

Talents

Charger

Cost: 20 experience

When you take the *Sprint* combat action, you may make a single punching attack or activate a Gu with a range of *Touch* at some point during your turn. If you make a punching attack and it hits, the target is thrown backward a number of meters equal to 1% of your Strength attribute (rounded down), to a minimum of 0. Making the attack or activating a Gu with a range of *Touch* expends the remainder of your movement.

Combat Absorption

Cost: 30 experience

You can multitask on absorbing primeval stones in the heat of combat. Absorbing the essence of primeval stones now costs a bonus action instead of a combat action.

Flurry

Cost: 20 experience

Requires Fundamental Strength Path Attainment

You gain access to the **Flurry** combat action.

Flurry: For every arm you have, make two punching attacks against a creature within 1 meter. You gain a +20 penalty to **Dodge** skill tests and **Close Combat** skill tests made to parry attacks until the start of your next turn.

Flying Master

Cost: 45 experience

Taking flight no longer expends one of your Maneuvers per turn. Your **Flying** skill is permanently increased by 20 points.

Glib

Cost: 60 experience

Your Attitude attribute is permanently increased by 5. You roll **Haggle** and **Persuasion** skill tests with advantage.

Martial Artist

Cost: 20 experience

Can be purchased up to 3 times

You gain a -10 bonus to **Close Combat** and **Dodge** skill tests while not wielding any weapons.

Multitasker

Cost: 40 experience

Can be purchased up to 3 times

You can sustain an additional Gu every turn without incurring damage to your soul.

Multi-Weapon Fighting

Cost: 20 experience

You can make a number of melee attacks as part of a melee attack combat action as you have wielded weapons, with a +10 penalty to each attack. When wielding only 2 weapons, this penalty is removed.

Natural Muscle Training

Cost: 15 experience

Can be purchased up to 5 times

Your Strength attribute is permanently increased by 10 and your Fortitude attribute is permanently increased by 1.

Not So Fast

Cost: 25 experience

You may make the *Grapple* combat action as an attack of opportunity. You still have disadvantage on the **Close Combat** skill test if the target triggered your attack of opportunity with a **Dodge** skill test.

Pain Tolerance

Cost: 10 experience

Requires Intermediate Strength Path Attainment

Can be purchased up to 3 times

Your maximum hit points are increased by 5, and you gain a -10 bonus to all **Perseverance** attribute tests.

Partial Artist

Cost: 80 experience

You've had an epiphany and internalized the idea of Painting Path. Choose a single Gu with the [**Dao**] keyword (whether you own it or not). You may be under the effects of that Gu even if its path is not compatible with the paths of your other [**Dao**] Gu. Whenever you break through a small or large realm, you may replace your chosen Gu with a different one.

[Path] Scholar

Cost: 15 experience

Requires Fundamental [Path] Attainment

You gain a -20 bonus to **Knowledge (Gu)** skill tests made to identify [Path] Gu.

Sentinel

Cost: 20 experience

Whenever a creature within your melee range makes a melee attack against your ally, you may use the *Parry* reaction against it. You gain a -10 bonus to all **Close Combat** skill tests made as part of the *Parry* reaction (including the follow-up attack).

Tough

Cost: 60 experience

Your base hit points are equal to twice your Fortitude.

Reactive Flight

Cost: 15 experience

Refinement Techniques

Refinement techniques are used to improve the Gu refinement process in many different ways, such as reducing the difficulty, duration, or even material cost of a refinement recipe. Only one refinement technique can be used on a recipe at a time.

Dice Falling Waterfall

Cost: 10 experience

Requires Fundamental Luck Path Attainment

You gain access to the Dice Falling Waterfall refinement technique. When you use the Dice Falling Waterfall refinement technique, you must roll the failure die twice and take the lower result. Upon successfully refining a Gu with this technique, you gain a luck point.

Hairy Man Heaven and Earth

Condenses Gu from Heaven and Earth, opposed to Human Isolation Style. This technique is normally known only to Hairy Men, and takes great practice to perform.

Requires Master Refinement Path Attainment

Cost: 50 experience

You gain access to the Hairy Man Heaven and Earth refinement technique. When you use the Hairy Man Heaven and Earth refinement technique, you gain a -10 bonus to

As a reaction to being sent *airborne*, you can activate a Gu that grants a flying speed and immediately execute a maneuver for free.

Weapon Training

Cost: 15 experience

Can be purchased up to 3 times

When you purchase this talent, pick a class of mundane weapons (swords, spears, bows) or a single Gu.

You gain a -10 bonus on close combat and ranged attack rolls made with the chosen weapon for each time you've purchased this talent and selected that weapon. If a Gu is very close in form to the chosen weapon, you still get this bonus. This usually includes higher ranked versions of the same Gu.

Wrestling Techniques

Cost: 20 Experience

Requires Fundamental Strength Path Attainment

You gain a -10 bonus to **Athletics** skill tests resulting from a *Grapple* combat action. When you successfully grapple a creature, you may make a single punching attack against them as part of the *Grapple* combat action.

Refinement skill tests, and their failure die is increased by 2 stages (d4 -> d8, d6 -> d10...).

Shower

Cost: 20 experience

Requires Fundamental Water Path Attainment

You gain access to the Shower refinement technique. When you use the Shower refinement technique, you gain a -10 bonus to **Refinement** skill tests, and the duration of the recipe is reduced by 1/3 (rounded down to the nearest hour).

Starfall

Cost: 10 experience

Requires Fundamental Fire Path Attainment

You gain access to the Starfall refinement technique. When you use the Starfall refinement technique, you gain a -10 bonus to **Refinement** skill tests, increased to -20 when refining Fire Path Gu. This technique cannot be used to refine Water Path or Ice Path Gu.

Path Attainments

It's difficult to use Gu of a path you aren't familiar with. Every character starts with *Fundamental* attainment in a single path. Oftentimes, a Gu Master that achieves master level attainment in any path gains great fame for their accomplishment, and may be contacted by other forces to refine Gu or complete difficult tasks related to the path.

You cannot purchase a path attainment unless you have purchased all previous attainments in the same path. So you cannot purchase master attainment in a path unless you also have purchased fundamental and intermediate attainment.

[Path] Attainment

Fundamental

Cost: 30 experience

You gain an additional bonus action that can only be used to activate a single [Path] Gu on your turn.

Intermediate

Cost: 50 experience

Your understanding of [Path] has reached a qualitative change, and you gain the following benefits:

- You gain a -20 bonus to all **Refinement** and **Knowledge (Gu)** skill tests to refine or identify [Path] Gu.
- **Deduction** skill tests made to develop killer moves gain a -10 bonus if they have a [Path] Gu in its core.

Master

Cost: 100 experience

Your understanding of [Path] reaches the apex of mortal comprehension. You gain the following benefits:

- You automatically succeed all **Refinement** and **Deduction** skill tests to refine or improve the recipe of [Path] Gu, so long as the Gu is of a lower rank than you. You still have to roll the failure die after a successful refinement.
- You gain a -30 bonus to all **Refinement** and **Knowledge (Gu)** skill tests to refine or identify [Path] Gu.
- You gain a -30 bonus to **Deduction** skill tests made to improve or create refinement recipes for [Path] Gu.