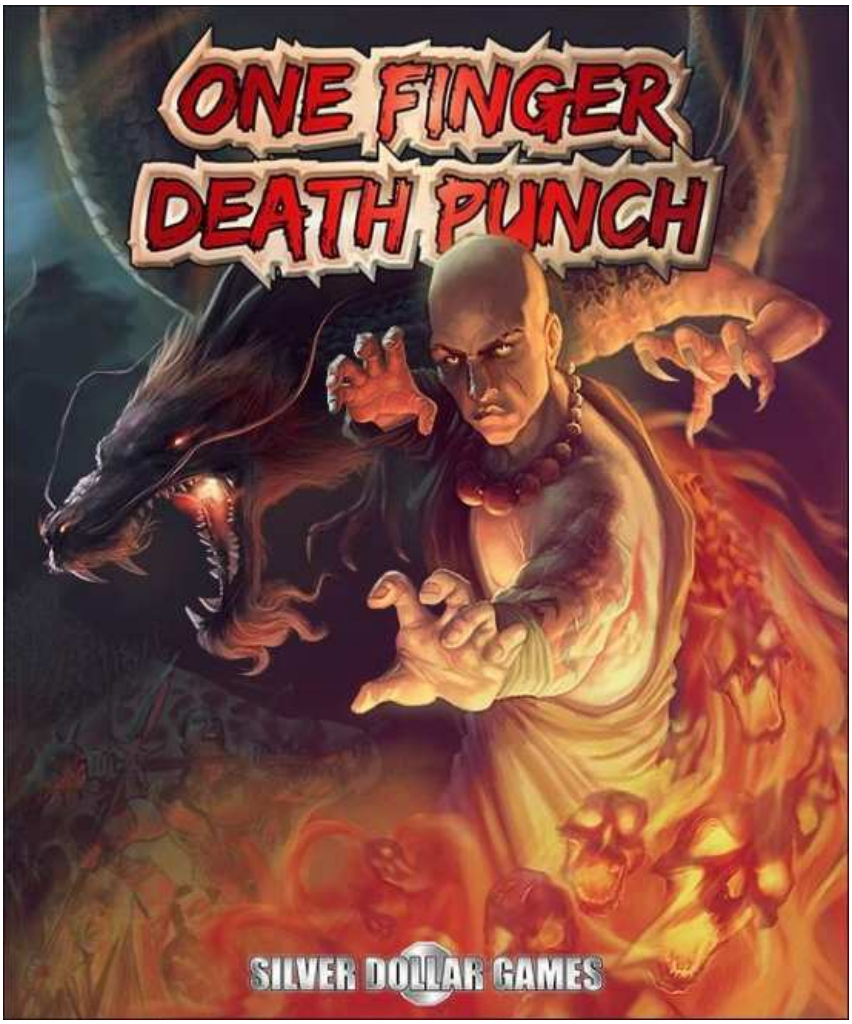
Martial arts have existed ever since men forged their bodies into weapons.

All over the world you can find schools that argue the superiority of their techniques, but one stands above all. The rumoured ability to slay with a single blow.

They call it the Touch of Death, Dim Mak, Vibrating Palm.

Your master calls it



A Gauntlet by Clover

Step into the world of fists and glory to complete your training.

+0CP

=Background=

One Finger Death Punch is a Gauntlet. No other powers, items or companions exist from outside. Failure or death does not end the chain.
You must Kung Fu fight your way through 250 stages of increasing difficulty, with the odd boss stage.
A pastiche of 80s Kung Fu films, wuxia legends and folk tales lies before you.

You will not go unprepared.

=Base School=

Before Master Qian Yin taught you the ways of the Death Punch, you mastered a classic martial art.

Mantis Style: Modelled from the movements of the aggressive praying mantis, created by legendary Shaolin Monks. This style uses hooked hands and whip like deflections with momentum to strike vital spots and nerve clusters. Speed and continuous attacks are paramount here.

Drunken Fist: Descended from the legend of eight drunken immortals, this style resembles the movements of a drunkard, with misdirection and feints forming the core. Masters fight tipsy to loosen their movements and soften their muscles, increasing improvisation and unpredictability.

Flying Crane: One of six Shaolin Boxing schools, it imitates the movements of a white crane. This style emphasising standing kicks, evasive manoeuvres and exploiting weakness without the need for great strength behind your blows.

Eagle Style: Taught by Shaolin Monks to fight an invading army, this style imitates an eagle's claw. Forming a system around joint locks, pressure points and takedown strikes, this style also incorporates long range strikes and high jumps.

Tiger Style: One of six Shaolin Boxing schools, this school focuses on the aggressiveness and savagery of a tiger. Based around striking, it makes use of extensive footwork, acrobatic stances and fist strikes coupled with explosive power, strong muscles and physical prowess.

Capoeira: Developed by Brazilian slaves in secret, disguised as a dance, Capoeira is a visual spectacle. Very athletic, this form mixes acrobatic spins, kicks and leverage to deadly effect.

Bajiquan: A legendary Chinese killing art, this school is famous among bodyguards and assassins. Performing strikes with elbows, shoulders, hips and other extremities, explosive force renders most foes incapable of reaction.

Taekwondo: Korea's kicking art, focussed almost entirely on the feet. Incorporating evasion, footwork and aerial jumps, all to position for deadly spins, head strikes and fast kicks.

Silat: Developed in South-East Asia, this speed focussed art includes weapons and music in training. Low stances, dance-like movements and internal rhythm all contribute to the effectiveness of silat.

Jeetkunedo: Founded in modern times, this hybrid school is a true everything-goes style. Using all forms of strikes and bodily movements, practitioners seek formlessness and no limitations. It draws inspiration from Wing Chun, Kickboxing and Fencing.

Take one of the above schools for free. You may take additional schools for 50CP each.

=Perks=

How do you express your Kung Fu fury?

Punching Music *Free*
You have a blood-pumping, upbeat and dramatic soundtrack that plays whenever you start getting into the thick of combat, perfectly accenting your blows and blocks. This may be toggled.

One Finger Death Punch *Free*
Does not matter how fit or unfit you are, a lamb may lay low the lion with this technique. You can kill or incapacitate the average man with a single blow, although it must land. Stronger and more cunning opponents may dodge these attacks or require multiple strikes to fell. It is also a powerful defensive technique, time seems to freeze a split second when the fighter is hit. Using weapons with this technique untrained causes them to break under the strain, your body is unaffected thankfully.

Arms as Limbs 100CP
Death Punch lends its lethality to a mastery of melee weapons. Swords, clubs, spears and other traditional martial arts weapons can be used easily with martial arts forms. These weapons may be used longer, Death Punch being channelled more effectively than shattering them.

Space Bridging Blow 100CP
Death Punch is not restricted to the reach of your arms; a master learns to slay from afar. Ranged weapons such as bows, spears and daggers all fall within the purview of your school. Even throwing bombs around is a martial art. If it works, it works.

Ever-Flowing Quiver 100CP
Arrows, throwing daggers, shuriken and similar ranged ammunition is plentiful, triple the expected amount when scavenged from battlefields and opponents. Sometimes the only difficulty is getting rid of the bounty you have on hand.

Steel Loosing Hand 100CP
Death Punch is an accurate art, even when using melee weapons in unconventional ways. You can throw such unwieldy weapons as if they were perfectly balanced. Practice may even cause their weapons to ricochet in deadly angles, axe heads, clubs and spears spinning in deadly trajectories.

Foe Weakening Focus 100CP
Death Punch turns weak foes into chaff, and with focus you may find even experienced martial artists vulnerable to your touch. This meditation requires significant exertion to activate.

Poisonous Fang Touch 200CP
Even one finger is enough to cripple a foe, the blows of the martial artist equivalent to deadly venom. Each blow they survive makes them slower to react and sluggish to defend.

Plentiful Weapon Rain 200CP
Students of the Death Punch are favoured by heaven, never far from weapons. Caches of blades and steel are always nearby, and replacement blades may be literally lowered from the sky if needed.

Freezing Palm 200CP
Death Punch bends the elemental air to obey the will of the user. A practitioner of the martial art can literally freeze their opponents in place with a blow, shards of ice encasing entire groups in place until ready to be dealt with. This technique requires significant effort, or many opponents defeated.

Deep Impact 200CP
The earth shakes and submits under the weight of One Finger. The fighter may clear a wide swathe of ground around them with a blow, the force rippling outwards in concentric circles. A favourite of crowd clearing, and demolition works.

Blood-Drinking Palm 400CP
One Finger Death Punch is not just a killing art, but also a healing one. After defeating enough opponents, the student will find their wounds sealing and injuries salving themselves with the exertion of the practitioner.

Backhanded Deflection 400CP
The merits of Death Punch shine with its defence. A practitioner deep in concentration and focus may swat away lesser blows without thinking, their limbs moving subconsciously to continue the flow of the art. This deflection only works when many foes are felled or with effort from the user.

=Items=

The panoply of a disciple.

Wanderer's Straw Hat 50CP
This simple woven straw hat is perfect for keeping rain, snow, blood, sand and other nasties out of your eyes. In a pinch you can even throw it as an impromptu discus, severing limbs with a razor rim.

Invigorating Tonic Gourd 50CP
This pear-shaped flask is always full of a refreshing potion. Drinking this nutritious elixir makes you overall a bit faster, relaxed, perky and drunk. Perhaps for pre-fight sips. No substitute for real sleep.

Faithful Bane 100CP
You have a simple weapon that you are never without. This is limited to traditional martial arts weapons, such as swords, spears, chakram, bows, shovels and fish. Any time you lose it, a replacement will be dropped from the sky. You may import a weapon to gain these properties.

Ruin Turning Cape 100CP
It's more of a sash, really. Woven with rich saffron and scarlet, wearing it protects you from one backstab each stage or similar combat encounter, moving on its own to block any unseen attacks.

Woe Blocking Bracers 100CP
A pair of limb encasing guards, forged with flexible metals and inscribed with protective mantras. They block unavoidable front blows once a stage or similar encounter by moving to intercept.

Ball of Death 200CP
An indestructible bouncing ball that can rebound with the strength of your attacks and returns to you with each opponent struck. It seeks the nearest opponents whenever struck to help this process but will lose momentum with each bounce. Comes with a carrying chain when not in use.

Golden Blade from Above 300CP
Whenever you are near death and similar despair, the world will breathe in as a golden sword descends into your hands from the heavens. This indestructible weapon cannot be dropped unwillingly or disarmed, cutting down all who oppose you until your last chance is no longer needed.

=Drawbacks=

Every martial arts journey is beset by challenges, great and small.

Fluent in Bruce +100CP
Adrenaline and combat do odd things to your vocal chords, as you find that you can only speak in high pitched screams, yells and shouts. This option comes with a neat yellow jumpsuit to wear.

Cinematic Experience +100-500CP

> Retro Filter: Bright colours and saturations are gone, and sepia tone is in. Occasionally you may see odd tears and blurs as if the film reel is scratched. This makes identifying enemy types very difficult.
>
> Thunder and Lightning: The sky is blotted out with dark clouds and thick gushes of rain, illuminated only by the flash of lightning and glint of nearby weapons. This makes fighting and countering opponents terrifying as an expected fist reveals a handful of knives.
>
> Blood Opera: When it bleeds, it pours. Every opponent seems to be high pressure, as even the slightest touch sends streams of blood gushing everywhere. You will inevitably need to waste time wiping your eyes clear or slipping in puddles of the stuff.
>
> No Luca No: You don't want any trouble but that damn cat keeps getting in the way of your fists. Every time the fighting gets good, this smug cat walks in and you must push it away.

You gain 100CP for each modifier and 500CP for the lot. This makes your world a red-and-white landscape of storms and interfering cats.

Sword Breaking Blow +200CP
Any weapons you obtain are more likely to shatter, either by your strength or by enemies blocking them. You will quickly learn to throw away bad steel for the good.

> *Ground Shattering Strikes* +300CP (Needs Sword Breaking Blow)
> Your roughhousing shatters walls and load bearing supports. Any arena you fight in will find the roof collapsing on top of you, and even open plain skirmishes results in sudden quakes and a need to find stable ground.

The Unerring Fist +100CP
The tenets of One Finger Death Punch teach efficiency of movement; a single blow to end a fight without waste. You will focus on defeating mobs without missing them, or not strike at all.

> *Three Fatal Strikes* +200CP (Needs the Unerring Fist)
> Your master accepts only the best from his students. You may bear three blows in a stage or similar combat encounter. Any more and your master will disown you for the dishonour.
>
> *Kung Fool Me Once* +300CP (Needs Three Fatal Strikes)
> Even a king may allow a single strike against them. Such a king you must be, only allowing at most a single punch to touch you each stage of your martial arts journey.
>
> *Unassailable Under Heaven* +400CP (Needs Kung Fool Me Once)
> To prove the invincibility of your school, you must complete your journey without being struck unkindly even once. Such reflexes and defences are exemplar in your teachings.

No Mercy +200CP
The legendary defence of Death Punch is no more. You are given no time to recover between blows and your enemies are quick to mob your stunned body. You must prize your mobility and evasion now more than ever or be ready to be trampled on the way to greatness.

Burly Brawl +200CP
Everyone want to be part of the crowd. Your enemies will soon grow into uncontrollable mobs and are more likely to coordinate group attacks, with more brawlers thrown in each tussle to keep you on your toes. Your later stages will have you clear out entire towns of oddly well-trained opponents.

Flesh is Strong +200CP
Your enemies possess more melee weapons, each stage will see mobs armed to the teeth with swords, clubs and emptying armouries to charge you. You must account for extended attack range and cutting edges when confronting these foes.

> *House of Flying Steel* +300CP (Needs Flesh is Strong)
> Your enemies have more ranged weapons, more likely to attack from afar with loosed arrows, thrown daggers, spears and even explosives. The only upside is that they are rather careless with their aim. I suggest you find cover.

Rules of Nature +300CP
Art mimics life, and so the martial arts were derived from nature. The original progenitors of Kung Fu have come to challenge you, and you may fight the occasional wild animal. Parrying actual eagle claws, bear paws and mantis fangs will become routine in later stages of your journey. Have you ever tried to find the pressure point of a tiger?!

Wicked Master Brotherhood +400CP
Rival masters and villains from across the land have banded together in defiance of your journey, seeking to end the line of the Death Punch school once and for all. You will find more bosses per boss stage, with trickier tactics and strategies to halt your ascension. Each boss stage will become more difficult as they learn from their failures, and entire armies will be brought to bear against you. Martial arts cults will be trained and pruned specifically to take you down.

Fist of the Living Shadow +400CP
A powerful rival has appeared, the antithesis to everything your school stands for. This ninja, practitioner of Thousand Whittling Needle Doom, will hound you your entire journey, appearing from mist and between falling leaves to strike you. Their techniques will degrade you over time and with attrition, each blow and appearance another crack and wedge in your journey. You will eventually face them in open combat, but only when they believe you to be at your weakest. Draw them out of hiding and eliminate them before you become to weak to continue your journey.

Rule of Two +600CP
Martial Arts is often wracked with conflict, external and internal. To truly complete your journey, you must face a final opponent, to test all you have learnt to the fullest and pass on the legacy.

You must defeat your master, Master Qian Yin, in single combat.

He has seen generations of students come and go, failing to complete the journey or abandoning it for simpler lives. Entire wars were fought to wrest the secrets of his strength and each was crushed beneath his sandalled feet. He hopes you will be able to surpass him.

Make your Master proud.

=The Journey=

To prove your worthiness of the Death Punch, you must travel the lands and seek combat, righting wrongs, fighting increasingly difficult groups of opponents.

All stage rewards are additive and active on completion.

No Stages

"You are a disgrace to your ancestors!"

If you fail to complete your journey, you will continue the chain with only the following.

Get the **Fool's Mark**: A headband with a ridiculous design, it's the Martial Arts equivalent of a kick-me sign. Wearing it attracts swarms of opponents, bullies, malcontents and oppressors.

10 Stages

"All journeys start with a single punch"

You may keep the Base School martial arts purchased, regardless of your success in your journey.

Army Slaying Breath & Body: A true student fights atop a mountain of the fallen. Purifying and recycling internal and external energy, the practitioner regains most effort of each successful strike.

Get a **Commemorative Gi**: A loose fitting, lightweight jacket and pants traditionally worn by martial artists, emblazoned with the symbol for "Sure Death". You may keep this if you fail.

25 Stages

"Good start. Now do that ten more times!"

Hummingbird Catching Zen: After defeating a certain number of opponents your mind begins to slip in and out of a meditative focus, sharpening your reactions and quickening your blows. You may leap among crowds, dodge arrows and, of course, catch hummingbirds. This flow may be interrupted.

Two Finger Wood Punch: A set of indestructible nunchakus, any martial arts practiced with them render the blows entirely non-lethal. They may be considered form weapons of any martial art.

50 Stages

"You enemies are strong, but I believe that you will prove stronger."

Thousand Soaked Fists: Having defeated thousands of opponents, your feet and fists have become hardened into ever bloody weapons, easily the equal of any steel and just as threatening. You can catch swords mid-blow, punch hearts out of rib cages and shatter stone.

Get a **Commemorative Poster**: You obtain an artistic rendition of yourself posing in martial combat. Training in its presence improves your motivation and stamina. You may keep this poster even if you fail to complete your journey.

100 Stages

"Your journey is nearing its half-way point. This is no time to dally"

Horizon Spanning Stance: The range of One Finger is infinite in the eyes of eternity. The blows of the Death Punch cross entire battlefields as the user is carried to their opponent. All their enemies shine brightly as if glowing and the eyesight of the martial artist is greatly improved. This technique requires significant energy to activate or a few foes defeated and is limited to line of sight.

Get a **Commemorative Movie**: A schlock 80s style martial arts film with off-sync dubbing is made of your martial arts journey. Packaged in the original VHS. You may keep this if you fail your journey.

250 Stages

"You have completed your training, my student"

End of a student's journey. You may continue your journey through increasing odds and challenges or end the gauntlet here.

You may keep all items and perks, including the **One Finger Death Punch**.

You may master two more Base Schools.

Get a **Commination Belt**: Slightly ratty but indestructible, this immaculate belt is perfect for securing your pants to your body. It also changes colour to represent your threat and glory, from a spotless white, through the colours of the rainbow and a final, dreadful, black. Foes who see the black belt know your danger and reputation, and that you mean business.

500 Stages

"I am proud to stand in the presence of a colleague"

End of a master's journey. But some ambitions aspire ever higher.

Master two more Base Schools.

Old Master Qian Yin: A little, bald, wrinkly, smiling old man, he looks the bit of every ancient wizened martial artist ever. A master combatant and a font of wisdom, he is a valuable advisor on all martial arts conceivable, ever improving your training bit by bit.

750 Stages

"Most intriguing. It seems that I am the one with much to learn"

End of a grandmaster's journey. But is a martial arts journey ever over?

Master all Base Schools.

One Finger Dojo: You obtain a training dojo where you may teach students the way of the instant slaying blow. No deaths are possible while training in this dojo. To unlock the full potential of the One Finger Death Punch, your students must complete a journey like yours.

=Endings=

Roll the Credits.

If you had failed your journey:

Enjoy the fine consolation prizes on offer.

If you had completed your journey:

The martial art you practice is a powerful tool. Use it wisely.

=Notes=

Mastering a Base School grants you the physique and training necessary of that school.

The One Finger Death Punch is not infallible. It can be dodged, avoided, blocked and missed.

Your journey is effectively a montage of crazy Kung Fu fights, with very little story.

You may take breaks between stages. The land is filled with small towns, markets, temples and other normal things common to Kung Fu stories. Your journey may take years or days depending on you.

The Unerring Fist causes you to focus on attacking only when sure of a hit. Dodged or blocked blows don't count as misses.

You may not use Faithful Bane's import system to duplicate your favourite weapons. If you could retrieve the original, you never really lost it, and the sky dropped replacement is merely a retrieval.