

火龍伝説

Karyu Densetsu

Legend of the Fire Dragon

A Thrash Sourcebook

by Ewen "Blackbird" Cluney

Chapter 1: Introduction

The next time I create the universe

I'll make sure we communicate at length

-- Bad Religion, "Better Off Dead"

Karyu bloodline, and likewise elemental powers do not exist outside the families of the Go-zoku.

Karyu Densetsu is an original setting for Thrash. I created it for a couple of reasons. Most importantly, I needed to playtest the system, and thus decided to put together an ambitious campaign that would give virtually every aspect of the system a thorough testing. Second, it would serve to develop the system further in terms of optional rules, new maneuvers, and so forth.

This book will contain the sum of the material involved in this playtest campaign, including information on the various PCs and the events that transpire over the course of the campaign, and will be updated as this campaign progresses. As such, I can offer no clear suggestions on how to use this material in your game. The material in Chapter 2 can be used with any Thrash campaign (and, indeed, is intended for such). Apart from that, you could run a campaign set in the KD world, or simply transplant any number of characters and/or organizations from it into your own campaign settings, but that's up to you, the GM.

Anyhow, the KD world is your typical fighting game world – the near future, where people make a big deal out of martial arts, and technology is a bit more advanced, and so forth. As I said before, the setting is designed to test as much of the Thrash rules as possible. To that end, virtually every type of Weird Powers has some amount of representation amongst the various organizations, PCs, and NPCs that figure prominently. Indeed, it is intended to include a bit of everything, taking inspiration from countless sources (notably, Dragonball Z, Tekken 2, Dragon Fist, King of Fighters, Samurai Shodown, and Gargoyles).

Karyu Densetsu will be followed by the *Thrash Sourcebook*, which will present a good deal of generically useful information and source material, and when completed, portions of both books will be incorporated into the next revision of the main Thrash rulebook. The next project after that will probably be an adaptation of Street Fighter.

Common Maneuvers

Some of the unique styles presented in this sourcebook will include a short section called "Common Maneuvers." While characters can select any maneuvers they please, video game styles always have certain types of maneuvers closely associated with them (look at all the Shotoklones in Street Fighter, for instance), and these will be present to some degree (maybe only a single maneuver) among nearly any practitioners of said styles.

Weird Powers In Karyu Densetsu

In KD the various Weird Powers that were presented in the Thrash rulebook take on greater significance than before, in that many of them are unique to certain groups. Psychic powers are possessed *solely* by members of the

Chapter 2: Organizations

This section describes various organizations, clans, and so forth that are important to the Karyu Densetsu setting, ranging from the mystical to the military. Other major organizations that exist in real life -- the CIA, FBI, MI6, and so forth are all present in the KD world. In fact, most of those noted here are very secretive and not known to the general public.

The Dragon Circle

Founded in the 1960s, the Dragon Circle is a secret society of sorcerers from all over the world. It serves as a forum for the exchange of mystical knowledge and artifacts, as well as a means by which such sorcerers can be called together in the event of a mystical threat.

The main headquarters of the Dragon Circle is located in the UK, in an area once dominated by the Druids, chosen mainly for its abundant mystical energies. It is here that the Dragon Council, composed of the greatest mages from across the globe, meets twice each year, as well as in times of emergency. Further, each major section of the world, in mystical terms (China, the rest of Asia, Japan, India, Europe, Africa, Australia, and the Americas) has its own lesser Council which deals with local matters and meets at least four times a year.

The Five Ninja Clans

There were countless clans of ninja in feudal Japan, though only a few survived into the present. Among these are the ones known collectively simply as the "Go-zoku," "the Five Clans," so called because each of them controls a different element of the five described in Japanese lore.

Just where these five bloodlines began is unknown, though legends tell of five brothers who went on a pilgrimage. As they went along, a dragon came and picked up one of the five. They watched the great serpent fly away, but could only continue on. And then another dragon captured a second one of the brothers, and then another, until all five had been carried away. Each of them had been taken to a different part of the dragon's sky palace, and left to wander a great labyrinth. Each found a vial of colored liquid, and drank it. When that happened, they all found themselves in the same room, but each saw strange beings of the elements in place of their brothers. Each demanded to know what had happened to their brethren, and a great battle ensued. Finally, the dragon appeared, and revealed that he had brought them there to give them a gift of power. And with that, they were placed back where they had begun, but each held a grudge against the others, and they went their separate ways.

How it is that their descendants became the Go-zoku is unknown, lost to the sands of time, but these five clans continue to operate, along with the many other clans that exist, and their rivalry continues even to this day.

The other ninja clans of Japan, especially the once powerful Iga and Koga hate every last one of the Go-zoku, though the Air Clan more than the others. Though once minor, the Go-zoku have all but taken over the role of the

ninja in the 20th century, such that the other clans have been left behind.

The Air Clan

The Air Clan's aggression is matched only by that of the fire clan, and the two are among the fiercest rivals of the Go-zoku. They operate mainly in northern Japan, and have earned the animosity of the Iga and Koga through their interference.

Common Maneuvers

Air Wave Fist: Wind Strike

Hurricane Upper: Rising Uppercut; Power Strike

Tempest Wave Strike: Hurricane Burst (Super)

Tengu's Wings: Flight

Typhoon Armor: Elemental Aura (Air)

Wind Fist: Chi Blast; Chi Burst

The Fire Clan

The Fire Clan functions mainly in southern Japan. They are the single most aggressive of the five, and they employ the most brutal fighting techniques of any ninja clan, relying as much on sheer destructive power as skill in combat.

Common Maneuvers

Burning Hell: Combo (Dashing Grab, Flaming Chi Shock)

Fire Self: Elemental Aura (Fire)

Flaming Fist: Power Strike Heavy Punch

Flaming Wave Punch: Chi Blast (Continuous Blast, Flaming)

Immolation Teleport: Teleport (Burst Teleport)

Rain of Hell: Firestorm (Super)

The Stone Clan

The Stone Clan, like the Wood Clan, are less active than the other clans, but all the more cunning, and quite dangerous. Like the rocks whose powers they hold, they rarely make big moves, but when they do, the world shakes.

Common Maneuvers

Earth God Rage: Mega-Attack Shockwave (Super)

Earthshock: Shockwave

Final Stand: San He

Great Drop: Fissure

Stone Armor: Elemental Aura (Earth)

Stone Barrier: Elemental Wall (Earth)

The Water Clan

The Water clan operates all over Japan to varying degrees, but in Tokyo they are the single most powerful ninja clan present, owing to both their sheer numbers and their ties to both politicians and the Yakuza there.

Common Maneuvers

Supreme Whirlpool Strike: Mega-Attack Water Vortex

Swim as the Shark: Swimming

Tsunami Strike: Summon Wave

Whirlpool Armor: Elemental Aura (Water)

Whirlpool Strike: Water Vortex

The Wood Clan

The Wood Clan is the most reclusive of the Go-zoku, residing primarily in the “backwoods” of Japan, among the forests, where they spend much of their time training. The Wood Clan tends towards the subtle, but their cunning is great; anyone who ventures into their territory uninvited will be in for some unpleasant surprises.

Common Maneuvers

Leaf Shield: Elemental Aura (Wood – Leaf Shield)

Life Force: Healing

Nature's Wrath: Animate Plants

Splinter Wave Strike: Splinterburst

Gamma Force

Gamma Force is one of the US government's best kept secrets; an elite force of genetically engineered animal soldiers, reserved for only the most lethal of missions. Gamma Force is, in part, a project of Tolwyn Industries, jointly carried out with the utmost secrecy.

Gamma Force employs a wide variety of mutants, though canines are the most common, followed by felines and lapines (rabbits), all three chosen for their excellent reflexes and keen senses. Their growth is accelerated to produce adult specimens as quickly as possible, and their minds are conditioned to provide absolute loyalty and maximum skill performance. Their emotional development is usually thoroughly stunted, such that they combine their lethal skills with almost childlike aggression. Not surprisingly, most of the long lived members of Gamma Force have become sociopaths, often suffering from acute insanity and nearly incapable of handling the outside world by any means other than destruction.

Though they are not usually expected to come back, the troops of Gamma Force are very well equipped, normally sporting state of the art combat gear, though most of it cannot be traced back to the US, having come from other countries originally. Typical equipment includes an assault rifle (conventional or energy), auto pistol, survival knife, multi-optics goggles, a flak vest, rations, handset commlink, a rope with grappling hook, some grenades, and any number of other items.

Members of Gamma Force are always mutant animals (see Thrash, Appendix 1), usually (but not always) of the three aforementioned types. They will be trained in the Special Forces style, and have training in Firearms, Stealth, and Swimming. Due to their limited emotional development, however, their Charisma cannot exceed 4 at character creation.

Interpol Special Units (ISUs)

In the KD world, Interpol is a much more powerful organization, and maintains a secret branch, dedicated to dealing with the most dangerous of threats. It was created during a secret meeting of key UN officials, and its members come from throughout Interpol.

The typical ISU consists of four to eight highly diverse individuals, often from all over the world. All will be highly trained, having begun as police (or occasionally intelligence agents or simply soldiers) in their home countries. Special Forces combat training is the most

common, but members practice a wide array of combat styles. All ISU members must also be proficient with firearms, and have general police and detective skills.

Officially, the ISUs are not supposed to exist, so if they are discovered acting outside of their supposed authority, the agents will have to answer for their actions on their own.

The Karyu Clan

“You must always remember that you are the embodiment of our clan's three hundred years of traditions and accomplishments. Now go to your room until you finish your homework!”

-- Shinzo Karyu

The history of the Karyu Clan goes back to the 1700s, in Japan. It is said that a man descended from the sky on a phoenix's back. When he came to earth, he was discovered by the daughter of a wealthy samurai. She brought him home, for he was in poor health after his long journey.

When the mysterious young man awakened, he was confronted by the samurai, who demanded to know who this man was and where he had come from. The young man could not remember, however, having forgotten even his own name. Even so, the samurai could see great potential in this man, and decided to adopt him, and marry him to his daughter. The samurai named him Ichiro, the first son, and taught him the ways of the samurai, that he might be the samurai's successor.

Five years later another man descended from the heavens, on the back of a dragon. This warrior came in search of Ichiro, and challenged him to a duel. When they faced off, the visitor proved to be very powerful, but a strange power awakened within Ichiro. It allowed him to defeat the stranger, but changed him forever. He decided to travel, taking his wife with him across Japan.

When he came to the snowy mountains of Hokkaido, he found a clear pond, in which he was told that an oni lived. He gazed into the pool, and saw a flash of red before the oni was suddenly upon him. Though he fought back mightily, the oni overpowered him, and sealed him in his cave. There he saw a magnificent dragon chained down, and beside it a kirin, a phoenix, and a tortoise. The four of them greeted him, though they were resigned to their fate. Ichiro was not, and he knew his wife would attempt to help him.

She came to the pond, and called out to the oni. When he appeared, she asked him if she might visit her husband at least one final time before he was doomed to be forever trapped by the oni. The oni agreed, and let her enter the cave, but once she was inside, he sealed the cave. She had, however, brought her dagger, a mystical blade that had been in her noble family for generations. With it she was able to cut the bonds that held the four mystic animals, and together they escaped. Riding on the back of the dragon, Ichiro and his wife found their way to a distant island, where they decided to stay. Giving thanks, the four returned home to China.

His descendants became the Karyu Clan, a family whose members were powerful warriors, possessed of great spiritual power. Here they resided for a century before finally setting out to visit mainland Japan, but it was not until the mid 1960s that a few of them came to live in Japan.

Today there are less than a hundred direct descendants of Ichiro, and a little under a hundred more distant relatives scattered throughout Japan, and, to a lesser extent, the entire world. Many of the family members still live on Karyu Island, which is located somewhere in the South China Sea, though there are also a few who live in Tokyo.

Those raised by the Karyu Clan will culturally be largely Japanese, though they will learn a curious dialect of Japanese, sometimes called *Karyugo*, which includes a number of idioms and proverbs which are completely nonsensical to someone without a similar upbringing.

Karyu Island: Karyu Island is located in the South China Sea, relatively close to Japan. It is a small island, less than 20 miles across, but surprisingly rich in mineral resources, this being evident in the mining operations that take place there from time to time, and the oil rig that is located about half a mile off the coast, all of which mean that the Karyu clan is quite wealthy.

The island itself has relatively few landmarks. On its northeast coast is a small mansion, the permanent home of the clan. This was built a century ago in the traditional style, and was later renovated during the 1970s, thus resulting in it being partly redone in a Western style. This mansion has some 30 bedrooms in all, and has all the comforts of both traditional and modern civilization; there is a rock garden, swimming pool, bamboo grove, and satellite TV. Just outside the mansion is a small runway for the family's planes, and a dock for boats.

Beneath the mansion, and running all over the island is a complex system of tunnels and caves, which are said to have been carved out of the solid rock using mere force of will by Ichiro. Today, portions of this are used for mining, but the areas underneath the mansion are used strictly for martial arts training.

Presently, the only person who is on the island virtually all the time is Torasennin – when his son and daughter-in-law moved to Tokyo, there were precious few clan members around, but he's kept busy anyway, though he's all the more eccentric for it.

The Karyu Residence: Built in the 1960s, this is a fair-sized house located in Tokyo. While it cannot compare to the mansion, it is nonetheless a very nice place, incorporating some 8 bedrooms, as well as a small dojo in the back yard. Shinzo and Mizuki both spend most of their time here, as they have become rather entangled in their various activities.

Karyujutsu

The Karyu combat style is a blending of techniques from Karate, Kempo, Ninjutsu, and Jujutsu, taught to nearly all clan members to some degree, both for self-defense and better control of one's psychic powers. It is normally a wholly weaponless style, though female clan

members are often trained in the use of daggers. All in all, it is a powerful style, which seeks to strike a balance between internal and external, thus making both internal control and physical ability key to mastering it.

Availability: Karyujutsu is exclusively known to members of the Karyu Clan; it is simply not possible to get any training in it otherwise.

Prerequisites: Must be a member of the Karyu bloodline, and thus a Psychic.

Bonuses: +1 to Agility, Focus, and Will

Basic Maneuvers: Crescent Kick, Jump

Maneuver Modifiers: Reduce the cost of Athletics and Kick maneuvers by 1 point (to a minimum of 1). Also remember that being a psychic reduced the cost of Focus maneuver by 2 points (to a minimum of 2); see Thrash, Appendix 1 for more details.

Quote: "I am one of the warriors of Karyu! Do you dare face the power of the Fire Dragon?"

Common Maneuvers

Hundred Foot Step: Teleport (Instant Teleport)

Psychic Shield: Reflecting Barrier

Rising Dragon Tooth: Power Blade (Rising Blade)

Ryudan (Dragon Shot): Chi Blast (Guided Blast)

Soul Force: Regeneration

Clan Members

Among the most important members of the clan are a family which represents the most direct descendants of Ichiro. The current elder is an old and eccentric man called Torasennin, the current master of Karyujutsu. Shinzo, Torasennin's son, and his wife, Mizuki, currently have two daughters, Asura and Chiisako, and the four of them live in Tokyo. See the section Dragon Fight for more information on Asura; the others are described below.

As Player Characters: In terms of character stats, Karyu Clan members aren't much different from any other characters. They *must* possess Psychic ability (see Thrash, Appendix 1), the level depending on how closely related they are to the main family line. They must also learn Karyujutsu (see above), at 2 or higher in the case of distant relatives, or 4 or higher in the case of direct descendants.

Chiisako Karyu

Attributes: Intelligence 9, Focus 10, Charisma 7, Will 7, Strength 2, Agility 6, Stamina 3, Appearance 9

Base APs: 8

Chi: 24 **Health:** 12

Dizzy Threshold: 11 **Rage Threshold:** 20

Base Damage:

Strength: -2 **Focus:** +6 **Psychic:** +8

Skills: Computer 2, Cooking 3, Swimming 3

Advantages & Disadvantages: Calm 5, Psychic 12

Disciplines: Aura Power 6, Clairvoyance 3, Meditation 2, Precognition 7, Psychic Healing 4, Telepathy 3

Styles: None (her training has not yet begun)

Special Moves: None

Other Maneuvers: None

Disposition: Chiisako is very friendly and playful around those she knows and likes, but extremely shy around strangers. Further, she is constantly worrying about others – she can sense their feelings and sometimes even catch glimpses of things that might happen to them in the future, so she often is sympathetic to and/or afraid for others. That, combined with the honesty of a child makes her a very unusual person to meet.

Appearance: The cutest little girl you've ever seen, with big green eyes and shoulder-length brown hair. She usually wears either her school uniform, similarly cute dresses, or occasionally a kimono.

Background: Chiisako is the second daughter of Shinzo and Mizuki Karyu. She is only 8 years old, but already one of the most powerful psychics the Karyu Clan has ever known, though she has yet to employ this power for any destructive means of any sort. She is very intelligent and caring, and thus once people get past her shy exterior they rarely fail to like her to some degree.

Quote: "Um... I don't think you should go there today. I got a bad feeling about it..."

Mizuki Karyu

Attributes: Intelligence 8, Focus 7, Charisma 6, Will 8, Strength 7, Agility 7, Stamina 8, Appearance 8

Base APs: 15

Chi: 25 **Health:** 24

Dizzy Threshold: 16 **Rage Threshold:** 23

Base Damage: Strength: +3 Focus: +3 Psychic: +5

Skills: Blades 4, Computer 5, Drive Car 7, Expert: Japanese Criminal Law 5, Stealth 4, Streetwise 4, Swimming 5, Thrown Weapons 3

Advantages & Disadvantages: Light Feet, Psychic 9

Disciplines: Aura Power 2, Clairvoyance 6, Telepathy 6

Styles: Karyujutsu 7

Special Moves:

Aura Psycho Wave: Mega-Attack Chi Blast (Continuous Blast)

Hundred Foot Step: Teleport (Instant Teleport)

Psychic Shield: Reflecting Barrier

Psycho Wave: Chi Blast (Continuous Blast)

Rising Dragon Tooth: Power Blade (Rising Blade)

Soul Force: Regeneration

Other Maneuvers: Air Jump, Axe Kick, Backflip, Body Flip, Crescent Kick, Foot Sweep, Jump, Ki-Ai, Kippup, Mind Reading, Super Jump, Wall Spring

Weapons: Mizuki usually carries some throwing knives with her, as well as a Japanese-style dagger.

Disposition: Mizuki is a very kind and caring woman. But if you ever cross her, *watch out...*

Appearance: Mizuki is an attractive woman in her mid-thirties. She has shoulder length dark brown hair and brown eyes. When dealing with criminals, she wears a dark green gi, though the rest of the time she favors conservative western-style clothing, fit for an office building.

Background: When Mizuki first arrived in Tokyo, a man tried to take her purse. Granted, crime is pretty rare in Japan, but it does happen, especially when the criminals are foreigners. Needless to say, he didn't get very far.

Since then, Mizuki has dedicated herself to fighting crime in Tokyo. Of course, given the nature of the Japanese legal system, her career as a bounty hunter has been spent as much in courtrooms as on the street.

Quote: "Feel the justice of the Karyu, criminal!"

Shinzo Karyu

Attributes: Intelligence 8, Focus 8, Charisma 6, Will 5, Strength 6, Agility 5, Stamina 7, Appearance 5

Base APs: 12

Chi: 18 **Health:** 28

Dizzy Threshold: 15 **Rage Threshold:** 20

Base Damage: Strength: +2 Focus: +1 Psychic: +5

Skills: Computer 4, Cooking 1, Drive Car 4, Expert: Accounting 6, Expert: Business 6, First Aid 4, Language: English 7

Advantages & Disadvantages: Psychic 9

Disciplines: Kyudo 6, Precognition 3, Telepathy 5

Styles: Karyujutsu 4

Special Moves:

Rising Dragon Tooth: Power Blade (Rising Blade)

Ryudan (Dragon Shot): Chi Blast (Guided Blast)

Soul Force: Regeneration

Other Maneuvers: Backflip, Body Flip, Crescent Kick, Foot Sweep, Jump, Kippup, Mind Reading, Mind Walk, Wall Spring

Weapons: Shinzo doesn't normally carry weapons at all, though he has taken up Kyudo as a hobby, and occasionally will have a bow on him.

Disposition: Shinzo is quite friendly and outgoing, and cares a great deal for his family. It is very rare for him to get angry, and in any situation he'll be the first to suggest that those concerned try to settle things peaceably.

Appearance: To all outward appearances, Shinzo is a typical Japanese salaryman. His black hair is cut short, and he favors outfits befitting a businessman.

Background: Although a moderately skilled warrior, Shinzo prides himself on his skill as an accountant and businessman; he is the one who runs the clan financially, and generally deals with the paperwork.

Quote: "Asura's a wonderful daughter, so full of energy. Okay, so it's mystical *ki* energy, but she's still a wonderful daughter. Anyway, I have the contract all ready, so if you'll just sign...?"

Torasennin Karyu

Attributes: Intelligence 7, Focus 9, Charisma 7, Will 8, Strength 6, Agility 8, Stamina 7, Appearance 4

Base APs: 20

Chi: 25 **Health:** 28

Dizzy Threshold: 15 **Rage Threshold:** 24

Base Damage: Strength: +2 Focus: +5 Psychic: +5

Skills: Computer 2, Escape 4, First Aid 3, Language: English 3, Language: Mandarin 6, Philosophy: Bushido 3, Stealth 4, Survival 3, Swimming 2, Taunt 4

Advantages & Disadvantages: Psychic 9

Disciplines: Astral Power 6, Aura Power 7, Psychokinesis 7, Telepathy 5

Styles: Karyujutsu 12

Special Moves:

Aura Psycho Wave: Mega-Attack Chi Blast (Continuous Blast)

Hundred Foot Step: Teleport (Instant Teleport)

Psychic Shield: Reflecting Barrier

Psycho Nova: Chi Star (Super)

Psycho Wave: Chi Blast (Continuous Blast)

Rising Dragon Tooth: Power Blade (Rising Blade)

Ryudan (Dragon Shot): Chi Blast (Guided Blast)

Soul Force: Regeneration

Other Maneuvers: Air Jump, Axe Kick, Backflip, Body Flip, Crescent Kick, Focus Rage, Foot Sweep, Induce Fear, Jump, Kippup, Mind Reading, Power Channeling, Super Jump, Wall Spring

Disposition: Torasennin is very friendly, and has an odd sense of humor. He knows quite well when to be serious, but if he can get away with it, he'll avoid such anyway. He very much enjoys breaking down others' preconceived notions, not to mention cracking jokes.

Appearance: A wrinkled, bald Japanese man with a white mustache and beard. Although he used to be very traditionalistic in his manner of dress, he now favors Hawaiian shirts, shorts, and sunglasses. He also carries a cane, though he uses it more for combat than anything else.

Background: Torasennin is the current elder of the Karyu Clan. He has lived nearly all of his life on Karyu Island, as his ancestors did, and, until fairly recently, has been quite a traditionalist. Now, though, with his exposure to the wonders of satellite TV, he tends to have a more relaxed attitude and dresses like an American tourist. Of course, this appearance belies his skill and power; despite his age, he is the single best warrior of the Karyu clan right now, having mastered nearly all of the related techniques and special moves.

Quote: "So, you want to learn more of the secrets of Karyujutsu, do you? Well... It's not easy, you know. First, you'll have to pass a little test..."

The Thuggee

The Cult of Thuggee began in India during the time when it was under British colonial rule. Most of the Indian people wanted to end the unfair British rule, but the Cult of Thuggee were by far the most dangerous and deadly among them. They assassinated countless prominent British, by the trademark method of strangulation using a silk scarf with a rupee coin enclosed in its folds. The cultists claimed to have been directed by Kali, the goddess of death and righteous vengeance. Despite their combat skilled, a deadly variant of Kalaripayit, the Thuggee were crushed by the British, and only the pacifists, originally led by Ghandi, were ultimately able to free India.

Even so, rumors persisted that the Thuggee had survived, and would ultimately resurface to seek revenge. The last recorded incident of Thuggee activity was during the 1950s, when a large group of cultists were discovered. Now, however, they have returned once more, bringing a new reign of terror. With greater numbers and greater skill,

they began by assassinating the British Prime Minister in his own bedroom, by means of strangulation.

This has caused an uproar all over the world, compounded by rumors that the new leader of the Thuggee is not a man, but a shapeshifter, a being who calls himself Ravana, after the mythical King of Rakshasas.

The Thuggee Style

The Thuggee style is a deadly variant of Kalaripayit, which uses the required knowledge of the vital points to hurt rather than heal. It is said that Ravana himself devised most of the techniques used in Thuggee, but whether or not this is true (or even if this Ravana exists) is unknown.

Availability: The Thuggee style is a secret of the Cult of Thuggee, and one must become a member to learn it.

Prerequisites: At least 2 levels of Vital Points

Bonuses: +1 to Focus and Strength

Basic Maneuvers: Body Flip

Maneuver Modifiers: Reduce the cost of all Focus maneuvers by 1 point.

Quote: "We will soon crush our enemies!"

Common Maneuvers

Naga Wave: Chi Blast (Continuous Blast, Forceful Blast, Moving Blast)

Ravana's Claw: Chi Charge Combo Maneuver (Choke Hold, Drain Life, Slam)

Tiger Rage: Rage Burn

Tiger Roar: Focus Rage

Tolwyn Industries

One of the most powerful corporations on the planet, Tolwyn Industries, Inc. is the principal producer of cybernetic and robotic systems, as well as one of the leaders in genetic research and engineering. Founded in the early 1980s by Dr. Anton Tolwyn, it has absorbed countless other firms in its rise to gnanthood, and stepped on more than a few toes in doing so.

The name of Tolwyn Industries is widely known, though their products are not. Few can afford cybernetic systems, as they are terribly expensive and thus usually restricted to medical implants and simple prosthetics. Apart from that, their activities are largely unknown to the public, though rumors persist of killer cyborgs and genetic mutants. TI also owns countless subsidiary companies not known to the public, and thus they have some degree of influence over nearly any given industry.

TI's headquarters are located in Los Angeles, though they have countless facilities of various sorts all over the world. From the massive skyscraper, Anton Tolwyn controls his corporate empire, which has made him one of the richest men on the planet. He is a shrewd and ruthless businessman, as well as a brilliant scientist.

The corporation carries out countless operations which are secret. These include the creation of mutant animals and cyborgs for countless countries and terrorist organizations. Further, Tolwyn Labs has undertaken a

project to determine the genetic basis for unusual powers. To this end, agents of TI have begun collecting genetic samples of as many psychics, elementals, sorcerers, martial artists with chi powers, and so forth as possible. Further, they are recruiting as many such individuals as possible to become TI employees, most often to do security work. This has, however, earned the animosity of many such groups, including the Dragon Circle and virtually all of the ninja clans.

TI Security Teams

TI Robots

Stats for the various types of robots used by TI will be given in a future revision of this sourcebook, mainly because I haven't put together rules for making such robots as of yet.

Chapter 3: Dragon Fight!

"Coming up next week, here on WSN, Dragon Fight '96! See the greatest martial artists in the world duke it out to prove who's the greatest on the planet! Starts Friday at 9:00, when Crusher, the mysterious cyborg soldier faces off with Mi Long, the ancient Tai Chi master!"

-- World Sports Network Commercial

In the Karyu Densetsu world, Dragon Fight! is the premier martial arts tournament. Competition for entry into the tournament is fierce, and the organizers, and enigmatic pair known as Ju Kai and Ju Mei, whimsically choose only a handful, rarely more than a dozen, to fight each year. In addition to great fame, the winner receives a prize of some sort, usually something exotic and magical.

Dragon Fight! started in China, in the 1920s, and came to the rest of the world in 1984. 1996, however, was the first year that it received significant attention from the world, as Ju Kai agreed to allow the media to cover the tournament, provided that no one be made to pay to see it (much to the chagrin of many Pay-Per-View types). What the world saw was the most incredible display of martial arts skill and power, and it has become vastly popular ever since, leading to a worldwide rekindling of interest in the martial arts, almost overnight.

Rules and Organization

Like most fighting game type tournaments, Dragon Fight! takes place all over the world, with fighters visiting one another's favored fighting spots, though all are watched over by either Ju Kai or Ju Mei. Matches have no time limit, and are carried out until one fighter has won two of them, which occasionally takes a few days, with recovery times and all. There are relatively few restrictions on what one can and cannot do during a fight, save that one must not kill the opponent (to do so is to be disqualified), though how honorably one fights will definitely be a deciding factor in whether or not they appear in the next year's tournaments.

In the tournament fighters are paired off, and if a fight is lost, they are out of the tournament. Thus, the number of combatants is halved each time, until there are only two left, and then one, the champion.

Dragon Fight '96

Dragon Fight '96 was an incredible tournament, though it is said that the excitement of last year is nothing compared to what will come in 1997.

The participants in 1996 were Mi Long, Houkou, Crusher, Arthur McBrand, Kevin Cinder, Asura Karyu, Adam Leing, Nick (a Japanese/Hawaiian surfer, Lua fighter, and assassin), Megara Karyu (one of the Karyu Clan's best warriors), HKai (a young Chinese martial artist who is currently pursuing a degree in dentistry), and Spike (a reformed punk rocker who is *trying* to learn inner peace through Aikido).

Dragon Fight! '97

Now the time of the 1997 Dragon Fight grows near. This year, though, many feel a curious sense of foreboding about the tournament.

Contenders

The following are the warriors chosen to enter into the 1997 Dragon Fight!

Ai Kanzaki

Attributes: Intelligence 6, Focus 8, Charisma 7, Will 5, Strength 4, Agility 7, Stamina 7, Appearance 8

Base APs: 13

Chi: 18 **Health:** 28

Dizzy Threshold: 15 **Rage Threshold:** 20

Base Damage: Strength: +0 Focus: +4

Skills: Computer 3, First Aid 2, Language: English 3, Stealth 2, Taunt 6

Advantages & Disadvantages: None

Disciplines: Meditation 2

Styles: Kyokushinkai Karate 5

Special Moves:

Boost Kick: Heavy Kick with Chi Charge and Power Strike.

Heaven's Motion Shot (Tendoudan): Chi Blast; Aerial Usage, Guided Blast

Vacuum Exploding Heaven Star (Shinkuu Bakuhatu Tenboshi): Chi Star (Super),

Other Maneuvers: Air Throw, Body Flip, Foot Sweep, Jump, Knife Hand, Roll With Impact, Wall Spring

Disposition: Ai is usually irreverent and a bit silly, especially during fights, where she has gained a reputation as a great taunter. Even so, she knows when to take things seriously, and when she needs to show respect.

Appearance: A cute 18-year-old Japanese girl, with short black hair tied into a topknot and brown eyes. In the ring, Ai wears a white karate gi, though otherwise she wears either typical Japanese pop-culture sorts of clothes, or her school uniform.

Background: Ai grew up in Tokyo, and, at her father's insistence, she and her brother Hitoshi attended karate classes once a week since they were little, run by one of the greatest karate masters in Japan. Hitoshi gave up when he was in his early twenties, mainly because he got admission to a very prestigious university. Ai was considering giving up on it as well, but when she was 14 she had an experience that changed her life. Her father took her to see Dragon Fight! '92, and there she briefly met a boy, about her age, name Yoichi, who was taking Kenjutsu. Her... interest in him got her into the martial arts again, and she has since strove to prove herself to him in combat. And now, with the '97 tournament, she might just get the chance...

Quote: "Itai desu ka?" ("Does it hurt?")

Crusher

Attributes: Intelligence 6, Focus 5, Charisma 4, Will 9, Strength 12, Agility 8, Stamina 10, Appearance 4

Base APs: 15

Chi: 23 **Health:** 40

Dizzy Threshold: 18 **Rage Threshold:** 24

Base Damage: Strength: +8 Focus: +1

Skills: Basic Repair 2, Blunt Weapons 2, Computer 2, Drive Armored Vehicles 3, Firearms 3, Stealth 2, Survival 3, Swimming 2

Advantages & Disadvantages: Cybernetics 4 (arms and legs are replaced)

Disciplines:

Styles: Special Forces 7

Special Moves: None

Overcharge: Rage Burn (Super; cybernetic)

Thruster Kick: Body Missile (cybernetic)

Uzi Fist: Multi-Punch (cybernetic)

Other Maneuvers: Air Slam, Backbreaker, Body Flip, Dashing Backbreaker, Foot Sweep

Disposition: Crusher is nearly always calm and calculating, but is prone to fits of intense rage. He never takes any nonsense and is brutally pragmatic.

Appearance: A tall, imposing man with a blonde military crew cut. He wears a khaki green army uniform with the sleeves torn off, revealing his metal cybernetic arms.

Background: Very little is known about the mysterious cyborg known as Crusher, even by him; his memories only go back so far, such that he is allowed vague images of his past at best.

The truth of the matter is that he was once a soldier in the U.S. Army, but was turned into a cyborg as a joint project by the Pentagon and Tolwyn Industries; his "escape" and subsequent career as a martial artist were planned to that he could collect information on such groups as the ninja, Clan McBrand, and others, without him even knowing it. As a result, Crusher constantly feels compelled to hone his skills and attend tournaments.

Quote: "It may be metal, but it works."

Goro

Attributes: Intelligence 4, Focus 8, Charisma 6, Will 10, Strength 6, Agility 11, Stamina 8, Appearance 6

Base APs: 13

Chi: 28 **Health:** 32

Dizzy Threshold: 16 **Rage Threshold:** 26

Base Damage: Strength: +2 Focus: +4

Skills: Blades 3, Chain Weapons 3, Disguise 3, Escape 2, Missile Weapons 3, Thrown Weapons 4

Advantages & Disadvantages: Elemental (Fire), Fury 3

Disciplines: Arts of Invisibility 4, Meditations 2

Styles: Ninjutsu 5

Special Moves:

Boost Fist: Power Strike Chi Charge Heavy Punch

Fire Self: Elemental Aura (Fire)

Flaming Fist: Power Strike Heavy Punch

Flaming Wave Punch: Chi Blast; Flaming Blast, Continuous Blast

Immolation Teleport: Teleport; Burst Teleport

Rain of Hell: Firestorm (Super)

Other Maneuvers: Backflip, Focus Rage, Foot Sweep, Jump, Knife Hand, Multiple Dodge, Wall Spring

Weapons: In tournaments Goro uses no weapons, though in other circumstances he will use a ninjato or kusarigama, shuriken, and so forth.

Disposition: Goro is friendly to those he likes, and brutal to those he does not. He can be variously pleasant and filled with rage, a force of destruction within a few minutes, and is occasionally prone to mood swings, though basically a nice guy.

Appearance: A slim Japanese youth, Goro has reddish, unkempt hair that seems to almost be on fire. He wears a dark blue tunic and matching pants.

Background: Goro was born of the Fire Ninja Clan, and is considered to be one of the best of his clan. Some five years ago his older brother Ichiro was sent on a mission from which he never returned. The following day the Fire Ninja sent one of theirs to investigate; all she found was a single shuriken marked with the Chinese character *kaze*, meaning wind.

For days, Goro cursed and brooded. That the Wind Ninja would do such a thing was unforgivable. Finally, he stood on the roof of his home, gazing up to the full moon, and vowed that he would avenge his brother. A figure emerged from the shadows, a Wind Ninja named Raitaro, and dared him to try, before disappearing into the shadows once more. Since then, Goro has burned for revenge, and now, with the '97 Dragon Fight! Coming, he may yet have his chance.

Quote: "You will burn!"

Houkou

Attributes: Intelligence 4, Focus 5, Charisma 7, Will 7, Strength 8, Agility 9, Stamina 8, Appearance 9

Base APs: 14

Chi: 19 **Health:** 32

Dizzy Threshold: 16 **Rage Threshold:** 20

Base Damage: Strength: +4 Focus: +1

Skills: Cooking 3, Escape 4, Intimidation 3, Survival 6, Swimming 3

Advantages & Disadvantages: Claws, Fury 4, Mutant Animal (Tiger)

Disciplines: Blind Fighting 3, Body Hardening 3, Meditation 3

Styles: Kung Fu 5

Special Moves:

Flying Tiger Strike: Body Missile

Raging Tiger Frenzy: Claw Storm Charge (Super)

Tiger Pounce: Pounce

Tiger Roar: Stunning Shout

Other Maneuvers: Body Flip, Crescent Kick, Focus Rage, Foot Sweep, Jump, Knife Hand, Leaping Rake, Super Jump

Disposition: Houkou is usually friendly, but can't help it when her natural aggression comes to the surface, resulting in incredible fits of rage and violent outbursts. More than once she's come to regret the results of her short fuse.

Appearance: An attractive woman with short tiger-striped fur, yellow cat-like eyes, cat ears, and a long flexible tail. She wears only a silver bikini and matching boots.

Background: No one is quite sure where she came from originally, but none who encounter her soon forget the experience. Part human and part tiger, Houkou (a Japanese onomatopoeia for a growling noise) was discovered by in the wilderness by a Chinese Buddhist monk, and taught the ways of Kung Fu that she could better control her bestial nature.

Now, however, things have changed for her. The kind monk was murdered, and all she knows of the killer is that he was a man with great mental powers. Now she seeks revenge, and tries to carry on training and improving without letting the beast take over.

Quote: "Grrrowl!"

Marle

Attributes: Intelligence 8, Focus 8, Charisma 6, Will 8, Strength 6, Agility 8, Stamina 8, Appearance 7

Base APs: 14

Chi: 32 **Health:** 32

Dizzy Threshold: 16 **Rage Threshold:** 32

Base Damage: Strength: +2 Focus: +4

Skills: Escape 5, First Aid 2, Streetwise 4, Taunt 3

Advantages & Disadvantages: None

Disciplines: None

Styles: Arnis de Mano 6

Special Moves:

Double Tornado: Combo (Dashing Move; Light Strike with stick to Rising Heavy Strike with stick)

Flurry Strike: Multi-Strike

God Fury Strike: Mega-Attack Multi-Strike (Super)

Reflector Sticks: Reflecting Barrier

Thunderstrike: Chi Blast; Continuous Blast

Other Maneuvers: Double Strike, Jump, Power Block, Riposte, Heavy Strike with stick (Rising Strike), Weapon Channeling

Weapons: Marle always has her escrima sticks with her.

Disposition: Marle is an arrogant tomboy, and tends to be overconfident, though fortunately she can, to some degree, back this up. She is fiercely loyal to her friends and family member, and as such is constantly searching for her missing father.

Appearance: A tan-skinned young woman of average height, Marle has short brown hair, brown eyes, and dresses in a rather tomboyish manner, her typical outfit consisting of jeans, a long-sleeved shirt, and a vest. She is rarely without her fighting sticks.

Background: Of mixed Spanish and Filipino origins, Marle was the daughter of a Spanish diplomat and the daughter of a wealthy businessman. At an early age, however, she was kidnapped by her uncle, a skilled martial artist who hated his brother as well as her father.

After many years of training in the art of Arnis de Mano, she finally returned home, but was very changed from the little girl her parents remembered. When she arrived, however, she found that her father had been kidnapped the month prior. She cursed herself for not having been there, and vowed to find him, no matter what. The only lead she had found, however, is a single name: Crusher.

Quote: "Yeah, but do you think you can handle *me*?"

Mi Long

Attributes: Intelligence 9, Focus 12, Charisma 8, Will 9, Strength 6, Agility 6, Stamina 5, Appearance 4

Base APs: 16

Chi: 30 **Health:** 20

Dizzy Threshold: 13 **Rage Threshold:** 26

Base Damage: Strength: +2 Focus: +8

Skills: First Aid 3, Games 6, Language: English 2, Language: Japanese 4, Philosophy: Taoism 7

Advantages & Disadvantages: Calm 6

Disciplines: Blind Fighting 5, Meditation 5

Styles: Tai Chi Chuan 8

Special Moves:

Reflecting Hand: Energy Reflection

Supreme Chi Push: Mega-Attack Chi Push (Super)

Other Maneuvers: Air Throw, Air Slam, Backhand, Body Flip, Breakfall, Chi Push, Joint Lock, Projectile Deflection, Projectile Reflection

Disposition: Mi Long is always friendly, no matter who he's dealing with, though being the Taoist that he is, he occasionally will do things that annoy and anger people if he feels it will help them learn.

Appearance: A slender aged Chinese man of average height, he has a wispy white mustache, and wears traditional Chinese-style clothes, albeit usually with sunglasses.

Background: Mi Long was born in mainland China, deep in the mountains. There he was raised by a Taoist monk who had adopted him, and taught the ways of the Tao. Since then he has taught many student, and relentlessly wanders the world. He is a good friend of Ju Kai and Ju Mei, and thus they occasionally invite him to their tournament.

Quote: "I suppose you'll have to be introduced to the eternal harmony of the Tao the *hard way*..."

Raitaro

Attributes: Intelligence 6, Focus 9, Charisma 5, Will 10, Strength 7, Agility 8, Stamina 9, Appearance 7

Base APs: 13

Chi: **Health:** 36

Dizzy Threshold: 17 **Rage Threshold:** 28

Base Damage: Strength: +3 Focus: +5

Skills: Blades 6, Escape 4, Intimidation 3, Language: English 3, Thrown Weapons 6

Advantages & Disadvantages: Elemental (Air), Light Feet

Disciplines: Arts of Invisibility 4, Blind Fighting 3, Meditation 3

Styles: Ninjutsu 5

Special Moves:

Hurricane Upper: Rising Uppercut; Power Strike

Tempest Wave Strike: Hurricane Burst (Super)

Typhoon Armor: Elemental Aura (Air)

Wind Fist: Chi Blast; Chi Burst

Other Maneuvers: Air Jump, Foot Sweep, Jump, Knife Hand, Multiple Dodge, Wall Spring

Weapons: Raitaro normally carries a ninjato. He also keeps a supply of shuriken.

Disposition: Raitaro is usually unnaturally calm, to the point that many are unnerved by it, but when brought to the point of rage he is frightful to behold.

Appearance: Raitaro is a slim Japanese man in his mid-twenties. He has silver hair, parted in the middle, eyes like ice, and a wicked scar running horizontally across his face. He usually wears a black jumpsuit, though when subtlety is not necessary he wears more flamboyant and complex outfits which proudly display his heritage.

Background: Raitaro is one of the Wind Ninja Clan's best. He has trained for years in seclusion, improving his skill over time. His father's training was brutal and occasionally even dangerous, but very effective. The sole memento he has of these days is a scar across his face, a result of his first-hand experience of his father's deadly Wind Blade technique.

Now he is among the best of his clan, and has been sent on countless missions throughout the world. Among these was a mission in which he had competition – Ichiro of the Fire Clan – and destroyed it. Although this has gained him an enemy in Goro (and for that matter, the Fire Clan as a whole), he is too arrogant to consider this a threat.

Quote: "I've no time for you!"

Yoichi

Attributes: Intelligence 7, Focus 9, Charisma 4, Will 11, Strength 8, Agility 8, Stamina 9, Appearance 7

Base APs: 15

Chi: 31 **Health:** 36

Dizzy Threshold: 17 **Rage Threshold:** 29

Base Damage: Strength: +4 Focus: +5

Skills: Intimidation 2, Leadership 2, Philosophy: Bushido 6, Survival 3

Advantages & Disadvantages: Artifact 6 (a Katana with the following enchantments: Conduit Weapon, Indestructible, Speed, and Summoning)

Disciplines: Iaido 4, Kyudo 3, Meditation 4

Styles: Kenjutsu 7

Special Moves:

Great Wind Slash: Slice Upper

Thunder Blade Strike: Power Strike Heavy Strike with sword.

Thunder God Wave: Mega-Attack Electrokinetic Ground Wave Chi Blast (Super)

Thunder Wind Slash: Chi Blast; Electrokinetic, Ground Wave

Other Maneuvers: Foot Sweep, Jump, Power Block, Weapon Channeling

Disposition: Yoichi is usually unnaturally calm. It is very rare for him to lose his cool for any reason, partly because he lives for the perfection of his swordfighting technique – very little else interests him at all.

Appearance: A Japanese teenager of average height, Yoichi has black hair and brown eyes. He wears a long black tunic with matching pants and boots, as well as a red headband.

Background: Yoichi was born and raised in the very heart of Tokyo. Even so, his family was always highly traditionalistic, and as such he aspired to be a great kensai in the manner of his father, despite the fact that practicing bushido, to say nothing of carrying a katana, is rather difficult in such a setting. He was always regarded as being a tad strange, going around dressed like a samurai with little regard for where he was, but when his amazing skills were put to use on occasion, like the time that he stopped ninja assassins from killing a classmate, people came to appreciate him a bit more.

Now that he's graduated from high school, he lives the life of a ronin, wandering all over Japan in search of... Well, something spiritual, as well as improving his skills further.

Quote: "You fought well, considering."

Retired Characters

The following characters participated in prior Dragon Fight tournaments and, though they still pop up occasionally, have, for the most part, retired from tournament fighting.

I-Kai

Attributes: Intelligence 7, Focus 5, Charisma 8, Will 8, Strength 5, Agility 10, Stamina 8, Appearance 6

Base APs:

Chi: Health:

Dizzy Threshold: **Rage Threshold:**

Base Damage: Strength: Focus:

Skills:

Advantages & Disadvantages:

Disciplines: Projectile Weapon Improvisation 5, Vital Points 3, Weapon Improvisation 6, Weapon Mastery 6

Styles: Kung Fu 6

Special Moves:

Other Maneuvers:

Disposition: I-Kai is a very unassuming sort, quite friendly and equally modest, despite the fact that his skill is simply beyond human.

Appearance:

Background:

Quote: "Me? I'm just a guy from Hong Kong..."

Nick

Attributes: Intelligence, Focus, Charisma, Will, Strength, Agility, Stamina, Appearance

Base APs:

Chi: Health:

Dizzy Threshold: **Rage Threshold:**

Base Damage: Strength: Focus:

Skills:

Advantages & Disadvantages:

Disciplines:

Styles: Lua 6

Special Moves:

Other Maneuvers:

Disposition:

Appearance:

Background:

Quote: "Let me show you the power of Hawaii's legacy."

Spike

Attributes: Intelligence, Focus, Charisma, Will, Strength, Agility, Stamina, Appearance

Base APs:

Chi: Health:

Dizzy Threshold: Rage Threshold:

Base Damage: Strength: Focus:

Skills:

Advantages & Disadvantages:

Disciplines:

Styles: Aikido 3, Brawling 3

Special Moves:

Other Maneuvers:

Disposition:

Appearance:

Background:

Quote: "I'll kick your ass if you can't learn inner peace – I mean, I'm ready to meet your challenge..."

Chapter 4: GM Section

Those who intend to be players in a Karyu Densetsu campaign should *not* read this section. It includes information that is for the GM's eyes only and will generally take all the surprises out of it for the players.

Ju Kai and Ju Mei

Ju Kai and Ju Mei were born in Mainland China. Twins, they were raised by their father, a powerful sorcerer and geomancer, from birth, following the death of their mother. He had originally intended to only teach his son the ways of magic, but he quickly found that Ju Kai would teach whatever he learned to his sister. This persisted for a number of months despite warnings to stop, until finally he relented and taught both of them.

From the day they were born the two were inseparable, and while teenagers they inherited the Dragon Fight! Tournament from their grandfather and great aunt, and with it the responsibility to find and invite fighters who, for whatever reason, need to be a part of the tournament; to find something or someone they've been searching for, to learn a lesson, or whatever. As such, few leave the tournament quite the same.

Ju Kai

Attributes: Intelligence 9, Focus 12, Charisma 8, Will 9, Strength 4, Agility 5, Stamina 5, Appearance 4

Base APs: 15

Chi: 30 **Health:** 20

Dizzy Threshold: 13 **Rage Threshold:** 26

Base Damage: Strength: +0 Focus: +8

Skills:

Advantages & Disadvantages:

Disciplines: Feng Shui 5, Meditation 7

Sorcery: Elemental Power (Fire) 6, Healing 5, Lines 4, Warding 6

Styles: Kung Fu 3, Tai Chi Chuan 4

Special Moves:

Other Maneuvers: Backhand, Chi Push, Crescent Kick, Knife Hand

Disposition:

Appearance:

Background:

Quote:

Ju Mei

Attributes: Intelligence 9, Focus 12, Charisma 7, Will 10, Strength 4, Agility 6, Stamina 4, Appearance 4

Base APs: 15

Chi: 32 **Health:** 16

Dizzy Threshold: 12 **Rage Threshold:** 26

Base Damage: Strength: +0 Focus: +8

Skills:

Advantages & Disadvantages:

Disciplines: Feng Shui 6, Meditation 6

Sorcery: Enchantment 5, Healing 5, Lines 4, Warding 6

Styles: Kung Fu 4, Tai Chi Chuan 3

Special Moves:

Other Maneuvers: Backhand, Chi Push, Crescent Kick, Knife Hand

Disposition:

Appearance:

Background:

Quote:

Clan McBrand

The McBrands originated in the Highlands of Scotland, begun as a secret society of assassins. Drawing on their own twisted version of Celtic sorceries and traditional fighting techniques, the McBrands created a powerful mystical fighting style, and have acted as both assassins and bodyguards all across Europe for centuries.

The McBrand Style

The McBrand style is a powerful mystical fighting style. The strategy is simple; when at long range, the fighter uses ranged mystical attacks. When at short range the fighter uses a weapon (preferably a large sword or axe in the case of males, or a polearm in the case of females), making use of the most brutal attacks possible. A character's level in the McBrand style can thus be used for appropriate types of weapons. Such characters will also train in fighting while wearing heavy armor, and thus the Encumbrance of any armor they wear is effectively halved.

Availability: To learn this style, one must be a member of Clan McBrand.

Prerequisites: Focus 6, Strength 6

Bonuses: +1 to Focus, Strength, and Will

Basic Maneuvers: Fleche, Jump, Riposte

Maneuver Modifiers: Reduce the cost of all Focus and Weapons maneuver by 1 point (to a minimum of 1).

Quote: "I have crushed many an insect such as you!"

Arthur McBrand

Attributes: Intelligence 6, Focus 10, Charisma 5, Will 11, Strength 9, Agility 8, Stamina 11, Appearance 7

Base APs: 16

Chi: 32 **Health:** 44

Dizzy Threshold: 19 **Rage Threshold:** 32

Base Damage: Strength: +5 Focus: +6

Skills: Expert: Calligraphy (Western) 4, Expert: Heraldry 6, Groundfighting 7, Lore: Magic 5, Stealth 7

Advantages & Disadvantages: Desperation, Fury 6

Disciplines: Body Hardening 5, Iron Will 6

Sorcery: Elementalism: Air 3

Styles: McBrand 8, Sorcery 1

Special Moves:

Excaliber Charge: Blade Runner

Excaliber Wave: Chi Blast (Continuous Blast, Extended Range, Forceful)

Final Blow: Mega-Attack Heavy Sword Strike (Dashing, Forceful, Power Strike) (Super)

Raven Slash: Slice Upper

Other Maneuvers: Elbow Strike, Fleche, Foot Sweep, Jump, Ki-Ai, Kippup, Knee Strike, Riposte, Roll With Impact, Slam, Uppercut, Weapon Toss

Weapons: McBrand normally carries a two-handed sword and wears plate mail while in battle.

Disposition: Arthur tries to act honorably, but his arrogance and pride often overshadow that. He expects much from others, and will richly reward those who meet his expectations, but his rage is a terrible thing to behold. Arthur will *always* seek retributions for a personal slight.

Appearance: A tall, muscular but narrow man, Arthur has reddish hair that reaches to his shoulders and blue eyes. He wears a partial suit of plate mail while in battle, and carries a massive two-handed sword.

Background: Arthur is the current leader of Clan McBrand. From an early age he was trained in the arts of combat by his father, who was amazed by the power of Arthur's fighting spirit. As he grew older, he greatly surpassed all other members of the clan, and, after a violent confrontation with his older brother Nicholas, quickly took control.

Since that day, he continually strove to improve himself and to prove himself worthy to be called leader of Clan McBrand. In 1996 he was invited to the Dragon Fight tournament, and won every match, except for the last one, in which he was beaten by Asura Karyu. In a fit of rage, he attacked her blindly once the match was over, but was quickly cut down by Asura and other fighters present.

Since then he has trained ever harder, and begun learning sorcery in the hopes of gaining more power, so that he will be able to defeat Asura the next time they meet.

Quote: "Don't worry. This will end quickly. I swear it!"

True Origins of the Karyu

The Kathash-Tul Style

Availability:

Prerequisites:

Bonuses:

Basic Maneuvers:

Maneuver Modifiers:

Quote: "You Terrans will all be destroyed."

Hokuto

Attributes: Intelligence 4, Focus 12, Charisma 4, Will 9, Strength 10, Agility 6, Stamina 11, Appearance 6

Base APs: 17

Chi: 33 **Health:** 44

Dizzy Threshold: 19 **Rage Threshold:** 32

Base Damage: Strength: +6 Focus: +8

Skills:

Advantages & Disadvantages: Psychic 9

Disciplines: Psychokinesis 6, Telepathy 9

Styles: Kathash-Tul 9

Special Moves:

Legend Fist: Heavy Punch (Forceful, Power Strike)

Life Force: Super Normal Regeneration (Super)

Mind Blade: Power Blade (Extended Use)

Mind Shock: Chi Shock

Mind Smasher: Combo (Choke Hold, Chi Shock, Mind Crush)

Mind Storm: Power Storm (Super)

Other Maneuvers: Axe Kick, Choke Hold (Dashing), Crescent Kick, Flying Reverse Turning Kick, Kinetic Strike, Levitation, Mind Crush, Mind Reading, Wheel Kick

Disposition:

Appearance:

Background:

Quote: "You cannot possibly compare to my power!"

Kasei & Suisei

Attributes: Intelligence 9, Focus 6, Charisma 4, Will 7, Strength 5, Agility 10, Stamina 5, Appearance 6

Base APs: 11

Chi: Health:

Dizzy Threshold: **Rage Threshold:**

Base Damage: Strength: +1 Focus: +2 Psychic: +5

Skills:

Advantages & Disadvantages: Psychic 9

Disciplines:

Styles: Kathash-Tul 3

Special Moves:

Legend Fist: Heavy Punch (Forceful, Power Strike)

Life Force: Super Normal Regeneration (Super)

Mind Blade: Power Blade (Extended Use)

Mind Shock: Chi Shock

Mind Warp: Teleport (Burst Teleport, Instant Use)

Other Maneuvers: Axe Kick, Crescent Kick, Levitation, Wheel Kick

Disposition:

Appearance:

Background: Kasei and Suisei are twin brothers, and students of Hokuto, whom he decided to bring along to test their skills. Although they are both powerful psychics and fighters, they are woefully inexperienced.

Quote: "We will not fail."

Maegara

Attributes: Intelligence 7, Focus 8, Charisma 4, Will 9, Strength 8, Agility 7, Stamina 7, Appearance 5

Base APs: 13

Chi: Health:

Dizzy Threshold: **Rage Threshold:**

Base Damage: Strength: +4 Focus: +4 Psychic: +3

Skills:

Advantages & Disadvantages: Psychic 7

Disciplines:

Styles: Karyujutsu 5

Special Moves:

Hundred Foot Step: Teleport (Instant Teleport)

Rising Dragon Tooth: Power Blade (Rising Blade)

Ryudan (Dragon Shot): Chi Blast (Guided Blast)

Other Maneuvers: Crescent Kick, Jump, Levitation

Disposition:

Appearance:

Background:

Quote: "Do you dare to face the power of the Karyu?"

Campaign Plans: '97

Part 1: Preparations and Trials

This is where the campaign begins, some four months before Dragon Fight '97.

Episode 1: Where Death Stalks

Lynda Baxter is a famous reporter; she worked for the International News Network for a few years before her coverage of Dragon Fight '92 got her transferred to their new sister channel, the World Sports Network, where she became the primary martial arts correspondent. Since then she has reported on countless martial arts events and other stories. Over the course of her career she has taken a personal interest in the martial arts, such that she knows a little bit of karate and tai chi.

Her current assignment is to interview some of the participants in Dragon Fight '97, among them the PCs. As such, she takes a plane to Tokyo, in pursuit of an interview, accompanied by a cameraman (Ralph "Lunk" Wells). Unbeknownst to her, however, she is being followed.

Last year she was doing a story on a Kalaripayit master named Visvayu. Over the course of the time she was conducting an interview and taking a tour of his training compound a British tourist was murdered. Visvayu attempted to apprehend the assassin, and though he failed, he declared that only the Thuggee could've been responsible and denounced them as a cult of murderers before the eyes of the world. For this they wish to silence both Baxter and Visvayu. To that end, they have sent one of their most skilled assassins, a man known simply as "Yama", after the King of the Dead of Indian mythology, along with three lesser cultists.

Yama

Attributes: Intelligence 6, Focus 7, Charisma 4, Will 8, Strength 7, Agility 8, Stamina 8, Appearance 4

Base APs: 12

Chi: 23 **Health:** 32

Dizzy Threshold: 16 **Rage Threshold:** 23

Base Damage: Strength: +3 Focus: +3

Skills: Blades 4, Escape 3, Medicine 3, Stealth 5, Survival 3, Swimming 3, Thrown Weapons 3

Advantages & Disadvantages: Attuned, Inverse Rage

Disciplines: Blind Fighting 4, Meditation 2, Vital Points 5

Styles: Kalaripayit 2, Thuggee 4

Special Moves:

Naga Wave: Chi Blast (Continuous Blast, Forceful Blast, Moving Blast)

Ravana's Claw: Chi Charge Combo Maneuver (Choke Hold, Drain Life, Slam)

Tiger Rage: Rage Burn

Tiger Roar: Focus Rage

Other Maneuvers: Backhand, Choke Hold, Drain Life, Ear Pop, Foot Sweep, Slam, Slide Kick

Weapons: Yama normally carries bagh nakh and a supply of poisoned chakharam.

Disposition: Yama is a cold and calculating killer who in truth cares little as to the identity of his victims, and much for the thrill of bringing death.

Appearance: A thin Indian man in his late 20s, Yama has long black hair and usually dresses in the manner of an average city dweller, favoring dark clothing as much as possible.

Quote: "Now you die."

Episode 2: The Laboratory of Yu Bi-Mao

Obey your master *master*

Come crawling faster *faster*

Your life burns faster *faster*

-- Metallica, "Master of Puppets"

Yu Bi-Mao is a highly skilled chemist and the president of the Ascentech Chemicals Corporation. Recently, however, he's discovered a number of rare texts on the art of Chinese alchemy and has begun experimenting. While these mystical concoctions are capable of great feats, they are just as likely to cause death to those who use them.

Mizuki has been investigating a series of mysterious deaths of late -- nearly all the victims were in some way deformed, and as far as she's been able to determine, all of them were members of the Yakuza. Now, however, she's disappeared, apparently kidnapped from the train station. How and why this happened is unknown, but Chiisako fears that her mother may be in danger unless they act quickly.

In truth, Mizuki was captured by Water Clan ninja, hired by Yu, in order to keep her from snooping. At his behest, they've taken her to one of their hideouts in Tokyo, a small warehouse near the bay. There are precious few witnesses to the kidnapping, mainly because the Mizu-zoku ninja are both skilled at what they do, and good at bribery (not to mention threats). Even so, a few people are willing to talk if questioned, and will say that they saw her led into a maroon minivan, which headed east.

The Yakuza, meanwhile, are watching all of this, and will alert Yu, who in turn tells the Mizu-zoku types to be ready. Their hideout has some 9 ninja there, as well as a pair of Yakuza types with guns.

Yu Bi-Mao: Apart from his knowledge of chemistry and alchemy, Yu is a pretty average guy, originally from Hong Kong. Of course, his pet cat is actually a minor Infernal in disguise, but nobody's perfect.

Water Ninja

Attributes: Intelligence 5, Focus 6, Charisma 6, Will 5, Strength 7, Agility 8, Stamina 7, Appearance 6

Base APs: 12

Chi: 18 **Health:** 28

Dizzy Threshold: 15 **Rage Threshold:** 18

Base Damage: Strength: +3 Focus: +2

Skills: Blades 4, Missile Weapons 3, Stealth 4, Thrown Weapons 3

Advantages & Disadvantages: Elemental (Water)

Disciplines: Blind Fighting 3

Styles: Ninjutsu 4

Special Moves:

Swim as the Shark: Swimming

Tsunami Strike: Summon Wave

Whirlpool Armor: Elemental Aura (Water)

Whirlpool Strike: Water Vortex

Other Maneuvers: Backflip, Foot Sweep, Knife Hand, Multiple Dodge, Wall Spring

Quote: "Face the power of the mizu-zoku!"

Episode 3: Eye of the Storm

After his defeat last year, Arthur McBrand burned for revenge and returned home to train. Finally, he came to the conclusion that he failed because he did not fight honorably. Thus, he has come to seek a duel with Asura, fought fairly and honorably as warriors. Of course, he has been studying sorcery as well.

Part 2: The Tournament**1998****New Characters**

Arianna McBrand

James McBrand

Lance Phagan

Ravana

Sarika

Usagi-27

Attributes: Intelligence, Focus, Charisma, Will, Strength, Agility, Stamina, Appearance

Base APs:

Chi: Health:

Dizzy Threshold: Rage Threshold:

Base Damage: Strength: Focus:

Skills:

Advantages & Disadvantages:

Disciplines:

Styles: Special Forces 7

Special Moves:

Other Maneuvers:

Disposition:

Appearance:

Background:

Quote:

Events

Field Test of Crusher-4s

Ninja Clans at War

Ravana Revealed

Appendix 1: If KD Were A Fighting Game...

Karyu Densetsu would have two basic modes; Arcade Mode and Story Mode. Arcade Mode is just your standard fighting game, but Story Mode turns it into more of an interactive movie sort of thing (think of Wing Commander IV's prologue and in between parts). Naturally, this would all be done anime-style.

The actual fighting is carried out in much the same manner as other fighting games. You have a rage bar which works more or less like in Samurai Shodown, going up when you're hit, and characters with energy attacks have a Chi bar, which determines how much energy they can expend before their energy exhausted. There is normally no time limit for rounds. Controls use four buttons, and characters can dodge like in KoF '95 or parry (only by it's done by pressing a combination of buttons, to make it easier). All controller motions for special moves are designed to be relatively easy to do, though not so much so as SFvXM.

One of the important things in it is the music. The game includes a simple AI routine that would vary the music played over the course of a round based on how the match is going, reaching a crescendo at the conclusion of the round. Further, unlike recent Street Fighter titles, you can actually notice the music, since the sound effects aren't so loud as to drown it out.

The various contenders would be the available characters to play as, with Hokuto, Kasei, Suisei, and Arthur McBrand playable only by means of entering certain codes. In the tournament you face a certain number of other normal characters, and then you have to fight Kasei, Suisei, and Hokuto for one round each to win. If you have a particularly long winning streak, then you'll have to face Ju Kai.