

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

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 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.

Dual Refinement

Cost: 20 experience

Requires Intermediate Refinement Path Attainment

You gain access to the Dual Refinement refinement technique. When you use the Dual Refinement refinement technique, you may refine two unique Gu at the same time. The Gu must be of the same or compatible paths (see Ch. 3, Gu) and their recipes must have the same duration. You make only one **Refinement** test, but otherwise treat the refinement as if they were two separate refinements.

Extended Refinement

Cost: 10 experience

Requires Fundamental Refinement Path Attainment

You gain access to the Extended Refinement refinement technique. When you use the Extended Refinement refinement technique, you gain a -20 bonus to **Refinement** skill tests, and the duration of the recipe is increased by 8 hours. This refinement technique cannot be used to refine Time Path Gu.

False Refinement

False refinement was invented by Thieving Heaven Demon Venerable, allowing the production of counterfeit Gu.

Cost: 20 experience

Requires Intermediate Refinement Path Attainment

You gain access to the False Refinement refinement technique. When you use the False Refinement refinement technique, you gain a -10 bonus to **Refinement** skill tests, and the primeval stone cost of the recipe is reduced by 75% (rounded down). When you successfully refine a Gu using the False Refinement refinement technique, the refined Gu is *counterfeit*. It cannot be activated, but otherwise appears exactly the same as the real version of the Gu. Gu used to appraise the counterfeit must be of a rank equal to or higher than

your degrees of success (maximum 5) on the **Refinement** skill test in order to determine it is a fake.

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.

Cost: 50 experience

Requires Master Refinement Path Attainment

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 -30 bonus to **Refinement** skill tests, and the failure die of the recipe is increased by 2 stages (d4 -> d8, d6 -> d10...). This refinement technique cannot be used to refine Human Path Gu.

One After Another

Cost: 15 experience

Requires Fundamental Wood Path Attainment

You gain access to the One After Another refinement technique. When you use the One After Another refinement technique, you gain a -20 bonus to **Refinement** skill tests, and the duration of the refinement is increased by 4 hours. This refinement technique can only be used to refine Wood Path Gu.

Research

Cost: 25 experience

Requires Intermediate Wisdom Path Attainment

You gain access to the Research refinement technique. Whenever you successfully refine a Gu using the Research refinement technique, you gain a -20 bonus on your next **Refinement** or **Deduction** test made to improve that recipe. This bonus does not stack.

Sacrifice

Cost: 10 experience

Requires Intermediate Blood Path Attainment

You gain access to the Sacrifice refinement technique. Whenever you use the Sacrifice refinement technique, you may take any amount of damage directly to your hit points. This damage cannot be reduced or negated in any way. The primeval

stone cost of the recipe is reduced by 100 * (sacrificed hit points), to a minimum of 10% of the recipe's primeval stone cost.

Shower

Cost: 15 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 50%. This refinement technique can only be used to refine Blood, Poison, and Water Path Gu.

Starfall

Cost: 15 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 refinement technique can only be used to refine Fire, Light, Lightning, and Space Path Gu.

Yin Yang

Cost: 20 experience

You gain access to the Yin Yang refinement technique. When you use the Yin Yang refinement technique, you may refine two unique Gu at the same time. Their recipes must have the same duration, and the paths of the Gu must be one of the following pairs:

- Fire and Ice Path
- Space and Time Path
- Strength and Wisdom Path
- Light and Dark Path
- Earth and Wind Path
- Luck and Information Path

You make only one **Refinement** test, but otherwise treat the refinement as if they were two separate refinements.

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** and **Refinement** skill tests made to deduce 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.