten years.

Twisted Wire [100]: As long as you have anything (a strand of hair, a bit of wire, a pine needle) that can fit inside a lock, you can pick that lock in half the time it takes a thrown axe to travel 10 feet. Does not work on electronic locks, but any mechanical keyed lock can be so picked. If you have skill in picking other forms of locks, you retain the speed boost from this perk.

No More Soccer [200]: You possess the ability to crush the spirits of the young and impressionable by simple acts of cruelty. Of course, anyone can do that… so you also get a fit, flexible, and muscular body, toned by decades of constant exercise and perseverance… or by just surviving whatever life has thrown your way. Your endurance, flexibility, and ability to heal from even serious injuries is drastically increased, as is your running speed. Expect to be able to keep up with cars for short distances and recover from any wounds short of amputation or disembowelment within a day.

Poison Immunity [200]: No venom, poison, or magical toxin has any lasting effect on you, and after recovering from the initial exposure, you gain total immunity to it. If you are already immune to poisons, you can choose to have your body store the toxic substances for later use, either secreted through your skin, incorporated into your spit, or coating your teeth or nails.

Standing upon Heaven [200]: You gain a lightness of being, the ability to float like a leaf on the wind and stand upon any physical object without harming it, regardless of its ability to normally support you. Thus you could stand upon the back of a bird in flight, upon a single blade of grass, or the point of a needle.

I Can Do Kung Fu [400]: You have been granted complete knowledge (but no experience in) of one of the six legendary martial arts. Select one from: Buddhist Palm, Nine Yang, YiYang Finger, Eighteen Dragon Subduing Palms, Thousand Hand Divine Fist, and Nine Swords of Dugu. All of these martial arts take decades of practice to fully master. Descriptions of the martial arts can be found in the notes sections; what follows is a short description.

- **Buddhist Palm**: This is the most powerful of all Chi based Attack martial arts. It consists of eight stances, focusing on massively damaging attacks, and very little on defense. In addition to teaching the user to strike with any part of the body, it relies upon spiritual strength more than physical strength or speed. Practitioners are advised to seek to cause a minimum of harm, lest they upset their own spiritual harmony.

- **Nine Yang & Nine Yin:** A pair of legendary martial arts that perfectly complement each other, each drawing on one half of the chi wheel. Nine Yin is a compilation of numerous scrolls and ancient scriptures pertaining to psychic powers, healing techniques, classical martial arts techniques, and Taoist Alchemy. It focuses on working with inner energy and qi, to nullify the magical, psychic, or spiritual powers of others. It is strongest in one-on-one fights. Nine Yang was created to counter Nine Yin and includes powerful defenses to block chi-blocking moves, but by embracing a counter philosophy it also compensates for some of the weaknesses of Nine Yin, largely by allowing the user to defend himself against many opponents while focusing on eliminating them one by one. Mastering each of these martial arts is said to take 90 years or more, and mastering both… centuries.

- **One Yang Finger:** Emperor Yideng's signature martial arts technique, also known as Solitary Yang Finger. This skill allowed the emperor to channel inner energy into his fingers and propel beams of energy towards enemies in order to deal a great amount of damage. He also used elements of this technique to save the lives of people who had been poisoned, or sustained internal injuries, by using his own inner energy to purge venom from their bodies or clearing their meridians to improve blood and energy circulation. One of the most heavily finessed of all martial techniques, One Yang Finger relies upon control, accuracy, and knowledge of anatomy to seal or open chakra points, inflict or heal damage, and to control the flow of chi within others. Though it lacks the titanic power of Buddha’s Palm, Buddha’s Palm cannot match the versatility or restraint of One Yang Finger.

- **The Eighteen Dragon Subduing Palms & The Dog Beating Staff Technique:** A pair of martial arts developed by the fabled Beggars' Sect, the first an unarmed style designed for general use by all members, the second a secret staff technique reserved only for the chief of the Beggars, and handed down from chief to successor. There are eighteen stances of the first and ten of the second, and mastering both takes a lifetime unless one is a Kung-Fu genius. Dragon Subduing Palm is said to be the single most powerful external style martial art in the world, being of unmatched ferocity, meticulousness, and sheer power, however it lacks much in the way of defenses, something the Dog Beating Staff Technique only marginally covers, preferring a "The Best Defense is a Good Offense" ideology.

- **Thousand Hand Divine Fist:** As Martial Arts go, this one could not possibly be simpler, though its power cannot be underestimated. The goal of Thousand Hand Divine Fist is to be able to attack and block faster and harder than anyone else. The techniques are simple and come in two groups; Punch (or Kick) faster, and Hand (or Foot) hardening exercises, alongside training to increase reflexes. One begins barely able to throw a two punches a second and smash baseballs thrown at you… working your way up to a dozen punches a second and able to punch through concrete (where those who buy this perk start)… but, the final goal is to be able to punch (or kick) so fast that it looks like you have 1000 hands (or feet). Do note, that doesn't mean 1000 punches per second… that means your hands are moving so fast they're leaving after images. It's more on the order of 60-80,000 punches per second (on the order of 2^16th power, though obviously not that exactly). On the blocking side, a master of THDF should be able to block hypersonic cannon rounds with his bare hands and kick through several feet of solid steel armor. Of course, that takes endless practice and body-hardening exercises. It is said that true mastery of this would take a thousand years… but obviously, no one has ever come close.

- **Nine Swords of Dugu:** This swordplay has nine stances, each of which is designed to counter a particular form of martial arts. The mastery of all nine forms allows the swordsman to counter a wide range of martial arts moves (including those involving the use of weapons and chi techniques). The first core element of the swordplay is speed. The swordsman is trained to quickly predict and identify the weaknesses in the martial arts moves executed by an opponent, and then attack those weak points. The second core element of the swordplay is its formless nature and adaptability. This style is extremely freeform, and a master of this style is nearly impossible to predict, flowing from one stance to another seemingly without rhyme or reason and yet somehow managing to counter virtually every attack sent their way, as if the entire battle was choreographed. To strike at the master of the Nine Swords of Dugu is to try to strike at the wind itself.

What Does Not Kill Me [400]: Any time you suffer damage, you grow slightly stronger, faster, tougher, and resistant to whatever injured you. The degree of this improvement depends on the degree of damage, and repeated exposure to the same injury has diminishing returns. The more life threatening the injury, the greater the result, but in general, no single boost can exceed 5% of your total.

A Special Aura [600]: You have the bone structure and chi flow of a kung-fu genius. Your blows are much faster than normal, hit much harder, and take much less effort than they should. As if that wasn't enough, the normal intense meditation required to reach the spiritual state needed to train advanced martial arts (as well as many magical, mystical, or psychic arts) takes you only a fraction of the normal amount of time. Your chi and endurance also recover at a prodigious rate, although this can range from only a bit faster on a simple diet, all the way up to stupendously faster if you have access to all the sustenance and water you can consume. In fact, you can carbo-load right before a practice session or a fight to turbocharge your internal energy stores, though this requires a stupendous amount of food. All this means that you can typically master any physical activity in half the time it would normally take and can often make useful tweaks and adjustments. If you normally don't need to eat, your baseline is equivalent to a simple diet, but eating will always boost your recovery rate.

Enlightenment [600]: You gain a slowed perception of time at will, making everyone else seem to move at a tenth their normal speed. You also gain an economy of motion, allowing you to exert just as much time and force into an attack or block or movement as needed to achieve whatever your desired outcome was, be it to shatter a weapon, knock someone away from you without injuring them, or backflip onto a clothesline without a wobble… assuming you are able to do any of those things. You further gain an increase to your attack and blocking speed, allowing you to do both several times faster than you could before. Your Chi level increases dramatically, and you can weigh others down with the force of your radiant spiritual energy. You gain a serene, almost preternatural calmness to your demeanor and an immunity to any effect which would cause you to feel an emotion you do not wish to feel (baring one emotion which you must pick now and which you will never gain an immunity to). If you have both Enlightenment and Special Aura, your attack and block speed jump by an order of magnitude. If combined with Thousand Hand Divine Fist… who can say? Perhaps in your hands it is Million Hand Divine Fist.

Lastly, you gain the ability to grant Enlightened Mercy. If you can utterly and completely defeat a wicked foe, you can, by choosing to spare them, redeem them. This turns any non-divine, non-fundamentally evil being into someone who at least wants to not be evil anymore. The drawback of all this is that you cannot use any of these abilities while experiencing Anger or Hatred, nor in conjunction with any ability that gains power from such emotions, unless you use a different emotion to power it.

Pauper

Land of the Underestimated [100]: As long as you make no effort to appear threatening, people (even those who know of your reputation) will persist in underestimating how dangerous you are. Same for competence in any particular field. In fact, even those who have witnessed your effectiveness at one skill will doubt your effectiveness at something not directly related to it. ("Sure sure. You're a great skier, fencer, and piano player…. But I just don't see you as a chef.) Of course, this perk doesn't actually grant any particular competence: you'll have to earn that on your own. This only applies when it would be to your benefit. A potential employer wanting to hire you will not disbelieve your claim of skill or ability (presuming you actually have skill or ability).

Really Tall [100]: You are now anywhere from 1.5 to 2 feet taller than is average for your people. People only seem to notice this fact when it is to their disadvantage however. Being really tall helps out surprisingly well with martial arts, since your reach will be dramatically beyond that of most other people.

Farmers don't Fight [200]: Even after you hit someone, they are likely to allow you to walk away. In fact, the more damage that attack did, the more likely they are to simply allow you to walk away from the fight afterwards.

Buff Beyond Belief [200]: Your body swells with muscles that would do a Mr. Olympia proud. Your strength increases proportionately… and best of all, you can turn this effect on and off at will, though it takes a few seconds to inflate or deflate your muscles and you burn endurance twice as fast while buffed. Even when this effect is off, you're twice as strong as someone of your physique should be.

The Five Little Piggies [200]: These are the styles known by the Masters of Pig Sty Alley: Coolie, Tailor, Donut, Landlord, and Landlady. You gain a working understanding of one of these five styles and, with time and practice, should be able to master them within the next decade.

- **Tan Tui Twelve Kicks of the Tam School:** One of the more specialized martial arts, the Tan Tui's Twelve Kicks uses the strong muscles of the legs and back to attack and block. Granting its practitioners a fine sense of positional balance, it allows them to kick at speeds faster than a normal human eye can perceive and to use that speed both offensively and defensively. Not only are the Twelve Kicks fast, however, they are extremely strong, designed to force opponents off their guard, away from the kicker, or even send them flying. All the practice serves to maximize the strength of the Kicker's back, hips, and legs. It is also a fine footwork style if combined with something like CQC, Boxing, or Gunkata that focuses more on hand attacks, though integrating such styles would take a genius or a great deal of trial and error.

- **Lama Pai Lion's Roar:** In addition to allowing its practitioners to run as fast as a car and hit people with slippers hard enough to send them flying, plus all the usual martial arts punching and kicking, the primary skill of the Lion's Roar is the ability to generate incredibly loud and focused sonic attacks. This is accomplished by use of three techniques that combine to make the titular Roar. The first, Iron Lion Stands Tall, allows the user to inhale far more air into their lungs than is otherwise humanly possible (smoke a cigarette in 2 seconds flat). The second, Thunder Lion Speaks, makes the user's voice far louder, making them able to drown out or disrupt almost any other sonic attack quieter than a jet engine at a meter's distance. This effect can shatter brittle objects with a range of dozens of yards. The last, Lion of the Peak Boasts, allows the user to generate gale force winds when they yell. The Lion's Roar is the result of all three techniques used together, creating an effect sometimes described as "A Voice like a Typhoon". This attack can shatter solid wooden objects, strip clothes and armor from people, and uproot small trees within thirty yards, and its sonic effects can stun at distances of up to three hundred. And yes, it can be used with a megaphone (as long as the amplification isn't electronic, as this attack will simply destroy any sound receiver that it hits.)

- **Leaf Armor Tai Chi Quan:** Although this school of martial arts does teach all the basic attacks, that is far from its strength, and often against its philosophy. Its techniques are composed of all sorts of circles, and it possesses only one stance, though there is no limit to its uses. The forms were designed around the redirection of chi, of being of appropriate weight, balance, sharpness and resilience to be effective in armed combat. Not only does it grant the user a perfect sense of balance, but it allows them to redirect the force of physical attacks against them, sliding them off onto other attackers or even into solid objects. The design of the school is not to harm others, but to allow them to harm themselves. Most chi attacks directed at a user of Leaf Armor are negated, dissipating harmlessly, and physical blows are transformed into movement energy, allowing the user to appear to drift around the battlefield, as if a leaf blown by gusts of wind. The limits of what can be negated or transformed depend on the user's skill and chi reserves. A chi attack powerful enough to vaporize the target is a lot harder to negate than one that is merely carrying the force of a punch, and, on the physical side, many light fast blows are more effective against a LATCQ user than a single powerful blow. A user of Leaf armor can fall almost any distance without harm.



- **Eight Trigrams Hexagon Staff:** Based on the Shaolin Principle of “The Walking Circle” one who seeks to master the Hexagram Staff weaves the weapon forms of the Eight Trigrams round and round in a larger and larger circle, training their body to flow from one motion to the next with a fluidity that puts water to shame. The low, flexile, and highly refined motions waste few motions, maximizing every action, turning blocks into attacks, attacks into redirects, and combining it all with split second evasions. It is said that the Eight Trigrams styles have a thousand moves. Hexagon Staff uses all that to destroy the weapons of others, shattering them where they are weakest, then clearing the area of now disarmed opponents. Indeed, thanks to the staff’s long sweeping reach, Hexagon Staff is most effective against crowds of opponents. But when faced with only one or two, the master of this style is not afraid to go one-on-one, relying on his ability to juggle up to a dozen staffs or spears at once, creating a veritable wall of attacks. The crowning moment of this style is when the practitioner combines the Lightfoot style Shaolin is famed for with this onslaught of attacks to create the so called Rain of Spears, a flying vortex of striking thrusts with the master at the center.

- **Hung Ga Iron Fist:** The Iron Wire First, often shortened to Iron Fist or Iron Arm of the Hung Ga or Hung School, focuses almost exclusively on physical enhancement techniques… most notably the weighing down of the arms with heavy metal rings. By wearing progressively heavier rings and in greater number, the wearer’s motions become stronger, more forceful, as they begin to accept the rings as an extension of self. Their strength increases proportionately, and a true master is said to be able to move even with the weight of heaven itself on his arms. This style, powerful yet delicate, prizes absolute control over the practitioner's motions, since the slightest overreach can throw the heavy weights off balance. Still, a master is prepared for this, knowing scores of way to turn a moment of unbalance into an advantage. The Iron Fist school focuses almost entirely on punching and arm blocking, but it is a foolish individual indeed who allows those iron-hard fingers to close on any part of their anatomy, for an Iron Fist master’s grip is all but unbreakable. The One Punch Knockout is the school’s speciality.

Awesomely Mundane [400]: You become incredibly martially skilled in any one mundane job. You may apply your martial arts excellence to this job and your mundane skill to your martial arts. A rickshaw driver with lightfoot could haul a rickshaw over obstacles and up walls, then use the rickshaw as a weapon. A calligrapher with super strength could use a gigantic brush to make huge calligraphy and as a weapon with which to launch ink bolts at enemies. An okonomiyaki chef could use her lightning fast reflexes to prepare a dozen okonomiyaki at once, and then pin you to the wall with razor-sharp throwing spatulas for trying to skip out on paying for them.

Used to be Somebody [400]: “What I used to be is just a fading memory.” You gain a history in some profession, and the contacts, skills, allies, and enemies to go with it. You were among the very very best in that profession, but times have changed and you aren’t what you used to be. Now your skills are rusty with disuse and your old comrades no longer compare themselves to you. Still, with a little bit of practice, a little time to catch up on the innovations made since you left that all behind, you could be back at the top of your game, you just know it. Of course, that would bring you to the attention of the enemies who drove you out in the first place, bring up old traumas. Maybe it’s best just to rely on your contacts and allies… and the favors they owe you. You must pick one profession known to have existed in 1900’s China. Buying this perk sets your age to 45. In all future jumps, you may select a new profession that fits the jump setting. You keep only the basic skills associated with that profession, unless you dedicate yourself to that craft once again and crush your rivals beneath your excellence, in which case you effectively have mastered those skills and may keep the full strength versions. If you have both this and Awesomely Mundane, you may apply Awesomely Mundane’s benefit to the skillsets you gain in future jumps from this perk.

I am Unafraid [600]: Having nothing left to lose can make one unphased by any kind of threats and give one a nihilist sense of courage. Any time any enemy uses any form of intimidation or fear effect on you, your willpower is boosted in direct proportion to how powerful that effect is. You may also choose to boost one of the following by the same amount; Speed, Damage Resistance, or Strength. This effect works even if you have other perks that make you immune to fear or its effects.

Ascetic Lifestyle [600]: By choosing to give up the things of value that we surround ourselves with, one can gain a measure of grace and serenity. By sacrificing luxuries and abilities one relies upon, one can focus on the things that are truly important. But Asceticism takes dedication, and relapses set back progress. One must go at least 5 years without using an ability and living a simple life to gain the benefits of this perk. Good thing for you, when you buy this perk, it counts as if you’ve been ascetic for 4 years and 11 months. While living the ascetic lifestyle, one must give up all creature comforts, and forsake the use of all non-survival required abilities and powers. The benefits one gains from this sacrifice are subtle, but include an increased ability to focus on the task at hand, such as being able to focus on solving impossibly complex problems with solution times rivalling the age of the universe, or attaining a never before attained level of some martial arts. It also grants an overall improvement in health and a resistance to deprivation second to none, that only grows with time. A true master of the ascetic lifestyle is said to be able to survive for a decade on a single grain of rice. Unfortunately, you must maintain the lifestyle to gain full advantage of this perk.

Gangster

We're the Bad Guys! [100]: You gain a perfect awareness of just how evil you are, and how evil your actions are. It is completely objective and cares very little for your justifications. Because you have this awareness you can easily tell when other people are being evil and using justifications. Don't be fooled by the hard man making hard decisions bit ever again, you'll always know if what he's doing was really warranted.

Killer Rep [100]: The more worthy foes you've killed, the more you radiate the aura of a killer. You need not have faced them fairly, but they must have been at least a potential threat to you when you killed them, either in themselves or through the organizations or technologies they controlled. Named NPCs instead of faceless mooks in other words. This rep carries over from jump to jump, and somehow people know of battles you've won even in other realities. Of course, if you're using a different name in a new jump, people may (at least initially) not know that rep is yours. If you distance yourself from "The Killer X" and don't repeat your behaviour, you could, in theory, spend an entire jump hearing about how dangerous "That Guy" is.

Strictly Speaking, We're Just Musicians [200]: You will always have an ironclad alibi or cover story. This won't remove evidence on its own, so be careful not to leave any behind, but it will be extremely difficult to prove that you weren't exactly where your alibi said you were even if there is evidence to suggest otherwise.

Ominous Clouds [200]: The more evil you are, the more dark clouds will follow you, especially when you are planning to do evil. At the most evil, a swirling endless vortex of storm-clouds and lightning will hover over you in the sky… no one will be able to use this knowledge to track your location however. Alternatively if you are good you will be followed by pleasant weather. At the most good you'll always be followed by a cheerful sunny day perfect for going outdoors. People still can't use this to track you for some reason. Strangely despite the odd weather this doesn't seem to disrupt the environment. Post-jump you can choose to toggle this on or off at will, and can decide which weather type follows you.

Symbol of Authority [200]: You possess some symbol such as a tattoo, badge, flag, sword, etc, that is instantly recognized as the symbol of your power, carrying with it the full force of your reputation and authority, as well as the authority of any organization to which you belong. Anyone who validly carries or displays this symbol, and that you would legitimately be willing to grant such authority to, is instantly recognized to speak for you and gains a measure of your presence and charisma.

Twin Demons Style [400]: Twin Demons Harp Song is an esoteric and fundamentally evil martial art, calling upon dark forces to imbue the player's bodies with preternatural strength, speed, and lightness, as well as the player's songs with malicious force. Each of the players is a force to be reckoned with individually; fast, ruthless, and able to cross great distances in a single bound and shrug off heavy strikes by using the force of the blows to move their strangely light bodies around the battlefield, like punching a feather. But with a stringed instrument such as a zither or sitar, or harp, the true strength and magic of this martial style is revealed.

Singly or paired, the Twin Demons can call up the Song of Swords (which summons up supernaturally sharp blades comprised of equal parts wind and unholy magic) and the Song of Fists (which is similar, but able to inflict blows that can punch through all but the hardest defenses). Together, two practitioners (or in theory one with four arms) can call upon the greater powers of Twin Demons Wall of Sound (a sonic barrier which shatters practically any weapon it contacts and deflects those it cannot shatter, making it impossible to attack them physically from the front) and Army of the Damned (which summons up a small host of flying undead skeletal ghost warriors to cut down the players' foes). If there is one weakness of this style, aside from having to lug around a fairly large musical instrument, it is that all its attacks utilize some form of sound, so it's not exactly subtle in that regard.

In addition to the magical music and demonically sharp clawed fingertips, Twin Demon players also possess the curious skill known as "The One Legged Chair", which allows them to sit comfortably, one leg's ankle resting on the knee of the other leg, as if on an invisible chair. On a downside, the demonic energy that empowers this art makes the user's eyes sensitive to light and gives them an eerie, inhuman gleam. This is not a drawback, it does not end when the jump does. It will fade after about a month of not using this martial art, but will return within a day of use.

Dance of Success [400]: By showing off the membership of an organization you belong to (a dance off, a public rally, a parade) you both bolster your moral and attract those with like ideologies to join you. You can use this technique to increase your membership by between 20% and 50% every week, as long as your membership is less than 1/10th the population of the city you're in. Once your membership grows to over a million members, it will continue to swell by 5% every week until it's up to 20% of the national population. This effect does not work if you have been recently and publicly defeated, or your forces have suffered a drastic and humiliating defeat comparative to their size; larger organizations need larger defeats in order to count as 'drastic'.

Tattoo of Togetherness [600]: Pick a symbol or design that could reasonably be made into a simple tattoo. For example 'red star' if you're going for a Maoist theme. Anyone that shares that tattoo will automatically have an increased sense of cooperation, loyalty, dedication, and friendliness with anyone else that also has that tattoo. You may choose for this to be the same as your Symbol of Authority, if you desire. Furthermore, as long as you have faith in victory, your faith will bolster the morale and fighting spirit of anyone marked with your tattoo. This tattoo can be combined with other Tattoo Perks to grant them all the benefits in a single tattoo.

Toad Style of the Kwan Lun School [600]: A straightforward attack martial art, Toad Style specializes in overwhelmingly powerful defenses and brutal, no holds barred attacks. Its masters, through intensive practice, can perform the following specialized attacks:

- **Toad Catches Flies:** The ability to catch projectiles, up to and including bullets fired from guns literally next to your own temple, without effort.
- **Toad Flexes its Legs:** The ability to generate a wave of destruction by kicking the air in front of you.
- **The Toad Hops:** The ability to perform standing leaps that can cover dozens or even hundreds of yards without strain.
- **Croaking Toad Gathers Wind:** The ability to increase your strength and speed simply by pausing for a few seconds to breathe deeply… also very creepy.
- **Toadpedo:** The ability to perform a flying headbutt capable of smashing through multiple solid concrete walls.
- **Toad Twists:** The ability to apply twisting torque to a caught weapon or limb so fast that the material shatters, rends, or splinters.
- **Toad Reflects Upon The Meaning of Time:** The ability to enter 1/4th speed bullet time, without slowing your own actions and attacks down, if only for a few seconds at a time.
- **Toad Rises to the Surface:** A super leap from a crouched position that can cover tremendous distance or knock an opponent into the upper atmosphere.



Combine all that with “Hit Me Harder” which makes the user essentially immune to any attack thrown by an non-empowered enemy and highly resistant to damage even by those who are superhuman. Then toss in “Rapid Recovery” which means that almost all wounds you suffer will fade within an hour or two… and crown it all off with “The River of Blood Aura” a fear effect which anyone with a sensitivity to the supernatural will sense moments or even minutes before they see you, that washes over them like… a river of blood and hate. Oddly enough, the one move this art has no defense against is Buddha Puts His Foot Down, the super secret 9th technique of Buddha’s Palm.

Bystander

Gold Frames are Perfect for Clerks [100]: Your strength and fighting prowess grows dramatically against anyone that ridicules your attire, as long as it isn't fundamentally ridiculous. The boost lasts for up to 24 hours after the initial insult.

Super Crime Fighters [100]: The ability to be utterly and completely unfazed by violence, the ability to teach this ability, and the ability to hype yourself up in the public eye despite no actual ability to do anything you claim to be able to do.



Body Language [200]: You can convey even the most complex philosophical statements with nothing more than a gesture and anyone watching will understand, at least to some degree, what you're trying to say. The more intelligent and perceptive they are, and the better they know you, the more they will comprehend.

Lasting Humiliation [200]: If you defeat a foe, you may allow them to live after inflicting some debasing act upon them. This defeat will haunt them, giving them PTSD-like flashes, hamper their ability to get better, and even cripple their future ability to fight you directly. However, it also means they are very likely to seek revenge in other, less direct, ways. If they somehow manage to overcome the trauma you have inflicted upon them, they will be stronger for it, but there is a 50% chance they'll come after you immediately… and a 50% chance they'll forgive you completely. Alternatively, you can, if you know the foe well, use this ability to make them obsessed with defeating you, to motivate them to become better, often at the exclusion of all else. There is a small chance (less than 20%) chance, that those you use the second form of this ability on will realize that was your goal all along once they've dedicated years to defeating you.

Is There No Justice? Is There No Law? [200]: As long as you have the ability to beat up an officer of the law, only the most forthright and virtuous of peacekeepers will ever bother to even try and arrest you for even the most heinous of crimes. You don't even have to demonstrate this ability. All you need to do is possess it and the average police officer will sense that tangling with you is not worth the trouble. Alternatively, you can just pay them off and only the most honest will even bat an eye, even in cultures where such things are not done.

Graft [400]: Crime Pays. You can always find someone willing to pay you for something. Blackmail evidence falls into your hands, authority over something people will bribe you over seems to just come your way, people offer you money to commit acts reprehensible and vile, and you have the kind of presence that just screams “Give me your money or bad things will happen to you.” A steady stream of funds will pour into your pockets, always through nefarious or criminal activities, even if you do nothing. Once a day, a lackey will bring you the day’s take, which could be anywhere from 1,000 to 50,000 dollars or the equivalent. Only very rarely will there be nothing. Anyone watching you carefully for several days may learn about the cash and take out your lackey and keep the money for themselves. If this happens another lackey will start making the deliveries after a few days. You will not get the money for missed days, nor for days where there is no way for a lackey to reach you… say if you were in the Hell of Upside-down Sinners. If you don’t need money, you can instead order the funds distributed to other members of your organization. This will increase their loyalty to you. Alternatively, you could also use this to gain political favors automatically, simply by redirecting funds and cleaning up blackmail vulnerabilities for local politicians.

Art of Betrayal [400]: No one you are planning on betraying will be able to sense it from you or any of your subordinates. Not even if they are mind-readers, or you wear t-shirts that scream “We’re Plotting a Coup.”

Clean up this Mess [600]: You gain the ability to simply sweep most of the evidence of a crime or crime scene up and dump it somewhere it won’t be found. If you have contacts in law enforcement, you can get them to sweep the reports into a drawer and forget them too. This entire process takes you no more than a few seconds and a phone call… no matter how egregious, public, and horrific the crime in question. Only the most dedicated, honest, and skilled detectives will be able to prove anything actually happened, even if there were 10,000 eyewitnesses. You don’t even have to have committed the crime.

Silent Tears [600]: You can, through a display of deep and honest emotion, cause all but the blackest hearts to pause and reflect on their motivations and remember a time when they were innocent and well meaning. It may not seem like much, but while they’re in that state, and as long as you take no hostile action, you can speak to the them that was, and, if you talk fast enough, you can help them change the them that they have become. This doesn’t work on anyone who was never, ever innocent or well meaning (psychopaths, eldritch abominations, or demons… it works exceedingly well on beings that have been corrupted from a state of grace, such as fallen angels.). They are free to act during all this, though their attacks will be at half strength (possibly less if they aren’t terribly evil to begin with) and purely defensive actions on your part do not count as hostile.

==== ITEMS ====

50 CP items are free to their respective Origins.

Martial Arts Weapon [Free with a purchase of a martial art that uses a weapon]: You gain a weapon specifically intended for your martial art. It is of excellent quality and balance and is unlikely to break unless exposed to tremendous wear and tear or attacks specifically aimed at breaking it… as long as you perform some regular maintenance, of course. Replaces itself once a year if destroyed. It is otherwise mundane. You only receive this free weapon if you purchased a martial arts style specifically intended for weapon use, and that doesn't already appear as a CP purchase option below.

Wandering Idiot

Tiny Hideout [50]: In a given city (or city-like structure), one per jump, you gain a totally inconspicuous, utterly undetectable, hideout. It is just large enough to hold three full grown humans… if you don't breath too hard. It could be a traffic director's platform, a cardboard box with a slogan written on the outside, or even a telephone booth; the outside will always be something innocuous for the setting. The only way anyone can track you to this hideout is if they actively see you enter it… and even then, they'll be unable to remember which of the many nearly identical such objects they saw you enter.

Kung Fu Manuals [100 each] (First free for Wandering Idiot): A set of six legendary martial arts manuals (Buddha's Palm, Nine Yin & Nine Yang, One Yang Finger, Eighteen Dragon Subduing Palms & The Dog Beating Staff, Thousand Hand Divine Fist, and Nine Swords of Dugu). You can use these to teach anyone to use one, and only one, of these martial arts, but just grasping the basic forms of a legendary martial art can take as much as a decade, longer if the individual being trained has no aptitude or fighting spirit. Actually mastering such a martial art can take decades or even centuries. You and your companions may learn more than one of these forms, but the second takes twice as long as normal, the third four times, the fourth eight times, etc. Effects that allow you to learn martial arts faster are only fully applicable if they apply to both the martial aspect and the meditation aspect of these very complex, cultivation tier martial arts. If you purchase three you gain a bonus manual for one of the "Five Little Piggies" Styles. If you purchase all six, you gain two bonus manuals.



Giant Lollipop [100]: You gain a three foot wide disc lollipop. It will shatter if it takes any damage and become useless. However, you can give it to anyone to keep them from attacking you… as long as it is whole. If destroyed or consumed, it is restored the next day. It never gets dirty or gross, always tastes like your favorite flavor until you hand it over to someone else at which point it tastes like theirs, and can fit in your pocket despite the insane size. If they take the lollipop from you, either intentionally or otherwise, it grants protection that keeps them from attacking you, and only you, for one day or until you take any action which is hostile to the recipient or threatens anyone they care about. The shards of a broken lollipop still taste delicious and will still brighten anyone's day. If the lollipop is dissolved in the tears of an innocent, it is gone forever, but the elixir is said to have miraculous properties. While this Lollipop can be easily duplicated, the copies lack any of its special powers.

Firecrackers [100]: You gain a limitless supply of firecrackers, ranging from the small ones on strings to m-80s. Any attempt to cut them open renders them useless. You can only have 100 unexploded strings or individual crackers deployed at one time. These are especially irritating to ghosts, spirits, and demons.

EAGLE! [200]: You gain a pet eagle. It hates you. On command, the eagle will swoop out of the sky and lift you up to a height of 15,000 feet. Alternatively, the eagle can be called to catch any falling object smaller and lighter than a human baby. Did I mention the eagle hates you? Every time you call the eagle to do either of these things, the eagle will bite you, bypassing your damage resistance. If the eagle is ever seemingly killed, it will appear later… and bite you. It can also be tasked to bite or claw other people. It hates them too.



Candy Store [200]: Your Warehouse gains a candy store which can be deployed once a jump into any shopping district in any living city in the jump. It will automatically have all permits, supply lines, and a reputation for excellence. It is stocked with any candy

you have encountered in any jump (or in your original life) as long as that candy was commercially available and isn't self-aware. It is up to you to pay for inventory, so if you give it all away (or eat it all, or get robbed) you'll have to pay for more, but as long as you keep up payments to the local delivery people, you'll always have a steady supply, and the customer base to support it. Furthermore, the shop is disaster-proof, will not be vandalized, burgled, firebombed, attacked, or otherwise hassled… as long as you don't make enemies of the kind of people who would do such things. If it is destroyed, it will self repair and be ready to open again in a month, less if the damage wasn't too severe.

Pauper

Silk Pajamas [50]: They're very nice. They also help you hide in the jungle. You gain a different set for every day of the week, two on sundays.

Your Rent [100-600] (First Level Free for Pauper): You gain a small apartment somewhere in the slums, rent free, forever. This will follow you from jump to jump, and while it's not the nicest place to live, no one will ever think to find you there. For an additional 100 this becomes a place in a working class neighborhood. For another 100 (300 total), it becomes a place in an nice neighborhood, but loses some of the anonymity. For a total of 400, it becomes an upscale house or condo in a nice neighborhood. For 500, it becomes a small mansion surrounded by a fenced in plot of land or a penthouse city apartment in an upscale building, but loses all anonymity. For a total of 600, it becomes a massive mansion out in country surrounded by lawns and gardens or a freestanding city manor house in the nicest area. Any decorations and furniture for 200 and up, pets and servants attached for 400 and up, automatically transfer with the house. Servants aren't companions, but they do change to fit the style of the setting and are always immaculately dressed and very discrete. They are, for all intents and purposes, spirits bound to the apartment with human (or whatever) forms. They have no special abilities and cannot be upgraded in any way. They never age and will do nothing to defend the place, vanishing whenever it is attacked.

Funeral Bell Mega Megaphone [100]: Amplifies any sonic attack a hundred fold. Will shatter if used on an enemy that has surrendered, even if that surrender is a ruse. This fact is not well known. The Mega megaphone is made of pig iron and weighs 2 tons.

Iron Rings [100]: Two stacks of heavy iron rings that can be worn on the forearms, the Iron Rings transform your arms into shields and maces at the same time, and add extra oomph to all your palm strikes and punches. Each ring weighs about 2 lbs, and is easily thrown. Thrown rings will bounce back to you unless caught by someone else or thrown into something adhesive.

Healing Bandages [200]: Once per jump you gain a set of healing bandages that can heal anything short of completely being ripped apart or burnt to ash (or similar) even death as long as it was within the last two hours. If this is used on you by your

companions it does not count as a chain ending death, no more than if you are revived after being “clinically dead” for a couple minutes.

Pig Sty Alley, the House of 72 Tenants [200]: Congrats, you get a giant filthy slum attached to your warehouse. It comes with its current residents and any damage it sustains in the course of your stay. You can bring along up to 72 individuals with you from jump to jump, as long as they are willing to live in the rundown, 60 year old, elevator-less, four story apartment building with no running water except in the courtyard and extremely unreliable electricity… so unless you like being a slumlord, you might want to do something about that. These people are not companions, they are tenants, some of them running shops on the ground floor, and all of them paying for the privilege of accompanying you, the jumper, and companions. The PSA is a haven for people who want to vanish from their old lives and everyone in it has secrets and skills that they’ll use to further their own ends. While not evil, many of them have done questionable things in the past. They are, in general, normalish people; maybe a martial arts master past their prime, maybe a hit man in hiding, but they aren’t extra-ordinary and always fairly down on their luck and hiding from their former lives. Even if you transform the Alley into a palace, you can’t raise the rent to any meaningful amount. It will always be barely enough to survive on. Tenants can, under no circumstances, be granted Perks or the benefits of any CP Item. None of your CP-granted items or powers will make these tenants obey you or even feel loyalty to you. They are the masters of their own fate, as poor as it is.

If any of the tenants are evicted, killed, or move on, word of mouth will get you another tenant within a few years… or you can replace them simply by posting ads in your next jump. Who knows who might move in, as you have no control over this besides being able to evict people. They just move in on their own, at which point you’ll be able to get to meet your new neighbors. They cannot enter your Warehouse proper (or its other addons) without being allowed in by you or a companion. You and your companions may pass freely from the PSA into the Warehouse and back. In jump, it always has an exit into whatever city you are in, always in the worst part of town. If you relocate to a different city, or a habitat that has a slums area, the entrance will move there. You and your companions will always be able to find the entrance, and your tenants will never get left behind in previous cities unless they wanted to stay behind.



Gangster

Throwing Axes [50]: These small wooden axes home in on your target and are capable of severing limbs with very little effort. They are incredibly accurate, but non-magical. You always seem to be able to pull one out of… somewhere, whenever you need one.

Underworld Casino [100-600] (First Level Free for Gangsters): In this jump and all future jumps that are based somewhere with cities, you will have a Casino that gives you a cut of the profits. It is always bustling, well known, and fairly well protected against casual law enforcement or other criminals. If raided, it will reform somewhere else in the same city a week later. If the city is destroyed, the casino will reform a month later somewhere else. At the basic level, this is a floating craps game that's open once a month. For another 100, it's a poker game every week, or for 200 more it's a fully functional casino. At the base level, your players are all scum, low-level hustlers and cheats. For each additional 100 you pay, they improve dramatically; first to regular working class individuals, then to wealthy professionals, and finally to real movers and shakers. The level of protection the casino has is directly proportional to the quality of the clientele. If you've got a poker game with the mayor, chief of police, and a senior judge then nobody in their right mind is going to raid it.

Signal Flare [100]: You gain supply of mostly harmless pull-string signal rockets. These fly up into the sky and explode like fireworks, and the explosion can take any form you desire (though still made of small discrete explosions that only look like the image you want from a distance). You and any companion(s) you import into any jump will always have one of these in your possession (as long as you haven't used it or aren't naked or haven't had it taken away for playing with it in school, etc.). Once used, another arrives in a few hours, being rolled under the nearest door or tossed in through a nearby window or something similar. If taken away from you, you'll get it back at the end of the

school year, unless you re-acquired it through other means. If you just leave it somewhere, it will eventually return to your warehouse when it feels like it.

Flower of Death [100]: A small poisoned poniard on a pencil-sized shaft. When thrust towards one's enemy, a poison tipped needle extends out of the gilded-steel flowerbud at the end of the shaft. When the razor-sharp flower opens, the poisoned needle flies out a distance of a few yards. With a twist of the handle, the flower detaches and a second poisoned tip is revealed. You start with two of these undetectably hidden weapons and a new one is delivered to you via special courier the day after you use one. Even the target survives being stabbed, the poison slowly saps their chi and endurance for the next several days.

Demonic Zither [200] (Free if you and one of your companions both have purchased Twin Demons Style): *A song that wrenches the heart. O where do I find a knowing ear?* Any skilled user of this massive zither can summon up razor-sharp blades, flying fists, or even small armies of undead swordsmen made of wind to attack their enemies. The zither can also be used to generate sonic walls of force with which to repel attackers. No purely physical attack can reach the zither player from the front while it is played. The zither and all its creations are vulnerable to sonic attacks. If destroyed it reforms after a year and a day.

Club House [200]: You get a snazzy, upscale, perfectly 1940's era east-meets-west social club. It follows you from jump to jump and is always somewhere convenient to the downtown area. If you own other businesses that follow you, they all cluster around your Club House unless you otherwise desire. You always get free service, and it tends to attract the well-to-do members of society, or the more 'civilized' members of the criminal underworld if your leanings tend towards that, making for an excellent method of acquiring social contacts.

Bystander

Tea Stove [50]: Do you like tea? Well you get a cute little wood burning stove just large enough for several kettles. By some miracle, as long as you keep the kettles full and put enough police reports or other important documents into the stove, it will keep each kettle at the perfect temperature for a different type of tea… and only take a minute to bring a new kettle of water to that temperature. Even the kettle of boiling water will never evaporate somehow, despite the constant flow of steam. If you use actual wood, it just heats the water. Any paper document you put into it will be reduced to ash in moments. It should be noted that this item provides no tea. It's something of a tea-se.

Piles of Cash [100-600] (First Free for Bystanders): You begin the jump with enough cash to cover a large desk in stacks 6-8 inches deep. For 100 CP more (200 total) you gain a similar amount 5 years into this jump, or for an additional 100 (300 total) you gain it every year in this jump. For 2x the amount you paid (200, 400, or 600), you gain this every jump. For reference, 100 bills is about ½ inch thick, though Hong Kongese dollar bills of that era were twice the surface area of an American bill, as they were based on pound notes of that era. If you are a Bystander, the recurring prices are 100, 300, and 500, obviously. Assume the local equivalent of high denomination bills (50's and 100's in American terms), nobody submits bribes in 5s and 10s.

Math: The average executive desk is roughly large enough to tile 48 stacks of pound notes (120mm by 195mm). Each stack at 6 inches deep containing 100s would contain 1,200,000 Hong Kong Dollars. Incidentally, the amount shown in the movie is insane. The Hong Kong Dollar in 1940 is worth nearly 250 USD in 2019 monies.

Stunt Car [100]: You gain the fanciest, snazziest, coolest 1940s era car. You can import any vehicle into this roll (including a companion who is or has a machine form, if you've imported them into this jump via one of the options below). This becomes an alternate form for that vehicle. This car is always just out of frame of the camera until you actually need it, even if it's a companion that just currently looks like a car. It travels at the speed of plot, and never needs gas. Its doors are bulletproof and it is always in perfect condition once it reenters frame (i.e. it automatically repairs itself once no one is looking). A companion car only has this healing ability while in this specific form. No one will find it at all strange (in this jump at least) to see a car turn into a giant robot, or a tank, or mecha godzilla. While, in theory, you could import something the size of a cruise ship into this role, only the vehicle itself (and any fuel needed to run it) transforms, so all the luggage, furniture, pool water, garbage, etc. would suddenly be compacted into the trunk and all the passengers and crew would be crammed into the back seat. This is, needless to say, highly hazardous for everyone and everything involved.

Signal Flare [100]: See above.

All the Guns [200]: You get twenty crates of Thompson submachine guns (10 to a crate), 2 crates of 1940s era pistols (50 to a crate), and three tons of ammo. Hurray for surplus American weaponry! Renews each jump if expended.

Police Station [200]: You get your very own police precinct house, complete with all the legal authority that comes with it. You can import it, once per jump, into any neighborhood in any community (even ones with no recognized code of laws), and you and your companions will be duly appointed officers of the law, complete with uniforms. How much respect or power that grants you is entirely dependant on where the station is and how the locals view the establishment and the law. You will always be the chief of that station. Warning: May cause unintended consequences if the jump you are entering is a police procedural. You may choose whether this makes you subordinate to local law enforcement hierarchy or remain independent. So long as the criminals get to where

they are supposed to go and you do not openly abuse your authority no one will question this.

==== COMPANIONS ====

If you buy more than one of these, the price for any past the first is 400CP.
If you buy the free one for your origin, it must be the first one you buy.

Faithful Companion [200] (Free for Wandering Idiot): You may import a single companion. This companion gains as much CP as you gained this jump, can take one personal Drawback (that gives them more CP) and can buy equipment. They gain an origin, their choice of age, and sex, for free.

United as One [200] (Free for Pauper): You may import any and all companions that are skilled in martial arts. They gain their choice of an origin, as well as 600 CP to spend on Perks, but cannot buy items or take drawbacks. In this jump only, and only if you're a pauper, when fighting as a group against a common enemy, any pauper member of your team can choose to intercept a blow aimed at any other, whether the original target was a pauper or not.

Minions [200] (Free for Gangsters): Snap Fingers, mooks appear (Conservation of Ninjutsu applies). You can import as many companions as you have, and each of your companions becomes a squad of 108 mooks for this jump, and keeps the ability to split into up to 108 copies of himself after the jump… but all their abilities, powers, and prowess are divided equally across all copies (specifically there can be 2, 3, 4, 6, 9, 12, 18, 27, 36, 54, or 108 copies). A copy can be no weaker than a normal human and there is no "prime" copy. For the duration of this jump each companion imported this way is locked into this mode, but after the jump, it takes only a second to split into 2 or 3 copies (108 is 2x2x3x3x3). Merging back together is essentially instant. However, if a copy is killed, the companion's maximum copy total is also decreased by that fraction (e.g. a 9th copy is destroyed. 1/9th of 108 is 12… that companion can only split into 96 copies for the next month). What one copy knows, all copies know. The ability to spontaneously summon your mooks with a snap of the fingers only applies to this jump and only if you're a Gangster.

Recruitment Drive [200] (Free for Bystander): You can recruit any surviving canonical character you can convince to join you. If you want to recruit Sing, The Demon Brothers (they count as a single companion), or The Beast, check out the Scenarios below. You cannot recruit The Beggar.

==== DRAWBACKS ====

You can take up to 1200 CP worth of Drawbacks.

Play Ball! [+0]: Link to Shaolin Soccer Jump (unwritten), or continue on to Kung Fu Hustle 2, whenever it's actually released.

Once Upon a Time in China [+0]: China's a big country with a profound culture, but this story could take place in any place where profound poverty and crime are rampant. With this toggle, you can shift the location to any vaguely chinese culture and time, or combine it in supplement mode with any other jump based on another chinese property or chinese culture inspired jump.

War Avoidant [+0]: You can start the jump up to 8 years before the events of the movie.

Mute [+100]: You cannot make any vocalization beyond a grunt or moan.

Filth [+100]: You are a dirty, stinky, awful little creature and no amount of cleaning will do anything about it.

Bad Tattoos [+100]: Everything about you reeks of fakeness. Anything you say will be doubted unless glaringly obviously true, and few people will take you seriously. Does not affect companions, or required 'plot' characters that you must interact with if you take Scenarios. Your companions still might mock you, they're only… human?

Queen of Stereotypes [+100]: You are a walking, talking negative stereotype, epitomizing the worst caricatures of some minority or ethnicity. A slant eyed, yellow skinned chinaman, a greedy hook nosed Jew, a robotic German, a murderous Jap, a mincing homosexual, etc. Expect to be routinely insulted, debased, and otherwise treated like garbage, especially by your own kind.

Coward [+100 or +500]: You are a coward, avoiding all physical confrontations. For 400 more CP, you have good reasons to be, since absolutely none of your physical defenses aside from your ability to dodge and block work here (exempting any purchased in this jump). Any paranatural ability you have to sense danger is worthless either way, since you always feel like you're in danger during this jump.

Would Steal From Paupers [+200]: You have absolutely no moral compass and for the duration of the jump cannot actually tell good from evil, right from wrong. Any perk or item which would stand in for your moral compass works fine… you just will find you lack the ability to understand it. A shoulder angel's words will be incomprehensible, a magic 8-ball will be in an alien language, etc. An actual companion can try and help you, but you'll find yourself ignoring them whenever they get preachy.

Shameful Deed [+200]: You did something terrible in the past that you cannot forgive yourself for and it wears upon you, forcing you to make amends, even though they can never be enough.

Weapon Breakdown [+200]: Any weapon you use breaks after a single strike and has a better than average chance of hitting one of your allies instead of your enemies. Weapons purchased with CP, from this jump or others, are restored to their pre-broken status post-jump. Weapons not purchased with CP are just broken. Your own body does not count as a weapon for the purposes of this drawback, so you don't need to worry about breaking your hand every time you punch someone. Cyborg parts are a grey area.

Gave Away Your Life Savings [+200]: For the duration of this jump you have no money. You will find yourself giving away any money you find, earn, or steal and will be unable to sell anything from out of jump for more than a few pennies. If you have any homes or property, you will find that others are living there rent free and you wouldn't want to impose. For the entire duration, any living quarters you have inside the warehouse or attached to it, or aboard any vessel or vehicle that follows you from jump to jump are being fumigated. You are Dead Broke and Homeless. If you find a place to stay it will be from charity or brutality. Also, all food supplies you have are reduced in quality to pauper's gruel, rice, or vegetarian curry (they do return to their former quality at the end of the jump and do not lose supernatural qualities).

Scalded [+300]: You have been badly burned, leaving your face, hands, and upper torso covered in half-healed burns that never go away. The pain can be quite intense and you will find it distracting. Your hands and shoulders will often be stiff as well as painful, and you will find resting challenging. Any healing or pain resistance perks do not work on this burn.

Blocked Chi [+300]: You cannot use any ability that relies upon an internal energy pool; no martial arts, no magic, no psionics, no pokemon power moves. The only way to reverse this before the end of the jump is to survive being beaten to death by a master

martial artist. This doesn't inhibit any passive defenses you have, nor any regeneration abilities as long as they don't draw off of internal pools, so finding someone who can actually injure you unto death might be challenging. Yes, I'm fully aware the Healing Bandages can fairly easily negate this drawback, which is why, if you buy them, this Drawback is only worth 100 CP and periodically you will find yourself relapsing into brief periods of Chi Blockage that require another serious, but not lethal, beating to clear up. Don't worry, I'm certain whoever you're currently fighting will be happy to deliver.

Moron [+300]: You now have significantly below average intelligence. Thinking am hard. Your IQ is pegged at 70 and all wisdom and common sense perks have gone nappy-naps for the next decade.

Memories can be Painful [+400]: To forget may be a blessing. You cannot remember anything specific that happened more than a week ago, and the effect moves forward in time with you. You know who you are, and as long as your friends remain with you, you'll remember them, but anything more than a week old simply flies away. At the end of the jump, all your memories of events of the jump come back. Keeping a diary or personal journey is highly recommended. Does not remove skills that you have learned, though you may not remember how you learned them.

That Will Never Work [+400]: You have taken an oath of non-violence. If you harm anyone with word or deed, all your perks stop working for 24 hours. Hurt feelings don't count as harm… as long as they are hurt because you spoke the truth. If you kill anyone, intentionally or otherwise, you fail the jump. The only loophole in this is that you can harm others if the harm is as a result of allowing them free will. Thus, if you allow another to punch you, knowing that their fist will shatter on your diamond-hard skin, this is acceptable. But you probably should warn them first. If someone dies of blood poisoning from gangrene that set in after the bones in their fist became septic after they broke them on your face, that counts as free will. However, if you possess a lethal automatic defensive power, you must make every effort to see it doesn't kill anyone.

Unbelievable [+400]: None of the laws of normal reality are strictly enforced here. Five walking disaster zones of martial artists living quiet lives in a slum? Sure. Kids with the body builds of professional weightlifters? Not even that odd. Random gang members that can tank atomic blasts to the face? He probably was using some new moisturizer. The entire setting has taken a couple extra levels in weirdness, and now everyone is secretly a world class martial artist, cyborg, mutant, Kryptonian, or thousand year old sorcerer. Don't expect logic to work, and don't count on your fantastic powers keeping you from occasionally getting ROTFLStomped.

You Can't Escape Your Destiny [+500]: The duty of upholding world peace and punishing evil will be yours. The Good cannot coexist with the Bad. More and more insanely powerful martial artists will continue to appear throughout your stay here and

they can only be defeated by fighting them with your own martial arts or cunning: no other powers will work on those who belong to the Martial Arts World.

The Boss [+600]: You gain a new companion for this jump. He is utterly and completely useless, none to bright, and you must make sure he survives despite his incredible propensity for getting himself into life threatening situations. You can try sticking him someplace safe, but he will inevitably get out, wander off, or let the wrong person in. You can, thankfully, transfer any of your abilities (besides ones that give wisdom, common sense, or increased intelligence) to him (or her) for the duration of the jump, but you won't have them at all and he'll use them in the most idiotic ways possible. If you want to keep him after the jump, you can. He gets to keep a copy of every perk you granted him, but is still an idiot and no amount of perks will change that. Despite the name he is not actually the boss of you.

All the Sadness One Can Bear [+800]: If there is a way for an event to be grief inducing for you, it will be so. Warning, this may result in deaths, break ups, companions abandoning your cause, and other unintended consequences.

==== SCENARIOS ====

A Lifetime of Study: You begin this jump 70 years before the events of the movie, in 1870, in rural China. You are 10 years old, blessed with all your learning perks, physical and mental buff perks, and any skills you may have learned along your travels. What you don't have is any knowledge of the martial arts, combat, weaponry, etc… nor any superhuman powers or magics, nor immortality or slowed aging. Your warehouse is sealed and you've forgotten it exists. Anything you buy from this jump will be found scattered across the decades.

Furthermore, your knowledge of the movie and any historical events that will play out over the next seven decades has been erased. Events will conspire to keep you and The Demon Brothers or The Beast from meeting until the 1940s, following the rise of the Axe Gang. You do have a sense that some kind of dramatic showdown is coming however, and as time passes you will gain a progressively more accurate sense of when and where. You must, over the next few decades, find someone to teach you martial arts, then master those martial arts to the degree that, as an 80 year old, you can defeat The Demon Brothers and The Beast at Pig Sty. And you must actually defeat them, without killing them, or allowing them to kill anyone either. In fact, you are not allowed to kill anyone during this jump, not even during the Japanese invasion. Beating someone within an inch of their life or injuring them such that they can't physically harm anyone anymore is not killing them.

Only by meeting all these conditions can you end this jump, though you can stick around for a few more years after that, if you like. There will be several significant wars in China during this time. If you can manage all that, the Beast gains the Enlightenment

perk and joins you as a companion. He will only allow you to import him into any setting that offers an unarmed Martial Arts Perk, if you agree to import him in such a way as he gets the perk. If you don't import him to a Jump that has an unarmed Martial Arts Perk, he wanders off trying to find people to beat up and improve himself. He will show up again at the end of the jump. He is exceptionally good at picking up martial arts techniques, but doesn't care for weapons very much, except his Lotus Pins. Sing does not exist in this timeline and events are set in motion simply by the Axe Gang trying to drive everyone out of Pig Sty.

Alternatively, you can gain The Demon Brothers as a companion. They have similar rules, but instead of Martial Arts, they focus on Musical Perks, especially on empowered music.

An Apt Pupil: You enter this world when Sing is 12, 13 years before the start of the movie. In this world, the Beggar does not exist and there are no copies of the manuals (if you bought them, they are stuck in your warehouse). You must, over the next ten years, find Sing (somewhere in Hong Kong), and convince him to train under you. He has no aptitude for anything besides martial arts, has blocked chi points, and poor impulse control. He is, however, a Kung Fu Genius (A Special Aura), though a latent one. It is up to you to train him to defeat the Beast. You will be unable to find the Beast in your time here, and you will leave at the end of 10 years. Sing, Bone (his best friend), and Fong (the girl he loves) all must arrive at Pig Sty Alley 13 years hence.

You can choose to be there one of two ways: You can be physically present, but rendered all but powerless and unable to interfere in the fight between Sing and The Beast (your defenses and sensory powers are still whatever they were, but you have no other powers). Sing will not recognize you in this form. Or you can be there in spirit form, completely unable to interact with anyone besides Sing (who will be able to see and speak with you, thinking you are the ghost of his dead master, Oh-Bei-Wan) but able to travel at the speed of thought and pass through any obstacle. You can also choose whether you skip from the end of your jump right to the fight or if you hang around in either form for those three years.

Sing, with your training, must defeat first the bullies attacking Fong a few months after you find him, and then much later, The Beast, without killing him. He will not gain Enlightenment until that has happened. If you can accomplish this then Sing, Bone, and Fong join you as companions. Sing can import himself into any jump, and will do so if you don't. Either way, he is always a Drop-In unless they are clearly evil. He is utterly immune to all emotional effects besides those that target his Compassion. He can turn any outfit he is wearing white by an act of will. Bone, who is good hearted, but slow of mind and flabby, serves to keep him grounded, and Fong, who is kind, pure, and mute is the love of his life. They are his companions and gain 1/10th of the power he gains, importing with him. They are non-combatants, but will defend themselves to the best of their abilities.

Sing has no need for personal items, and will not buy any. He also will not take any action he feels to be immoral. His native abilities are all the Drop-In Perks from this jump, save “I Can do Kung-Fu” plus whatever martial art you taught him. If you also bought the manual for Buddha’s Palm, he will learn that as well over the next jump. Sing will not kill mortals (i.e non-immortal members of normally mortal races, including animals; Evil immortals, demons, spirits, etc. are fair game), nor will he approve of you killing them while he travels with you unless there was genuinely no other option for the purposes of survival. He will know if there was genuinely no other option.

==== END GAME ====

You don’t have to go home, but you can’t stay here.

==== MARTIAL ARTS STYLE NOTES ====

These notes are intended to save you time and effort researching these martial arts for yourself. Feel free to do so if you desire, and if I’ve missed something, drop me a line. This information is presented as is and is the best I’ve been able to find in English. Some of it is rather poorly translated and I’ve done the best I can to clean up the language… assuming I even understand what they’re trying to say. Some of these styles are purely fictional, while others have their basis in actual martial arts, though clearly taken to literary extremes. Please don’t tell me they need to be cleaned up. I will get to it eventually, but they’re only here as references.

*Note: Entries marked with *** signs bracketing the name were written by me based off of primary or secondary sources. Those marked with +++ signs are largely or completely copypasta.*

*** Buddha’s Palm / Buddhist Palm ***

External / Hard / Chi

The most powerful of all Chi based Attack martial arts. It consists of 8 stances. It focuses in massively damaging attacks, and very little on defense. In addition to teaching the user to strike with any part of the body, it relies upon spiritual strength more than physical strength or speed. Practitioners are advised to seek to cause a minimum of harm, lest they upset their own spiritual harmony.

The legendary Buddha, an awesome force for good. In the East, The Palm of Buddha is considered to be the highest form of Kung-Fu, so powerful that those who have mastered its 8 forms are said to have the power to split mountains. To wield the Buddha’s Palm, one must have a great heart and be a champion of the weak and the helpless. The 8 Stances of Buddha’s Palm are:

1. **The First Ray’s of Buddha’s Light** - A defensive aura that surrounds the user with glowing buddhist sutras that destroy incoming weapons and deflect incoming attacks.

2. **The Radiance of Buddha's Incense** - A powerful directed chi attack that can pierce most defenses, see when Sing destroys much of Pig Sty Alley.
3. **Buddha's Challenge to Nature's Force** - A telekinetic force that summons wind, thunder, and sometimes rain, can also be used to shatter boulders at a distance or clear avalanches.
4. **The Peal of Buddha's Thunder** - A focused sonic attack that can deafen, stun, and knock over crowds of enemies.
5. **From the Arms of Buddha in the Western Heavens** - An attack in which the user, seated in lotus position, levitates up into the air, raining down chi-lightning.
6. **Buddha's Illumination of the Entire Earth** - A falling technique in which the user focuses all their chi and the force of gravity to pin enemies in place before smashing them flat… see the eagle scene in the movie.
7. **Buddha's Reincarnation** - Another levitating attack, this one causes the very stones of the ground to shatter and rise into the air. Though using this is incredibly destructive and the user is essentially immobile while it is in use, they are protected from the exploding rocks shooting out of the ground by a personal cloud upon which they sit.
8. **The Wrath of a Million Buddhas** - The final attack of this style, in which the user multiplies himself and unleashes dozens if not hundreds of simultaneous flying Radiance of Buddha's Incense.
9. **Buddha Puts His Foot Down** - The secret ninth technique of the Buddha's Palm style. It allows the user to strike at the chi, or lifeforce, of the opponent directly via the application of the Buddha Palm Master's own mastery of chi manipulation with a single well placed strike… usually to the target's foot. Physical toughness or defense is often useless in the face of this technique, requiring mastery of one's internal energies in order to properly counter.

Each technique is said to take a decade to master, but each effectively grows the user's Chi reserves by ever increasing amount (resulting in a truly massive gains).

***** Nine Yang & Nine Yin *****

Hard / Internal / Chi & Soft / Internal / Chi

A pair of legendary martial arts that perfectly complement each other, each drawing on one half of the chi wheel. Nine Yin is a compilation of numerous scrolls and ancient scriptures pertaining to psychic powers, healing techniques, classical martial arts techniques, and Taoist Alchemy. It focuses on working with inner energy and qi, usually to nullify the magical, psychic, or spiritual powers of others. It is strongest in one on one fights. Nine Yang was created to counter Nine Yin and includes powerful defenses to block chi-blocking moves, but by embracing a counter philosophy it also compensates for some of the weaknesses of Nine Yin, largely by allowing the user to defend himself against many opponents while focusing on eliminating them one by one. Unfortunately, the level of meditation and enlightenment required to master two extremely opposed and poorly structured martial arts, especially ones of this power… no mortal has ever

accomplished this feat. Mastering each of them is said to take 90 years or more, and mastering both… centuries.

+++ One Yang Finger +++
Soft / Internal / Chi

Emperor Yideng's signature martial arts technique, also known as Solitary Yang Finger. This skill allowed the emperor to channel inner energy into his fingers and propel beams of energy towards enemies in order to deal a great amount of damage. He also used elements of this technique to save the lives of people who had been poisoned, or sustained internal injuries, by using his own inner energy to purge venom from their bodies or clearing their meridians to improve blood and energy circulation. One of the most heavily finessed of all martial techniques, One Yang Finger relies upon control, accuracy, and knowledge of anatomy to seal or open chakra points, inflict or heal damage, and to control the flow of chi within others. Though it lacks the titanic power of Buddha's Palm, Buddha's Palm cannot match the versatility or restraint of One Yang Finger.

+++The Eighteen Dragon Subduing Palms & The Dog Beating Staff Technique+++
Hard / External / Physical or Staff

A pair of martial arts developed by the fabled Beggars' Sect, the first is an unarmed style designed for general use by all members, the second a secret staff technique reserved only for the chief of the Beggars. There are 18 stances of the first and 10 of the second, and mastering both takes a lifetime unless one is a Kung-Fu genius. Dragon Subduing Palm is said to be the single most powerful external style martial art in the world, being of unmatched ferocity, meticulousness, and sheer power.

The 18 stances of Dragon Subduing Palm are:

1. **The Proud Dragon Repents** - A stance designed around countering. The practitioner teaches their foes the folly of attacking them by adopting a stance that allows them to quickly divert the strikes of the enemy and then revisit the force of those strikes onto the opponent, allowing them to repent for the mistake of striking the Dragon Subduing Palm master.
2. **The Dragon Soars in the Sky** - As its namesake suggests, this is a downward hitting stroke which may be initiated from high ground or a jump. Just as a dragon may ride on the fame and reputation of the great men it spots to enhance its status, this stroke draws on the strength of both its practitioner and the impact from his/her fall to deliver a forceful and unrecoverable blow on the adversary.
3. **A Dragon is Seen in the Fields** - Resulting in an amazing burst of energy, this is also the strongest of the 18 Dragon-Subduing Palms. Just as its namesake implies, utilizing this stroke alone will bring doom (and possible destruction) upon an opponent (hence good fortune for the practitioner).

4. **The Swan Gracefully Descends** - Emphasizing the importance of advantage, the practitioner circles slowly and defensively, waiting for an opening in their foe's stance or perhaps a moment of weakness in an adversary. The stroke teaches one to seek out coincidental opportunity and seize it, hence gaining the upper-hand and, ultimately, victory.
5. **Use Not the Submerged Dragon** - This stroke emphasizes on the practitioner's reservation of energy for counter offensive purposes. It is similar to the 8th stroke, Diving Into the Abyss, in that it aims to cripple an opponent's confidence, but while the latter achieves this by physically overwhelming the opponent, Use Not the Submerged Dragon seeks to punish the provocator by releasing conserved force upon him/her.
6. **Crossing Great Rivers** - A movement technique. Once mastered the practitioner can effortlessly leap dozens of meters with ease, and move with the grace of a gazelle and the speed of the pouncing tiger.
7. **Tremors that Shook the Land** - A blow designed to knock your opponent or opponents off balance by disrupting their contact with the ground.
8. **Diving into the Abyss** - Overpowering one's opponent is an important criteria in battle. The practitioner, through his presence and awe, will be able to invoke fear and submission in an adversary. Therefore, half the battle is already won even before it takes place.
9. **The Twin Dragons Fetch Water** - A technique designed to make use of both hands in tandem. By repeatedly striking with alternating blows they sow confusion and devastation in their wake, bewildering enemies and breaking through their guard.
10. **The Divine Dragon Swishes its Tail** - A sudden reversal of the direction of the attack, a turn to face an opponent behind one's self or other direction with no loss in speed, coordination, or momentum.
11. **A Sudden Advent** - A powerful blow that offers little warning that it is coming, allowing a canny practitioner to take the opponent by surprise. There is no tell the attack is coming, and it can catch even the wariest of opponents off guard so long as the practitioner is not greatly overmatched in speed.
12. **Timely Riding the Six Dragons** - A stance focused around determining the momentum of battle. The master of this technique easily finds themselves able to keep track of all goings on in their surroundings, being never surprised or caught off guard by things within the range of their senses.
13. **Dark Clouds but No Rain** - Moral is an critical part of battle. Masters of this technique have trained themselves to strengthen their willpower and remain calm and collected even in the face of near insurmountable odds. While they can acknowledge fear they will never suffer from it.
14. **With a Loss comes Confidence** - Defeat does not mean death. A master of this understanding has learned to accept their failures with grace, and learn from them. Any technique experienced at least once will lose some effectiveness if used again, and repeated exposure can potentially allow the master to develop counter techniques to defend themselves.

15. **The Dragon Fights in the Wilderness** - Alone and outnumbered does not mean without advantage. This stance emphasizes the use of the practitioners surroundings to take and maintain advantage through the use of clever improvisation.
16. **Treading on Ice** - A stance designed to maintain one's footing. A master of this technique is near impossible to sweep from their feet, and the planting of their stance empowers them. So long as they have a moment to brace themselves they will gain dramatically increased resilience.
17. **The Ram Charges into the Fence** - Believing in one's strength is essential in combat, so is pulling off one's most effective blows to injure the opponent. In using this stroke, the practitioner must be focused and confident, or run the risk of self-injury. This allows them to strike with the full force of their strength into each blow, but carries with it the chance of over extension if not careful.
18. **Laughing Words** - A true battle is fought with not only the body, but also the mind. The master of this style has learned to read the expressions and tells of the enemy so well that they can glean information from them with even the slightest exposure. They can then use this information to unsettle the nerve of their enemy, decreasing their moral and giving advantage to the user.

The Dog Beating Stick Technique has eight main principles - Trip, Block, Trap, Poke, Pick, Lure, Steal, and Turn. Trap technique, to make the stick like a vine winding round a tree; no matter how the tree grows in width, the vine would not be separated from the tree. Turn technique, to force the opponent to follow himself, but causing the opponent to see a mass of flashes and shadows. This will make the opponent to leave no room to escape. Lure technique, to borrow opponent's force up to 90% if it’s momentum. Pick technique, to pick opponent's weapon while using its momentum and toss it upward. Trip technique, to make the stick movements in continuous fashion like the flow of the river until hitting the opponent has succeeded. It contains many variations.

The Strokes

- Stick Hits Dog’s Head
- Flipping Up and Cutting the Dog’s Butt
- Dog's Back Slant Beating
- Poke Back Dog Butt
- Stirring Rash Dog
- No Mercy Stick Poke
- No Dogs Under Heaven
- Stick Beats Two Dogs
- Hitting the Dog's Back From The Side
- Snatching the Stick From the Dog's Mouth
- To Push the Dog to Lower its Head
- Cutting Off A Vicious Dog’s Path
- Pressure on the Dog’s Back
- Facing the Dog to the Sky

***** Thousand Hand Divine Fist *****
Internal / Hard / Physical

Very little is known about Thousand Hand Divine Fist besides what is written above. As research comes in, expect to see more details here.

What is known is that combining this style with other martial arts can be effective, but it largely depends on the nature of those martial arts. A weapon-based art would benefit from THDF's speed, but doing so at higher levels would require a sword capable of dealing with the strain such movement speeds would place on it. Even most magical swords will twist and shatter at hypersonic speeds. Chi based martial arts require intense focus to gather and project the energy fields they rely on and are not subject to physical speeds as such… but THDF is a body hardening style, and good blocking techniques are seldom associated with Chi styles, so it might fill in some gaps.

***** The Nine Swords of Dugu *****
External / Soft / Sword

Created by Dugu Qiubai, the 'Nine Swords of Dugu' (獨孤九劍) are nine independent sword stances created to overpower all sorts of weapons, including swords, spears, clubs, whips, and arrows, as well as bare-handed attacks. It takes 30 years to master this Martial Art unless you are a Kung-Fu Genius. Rather uniquely for a sword style, the Nine Swords is primarily defensive in nature, designed to counter other techniques rather than to attack through the defenses of others.

This swordplay has nine stances, each of which is designed to counter a particular form of martial arts. The mastery of all nine forms allows the swordsman to counter a wide range of martial arts moves (including those involving the use of weapons). The first core element of the swordplay is speed: The swordsman is trained to quickly predict and identify the weaknesses in the martial arts moves executed by an opponent, and then attack those weak points. The second core element of the swordplay is its formless nature and adaptability: Unlike typical martial arts styles described in wuxia stories, the moves of the 'Nine Swords of Dugu' do not follow any fixed sequence or pattern. As such, it is impossible for an opponent to predict (and counter correspondingly) the moves of the swordplay.

The key to mastering the swordplay is to understand the two core elements instead of rigidly memorising all the stances. Once the swordsman has grasped the essence of the swordplay, he can use it in endless forms and variations, hence the swordplay has no fixed sequence or pattern. During combat, the less the swordsman remembers, the less restricted he is by the original stances. He is thus able to customise and adapt the swordplay accordingly.

The Nine Stances are:

1. **The General Index Stance** - Has variations to implement the General Index Script. This stances covers all variants and changes of all forms of martial arts in the world.

2. **Sword-defeating Stance** - Used to counter swordplay styles from any sect.
3. **Saber-defeating Stance** - Used to counter single-blade weapons such as the broadsword, willow leaf cutlass, demon beheading saber, large cleave, and pudao.
4. **Spear-defeating Stance** - Used to counter pole weapons such as the spear, halberd, staff, wolf head cudgel, and monk's spade.
5. **Whip-defeating Stance** - Used to counter chain weapons such as the whip, three section staff, rope dart, chain whip, and fishing net.
6. **Mace-defeating Stance** - Used to counter short weapons such as the club, mace, dian xue peg, tonfa, emei piercer, dagger, axe, octagonal hammer, and awl.
7. **Palm-defeating Stance** - Used to counter unarmed styles of hand-to-hand combat that utilize the fists, legs, fingers, and palms. This stance includes techniques to overcome boxing and grappling, joint manipulation, and dian xue.
8. **Arrow-defeating Stance** - Used in defense against missiles and projectile weapons, the first stage of mastering this stance involves the practitioner learning how to identify the type of missile by listening. Upon mastery, he is capable of blocking the projectiles with his sword and may redirect the missiles back at the enemy.
9. **Qi-defeating Stance** - Used to counter opponents who have strong inner energy reserves. It is not well understood how this stance actually works.

+++ Eight Trigrams Styles +++

The practice of circle walking, or "turning the circle", as it is sometimes called, is Baguazhang's characteristic method of stance and movement training. All forms of Baguazhang utilize circle walking prevalently as an integral part of training. Practitioners walk around the edge of the circle in various low stances, facing the center, and periodically change direction as they execute forms. For a beginner the circle is six to twelve feet in diameter. Students first learn flexibility and proper body alignment through the basic exercises, then move on to more complex forms and internal power mechanics. Although the internal aspects of Baguazhang are similar to those of Xingyiquan and Taijiquan, they are distinct in nature.

Many distinctive styles of weapons are contained within Baguazhang; some use concealment, like the "scholar's pen" or a pair of knives (the most elaborate, which are unique to the style, are the crescent-shaped deer horn knives (Chinese: 鹿角刀; pinyin: Lùjiǎodāo). Baguazhang is also known for practicing with extremely large weapons, such as the*bāguà jian* (八卦劍), or bagua sword, and the *bāguà dāo* (八卦刀), or bagua broadsword. Other, more conventional weapons are also used, such as the staff (*gun*), spear (*qiang*), crutch (*guai*), hook sword (*gou*) and the straight, double-edged sword (jian). Baguazhang practitioners are also known for being able to use anything as a weapon using the principles of their art.

Baguazhang contains an extremely wide variety of techniques as well as weapons, including various strikes (with palm, fist, elbow, fingers, etc.), kicks, joint locks, throws, and distinctively evasive circular footwork. As such, Baguazhang is considered neither a

purely striking nor a purely grappling martial art. Baguazhang practitioners are known for their ability to "flow" in and out of the way of objects. This is the source of the theory of being able to fight multiple attackers. Baguazhang's evasive nature is also shown by the practice of moving behind an attacker, so that the opponent cannot harm the practitioner.

Although the many branches of Baguazhang are often quite different from each other (some, like Cheng style, specialize in close-in wrestling and joint locks, while others, like some of the Yin styles, specialize in quick, long-range striking), all have circle walking, spiraling methodologies, and certain methods and techniques (piercing palms, crashing palms, etc.) in common.

Baguazhang's movements employ the whole body with smooth coiling and uncoiling actions, utilizing hand techniques, dynamic footwork, and throws. Rapid-fire movements draw energy from the center of the abdomen. The circular stepping pattern also builds up centripetal force, allowing the practitioner to maneuver quickly around an opponent.

+++ Lama Pai +++

The name "Lama Pai" is primarily associated with the lineage passed down from Wong Yan-Lam through Choi Yit-Gung and Jyu Chyuhn, two of his later students.

At the age of eleven years, Choi Yit-Gung arranged an introduction to Wong Yan-Lam. By this time, Wong Yan-Lam was close to ninety years old and had lost his eyesight so Choi Yit-Gung, who was from a wealthy family, took him into his own home and had his servants take care of him. Choi Yit-Gung devoted himself for approximately eight years and became a very well known fighter in southern China. Unlike Nhg Yim-Ming, Lei Ying-Chuen and Wong Lun, Choi Yit-Gung continued to use the Lama Pai name.

In the later years of his life, Choi Yit-Gung moved to Hong Kong and taught quite a number of individuals who helped popularize the Lama Pai style. Among these Hong Kong disciples were Chan Kuen-Nhg, Gung Yut-Gae, and Lo Wai-Keung.[4][8] Today, a number students of Gung Yit-Gae teach in the Tibetan Lama Pai Association of Vancouver, Canada. Lo Wai-Keung operated a large school in Hong Kong. Lo Wai-Keung has also written the only two books on Lama Pai (one has been translated into English).

The second lineage includes all of Jyu Chyuhn's students. Jyu Chyuhn (朱亦傳) (1892-1980) was born in the Toi-San district of Guangdong province and began his training in martial arts at an early age. He studied a wide variety of martial arts including the Choi Lei Faht (Choy Lay Fut) style under the direction of Master Chan Goon-Bahk, the son of the style's founder, Chan Heung. Jyu Chyuhn first learned Lama Pai under the direction of Wong Lam-Hoi (黃林開) and then sought out Wong Yan-Lam (王隐林) when he returned to Guangdong. Eventually, Jyu Chyuhn learned the entire Lama Pai system. However, Jyu Chyuhn became interested in Buddhism later in life and, inspired by the stories his teachers told him about their youth, retired near the Clear Cloud Monastery (清 云 寺) in Guangdong Province in southern China.

Iron Wire Fist 鐵線拳

The Hung Mun claimed to be founded by survivors of the destruction of the Shaolin Temple, and the martial arts its members practiced came to be called "Hung Ga" and "Hung Kuen."

The hallmarks of the Wong Fei-Hung lineage of Hung Ga are deep low stances, notably its "sei ping ma" (四平馬) horse stance, and strong hand techniques, notably the bridge hand and the versatile tiger claw. The student traditionally spends anywhere from months to three years in stance training, often sitting only in horse stance between a half-hour to several hours at one time, before learning any forms. Each form then might take a year or so to learn, with weapons learned last. However, in modernity, this mode of instruction is deemed economically unfeasible and impractical for students, who have other concerns beyond practicing kung fu. Some instructors, though, will stick mainly to traditional guidelines and make stance training the majority of their beginner training. Hung Ga is sometimes mis-characterized as solely external—that is, reliant on brute physical force rather than the cultivation of qi—even though the student advances progressively towards an internal focus.

Iron Wire builds internal power and is attributed to the martial arts master Leung Kwan (Chinese: 梁坤; pinyin: Liáng Kūn; 1815–1887), better known as Tit Kiuh Saam (Chinese: 鐵橋三; pinyin: tiěqiáosān). Like Wong Fei Hung's father Wong Kei-Ying, Tit Sin Saam was one of the Ten Tigers of Canton. As a teenager, Wong Fei Hung learned Iron Wire from Lam Fuk-Sing (Chinese: 林福成; pinyin: Línfúchéng) a student of Tit Sin Saam. The Iron Wire form is essentially a combination of Hei Gung (Chinese: 气功; pinyin: qigong) or meditative breathing with isometric exercise, particularly dynamic tension, although weights were also used in traditional practice in the form of iron rings worn on the wrists. If properly practiced, it can increase strength considerably and promote a stable root. However, as with both most forms of qigong and most forms of isometric exercise, it must be practiced regularly or the benefits are quickly lost.

Wong Fei Hung was known for his Fifth Brother Eight Trigram Pole (五郎八卦棍), which can be found in the curricula of both the Lam Sai Wing and Dang Fong branches of Hung Ga, two of the major branches of the Wong Fei-Hung lineage, as can the Spring & Autumn Guandao (春秋大刀), and the Yu Family Tiger Fork (瑤家大扒). Both branches also train the broadsword (刀), the butterfly swords (雙刀), the spear (槍), and even the fan (扇), but use different routines to do so. Mother & Son Butterfly Swords (子母雙刀) can still be found in the curriculum of the Dang Fong branch.

+++ Tantui 12 Kicks +++

As a form, routine or set, Tantui can be found in many Northern styles of Chinese martial arts. Its prevalence being so widespread, a common saying among Chinese martial artists has evolved: *If your Tán Tuǐ is good, your kung fu will be good*.

The term 'Tán Tuǐ' itself has been translated into English a variety of ways, with the most prevalent equating to "Springing Leg." Others are *Pond Leg, Tam's (as in surname*

- used to represent name of a family style of Chinese Martial Arts) Kicks,Pond Kicks and others. The name has been translated several different ways, with the most prevalent being that of 'springing leg'. The term is made up of two Chinese words or characters. Everyone tends to agree on the second word or character: 腿. In standard Mandarin Chinese, this is represented by the Pinyin romanization as Tuǐ, and literally means leg, thigh, shank, etc.; a Google Image search for the Chinese character will reveal many images of legs, etc. However in the world of martial arts, this has generally been accepted to mean 'kick,' or more specifically, a type of front snap kick.

The first Chinese character or word that makes up the term, however, is the one that tends to bring some confusion. The exact reasoning for the variations is unknown, however may be tied-in with the varying accounts of the form and / or style's origins and history.

Tán Tuǐ is deeply rooted in China's Hui ethnic group of people.

Understanding Tán Tuǐ as a Form

Little is known of Tán Tuǐ as a complete style, however the routine bearing this name is wildly popular in various Northern styles. The two most common versions are known as 10 and 12 'road' Tán Tuǐ. The word "road" is used to refer to a piece of the form - a group of movements strung together - such that, road one will have its set of movements (perhaps executed once, but often done three times) going in one direction, road two will have its movements going in the opposite direction and, road three going back in the other direction and so on... It continues this way through road 10 or 12. There are other varieties of this form as well, 14, 20, 24, paired or "two-man" Tán Tuǐ, etc.

Styles that have incorporated a version of Tán Tuǐ into their curriculum usually use it as a beginner form or training form, however due to its large number of movements, could be used for intense study for many years, regardless of version.

+++ Tai Chi Quan +++

The philosophy of t'ai chi ch'uan is that, if one uses hardness to resist violent force, then both sides are certainly to be injured at least to some degree. Such injury, according to t'ai chi ch'uan, is a natural consequence of meeting brute force with brute force. Instead, students are taught not to directly fight or resist an incoming force, but to meet it in softness and follow its motion while remaining in physical contact until the incoming force of attack exhausts itself or can be safely redirected, meeting *yang* with *yin*. When done correctly, this *yin/yang* or *yang/yin* balance in combat, or in a broader philosophical sense, is a primary goal of t'ai chi ch'uan training. Lao Tzu provided the archetype for this in the Tao Te Ching when he wrote, "The soft and the pliable will defeat the hard and strong."

Traditional schools also emphasize that one is expected to show *wude* ("martial virtue/heroism"), to protect the defenseless, and show mercy to one's opponents.

The *taolu*(solo "forms") should take the students through a complete, natural range of motion over their centre of gravity. Accurate, repeated practice of the solo routine is said to retrain posture, encourage circulation throughout the students' bodies, maintain flexibility through their joints, and further familiarize students with the martial application sequences implied by the various forms. The major traditional styles of t'ai chi have forms that differ somewhat in terms of aesthetics, but there are also many obvious similarities that point to their common origin. The solo forms – empty-hand and weapon – are catalogues of movements that are practised individually in pushing hands and martial application scenarios to prepare students for self-defence training. In most traditional schools, different variations of the solo forms can be practised: fast/slow, small-circle / large-circle, square/round (which are different expressions of leverage through the joints), low-sitting / high-sitting (the degree to which weight-bearing knees are kept bent throughout the form), for example.

Breathing exercises; *neigong* ("internal skill") or, more commonly, *qigong* ("life energy cultivation") are practiced to develop *qi* ("life energy") in coordination with physical movement and *zhan zhuang* ("standing like a post") or combinations of the two. These were formerly taught only to disciples as a separate, complementary training system. In the last 60 years they have become better known to the general public.

Qigong versus t'ai chi ch'uan

Qigong involves coordinated movement, breath, and awareness used for health, meditation, and martial arts training. While many scholars and practitioners consider t'ai chi ch'uan to be a type of *qigong*, the two are commonly distinguished as separate but closely related practices, with *qigong* playing an important role in training for t'ai chi ch'uan, and with many ta'i chi ch'uan movements performed as part of *qigong* practice. The focus of *qigong* is typically more on health or meditation than martial applications.Internally the main difference is the flow of Qi, In qigong the flow of Qi is held at a gate point for a moment to aid the opening and cleansing of the channels. In Taiji the flow of Qi is continuous thus allowing the development of Power for the use by the practitioner, thus the differences between postures, i.e.: no straightening of joint in Taiji.