# Martial Arts

Martial Arts Styles are widely found across creation, with mortal, God-blooded, Spirit, Demon, and Exalted practitioners alike. For mortal practitioners, the motions of the Techniques are taught as a manner of self discipline and motion, as they are often unable to press the Motes required to activate its true effects.

Only one Martial Arts Style may be active at a time, and only Techniques from that Style may be used during the same action. (i.e. Combos cannot contain Techniques from multiple Styles..) Characters may switch their Style and their Weapons at the start of their action as a free movement.

Techniques, unlike other Powers, **must be bought in the order they are presented in.**

#### Form Weapons and Armor

As well, Martial Arts are restricted by what sorts of **weapons** and **armor** the Stylist uses--after all, it would be all but impossible to take the light, dancing maneuvers of Snake Style in Heavy Plate!

When using multiple styles, Stylist may start to use an array of weapons. The **Switch Style** Secondary Action allows for this quick changeover, so long as both weapons are within easy reach of the character.

Alternatively, the Stylist may begin **creating new types of weapons**. If they have two styles, one that calls for Thrown (disks), and the other Melee (swords), they may decide that a *bladed chakram* is exactly what they need.

### Weapons

[[Need to give a listing of example weapons types. These will be used for Attack Ability Specialities…

**Melee**

* Swords (All bladed-type weapons)
* Clubs (All Blunt-type weapons)
* Staff
  + Note how “Spears” is a Staff with a blade, that can also be thrown like a Javelin.
* Throwing Disks (Chakram, shields)

## Merits

### Master Stylist (3)

**Mortal Only**

The Stylist has managed to master their Martial Arts beyond what should be possible for any Mortal. They may learn and use Lesser Techniques of the chosen style, so long as they meet the Ability Requirements for this.

The Stylist gains a pool of 8 Peripheral Motes that may only be used for their chosen style.

## Snake Style

**Abilities** Brawl, Dodge  
**Weapons** Unarmed, Needles  
**Armor** Unarmored, Light

Snake stylists use quick, precise strikes, disrupting Chakras and the flow of their targets motions. As well, they prey on those that are slower than them. Masters can even deliver paralyzing poisonous Essence through their fingertips, or through specialized hollow hand needles.

The Stylist gains **+1 Evasion**. Anytime they attack a character who has not acted yet this round, they also gain **+2 Attack Dice**.

#### Hand Needles

Hand Needles are specialized equipment made specifically for practitioners of this Style. They are finger-length hollow needles, typically made of strengthened glass, wood, or obsidian, that allow for quick piercing strikes. Trainees often use harmless chopsticks as their practice weapons.

## Lesser Techniques

### Armor-Penetrating Fang

**Cost:** 3m, 1i; **Mins:** Brawl 2  
**Type:** Supplemental  
**Duration:** Instant

The Stylist knows how to precisely strike to deliver their devastating results, whether it be between joints in armor or in targeted weak spots.. Their attack becomes **Unsoakable.**

### Crippling Pressure-Point Strike

**Cost:** 3m, 2i; **Mins:** Brawl 3  
**Type:** Supplemental  
**Duration:** Instant

On a successful Decisive Action, the Stylist rapidly jabs at their Target’s nerve clusters and pressure points, numbing and deadening portions of their target’s body.

The Stylist deals no **Base Damage** on their attack, but may either blind one of the senses or paralyze one limb of the target for (Essence) + 1 Rounds.

### Rhythm-Interrupting Venom

**Cost:** 2m; **Mins:** Brawl 3  
**Type:** Supplemental  
**Duration:** Instant

On a successful attack, the Stylist disrupts the momentum and motions of their target, instantly reducing the target’s Initiative by 5.

## Greater Techniques

### Countless Coils Evasion

**Cost:** (2m and 1i per 1 damage); **Mins:** Brawl 4  
**Type:** Reflexive  
**Duration:** Instant

On being the target of a successful attack, the Stylist may react with startling speed, deflecting and shunting part of the damage. For every 2 Motes and 1 Initiative spent, the Stylist may reduce the amount of incoming damage by 1. They may reduce up to (Essence)x2 damage this way from one attack.

Should the Stylist reduce the incoming damage to 0, the attack is considered to not have hit in the first place.

### Essence Venom Strike

**Cost:** 6m, 3i; **Mins:** Brawl 5  
**Type:** Simple  
**Duration:** Instant

The Stylist strikes out, making an immediate Contested Roll of their (Dexterity +Brawl) against the target’s Evasion. Should the Stylist succeed, the target becomes poisoned with vile Essence.

For the Stylist’s (Essence) rounds, the Target suffers 2 Damage, and is considered to be at a -2 DV penalty when attacked by the Stylist.

As well, for the remainder of the scene, the target is always considered to have “not acted this round” for the purposes of Snake Style bonuses.

## Tiger Style

**Abilities** Brawl, Athletics  
**Weapons** Unarmed, Light, Medium  
**Armor** Unarmored, Light

Tiger Stylists focus on a low-centered, wide stances, which provides both incredible balance and flexibility in their motions. Their actions are fluid and active, using their entire body in their motion full of rolls, kicks, and extensive footwork. It is not uncommon for Tiger Stylists to use the environment to their advantage, leaping off of walls and rafters in a ravaging pounce.

While in Tiger Style form, the Stylist is immune to any disadvantage from unsteady ground or being prone to attack: they may use their entire body in their strikes. As well, their attacks are vicious and carry with them the momentum, providing **+1 to Base Damage**.

## Lesser Techniques

### Retreating Momentum

**Cost:** 2m; **Mins:** Brawl 2, Athletics 1  
**Type:** Reflexive  
**Duration:** Instant

On an incoming attack, the Stylist whirls around to defend themselves, enhancing their defenses with their motion. They increase both their DV by 3, but must surrender their current position by immediately taking a Move Action away from the attacker. Ths consumes their next Secondary Action.

### Crimson Leaping Cat

**Cost:** 4m, 1i; **Mins:** Brawl 2, Athletics 1  
**Type:** Simple  
**Duration:** Instant

The Stylists leaps onto their target, stunning them and halting their target’s movement.

Make a (Dexterity + Athletics) roll against the target’s Evasion, if successful, the target cannot move from their position for (Essence) Rounds.

### Prey-Maiming Frenzy

**Cost:** 4m, 1i; **Mins:** Brawl 3, Athletics 2  
**Type:** Supplementary  
**Duration:** Instant

Against a stunned, paralyzed, or otherwise forcefully stationary target, the Stylist may make frenzied, brutal strikes, increasing their Base Damage by +2.

## Greater Techniques

### Bone-Shattering Bite

**Cost:** 8m, 3i; **Mins:** Brawl 4, , Athletics 3  
**Type:** Reflexive  
**Duration:** Instant

[[Didn’t like this one, need another good idea]]

### Angry Predator Frenzy

**Cost:** --; **Mins:** Brawl 5, , Athletics 4  
**Type:** Permanent  
**Duration:** Permanent

The apex Predator stalks the jungle. While in Tiger Style Form, the Stylist permanently adds an additional (Strength)/2 to their Base Damage.

As well, whenever the Stylist attacks a stunned, paralyzed, or otherwise forcefully stationary target, they may add an additional +2 damage.

## Crane Style

**Ability** Presence  
**Weapons** Unarmed, War Fan, Hook Sword  
**Armor** Unarmored

Crane stylists cannot attack, and may only counterattack in certain circumstances.

Base damage, during a counterattack is only (Essence/2).

## Silver-Voiced Nightingale Style

**Ability** Performance  
**Weapons** Unarmed   
**Armor** Unarmored

Stylists produce Kaias, musical attacks formed out of song and musical instruments. Kaias are considered light ranged weapons. (+1 Accuracy, + 0 Damage, N/A Parry)

Accuracy Limit is (Charisma + Performance) + (Weapon Modifier)

Base damage is (Charisma+Essence)/2 + (Weapon Modifier)

## Octarine Angles of Impossibility

Based on [Omicron’s 2e version](http://forum.theonyxpath.com/forum/main-category/exalted/326098-sma-octarine-angles-of-impossibility)

**Abilities** Lore, Sorcery  
**Weapons** Unarmed   
**Armor** None

The Octarine Angles of Impossibility style delves into the concepts of *nothing*, that which cannot exist in reality.

The Stylist is able to space and compress it in a sheering manner around enemies, which is considered a **Ranged Light** **Weapon** (+2 Acc, +1 Dmg). This uses an Int + Lore Attack.

The Stylist’s anima becomes fractured and twisted, as if seen through broken glass.

### Lesser Techniques

#### Angular Time Displacement

**Cost:** 2m; **Mins:** Lore 2, Sorcery 1  
**Type:** Supplemental (Move)  
**Duration:** Instant

The Stylist folds Space and Time of their destination and their current position into a singular point, allowing them to cross the distance in a simple step.

When taking a Move Action, the stylist does not cross any intervening places. This may be used to pass through walls, cross vertically, and across chasms.

#### Book of No Words

**Cost:** 2m; **Mins:** Lore 2, Sorcery 1  
**Type:** Primary  
**Duration:** Instant

The Stylist speaks the language of Nothing, articulating its emptiness with perfect articulation, yet devoid of any meaning.

The Stylist takes a Distract Action of (Cunning + Lore) vs Resolve of all enemy characters that can hear the Stylist within Short Range.

#### Door to Nowhere

**Cost:** 4m, 2i; **Mins:** Lore 4, Sorcery 3  
**Type:** Primary  
**Duration:** Variable

The Door to Nowhere may be opened, forcing those it touches into a state of non-existence--though this cannot last as *nothing*, having no properties, cannot contain *something*.

The Stylist makes a (Cunning + Sorcery) roll against the target’s **Evasion. (**The target may choose to not Evade.) If successful, the target ceases to exist for the next (Essence) actions, where they will reappear in a location up to one Range Band away from where they disappeared.

Characters that cease to exist cannot take any actions, but are also fully protected as well.

The Target gains a resistance to this effect, gaining +2 Evasion against the attack to avoid it for the remainder of the scene.

### Greater Techniques

## Magma Kraken

The Sorcerer summons the great kraken of the Deeps to attack their foes, using its blazing fire tendrils for their combat Prowess