

UNIVERSAL K/S AREAS

Perception(Mental) Starting STEEP = 2D10 + MRCap
 +5 if HP's Vocation is Mental
 +5 if HP has a Mental TRAIT above 100

Perception(Physical) Starting STEEP = 2D10 + PNCap
 +5 if HP's Vocation is Primitive
 +5 if HP has a Physical TRAIT above 100

Note that there is now a maximum STEEP that may be acquired through spending General Accomplishment Points for K/S areas in secondary and tertiary vocational traits. The use of Specific K/S Accomplishment Points are not subject to this new table.

K/S STEEP FROM ATTRIBUTES FORMULAS

MMCap: =C11

MRCap: =C15

(MMCap + MRCap) * 0.5: =FLOOR((C11+C15)*0.5,1)

MRPow: =C12

(MMSpd + MRSpd) * 0.5: =FLOOR((C13+C17)*0.5,1)

PMCap: =F11

PNCap: =F15

(PMCap + PNCap) * 0.5: =FLOOR((F11+F15)*0.5,1)

(PMPow + PNPow) * 0.5: =FLOOR((F12+F16)*0.5,1)

(PMSpd + PNSpd) * 0.5: =FLOOR((F13+F17)*0.5,1)

SMCap: =I11

SPCap: =I15

(SMCap + SPCap) * 0.5: =FLOOR((I11+I15)*0.5,1)

SMPow: =I12

SPPow: =I16

(SMPow + SPPow) * 0.5: =FLOOR((I12+I16)*0.5,1)

SPSpd: =I17

PROGRESSIVE STEEP COSTS

When spending Accomplishment Points to raise K/S STEEP, the cost increases at higher levels of STEEP. Cross reference the K/S STEEP point purchased with the K/S's Trait on the table below to determine the cost in AP/Gs.

AP/G Cost Per STEEP Point			
STEPP	Primary	Secondary	Tertiary
1-50	1	1.5	2
51-70	2	3	4
71-80	3	4	5
81-90	4	5	-
91+	5	-	-

PHYSICAL K/S AREAS

Combat, Hand-to-Hand, Non-lethal: The various attack forms subsumed within this K/S are now considered as separate Sub-Areas:

1. Overpower
2. Stun
3. Disable
4. Throw

The first three Sub-Areas operate as described in the section **Physical Combat, Non-Lethal**. The Sub-Area must be known in order to perform the corresponding non-lethal attack form.

Throwing is a new attack form and is described here. The *Throw* Sub-Area embodies techniques from martial arts like Judo, Aikido, Hopkido, etc, and is considered the *Combat, HTH(Non-Lethal)* version of a parry. A target may attempt to throw his attacker if the attacker fails to overcome his physical resistance in the initial non-lethal combat attempt. A second K/S vs. K/S contest is conducted, with the roles of attacker and defender reversed. Success for the attacker indicates a successful throw, inflicting stun damage as if an attack to stun had succeeded, but using the *Throw* Sub-Area's STEEP.

Combat, Hand-to-Hand, Lethal: The Sub-Areas of this K/S have been modified to reflect specific martial arts styles and now consist of:

1. Kungfu, Crane
2. Kungfu, Monkey
3. Kungfu, Snake
4. Kungfu, Wing Chun
5. Muay Thai
6. Taijiquan
7. Fisticuffs

Use the following table to determine the number of Sub-Areas known:

STEPP	# of Sub-Areas
1-20	1
21-40	2
41-60	3
61+	4

Kungfu, Crane is the baseline kungfu style. Crane style combines kicks, punches, and deflections at both short and

medium range.

Kungfu, Monkey style is a defensive style that enables the user to take evasive movement during any CT that he is attacking with the style. This is an exception to the rule that attacks cannot be made while engaged in evasive maneuvers. Of course, as a result Monkey style kungfu does not allow as many attacks per CT as the other styles.

Kungfu, Snake imitates the sinuous movements of the snake as well as the snake's piercing strike. By striking with their fingertips, snake stylists can inflict piercing damage (but can still rely on other strikes should they prefer blunt damage).

Kungfu, Wing Chun is a close range style renowned for the speed of its attack forms (primarily punches) and allows the most attacks per CT of any style.

Muay Thai is the most damaging style. Attacks are made from the eight points of the feet, hands, elbows, and knees.

Taijiquan (aka Tai Chi) is an example of what is sometimes referred to as an internal style (Neijia). Taijiquan operates by focusing internal energy, or qi, and putting the movements of the entire body in harmony, as well as redirecting the energy from external forces. Translated as 'Great Ultimate Fist' Taijiquan is potentially the most deadly of all styles but it is geared more towards defense than offense. In fact, Taijiquan cannot be used to initiate offense. For this reason, all Taijiquan attacks are parries, but they are parries that can inflict damage. At lower levels of STEEP, only other *Combat, HTH(Lethal)* attacks can be parried, but with a STEEP of 61+ the Taijiquan practitioner can parry hand weapons at DR Hard.

Fisticuffs is a fairly broad category for the, shall we say, less artful martial arts. Think street fighting, brawling, etc. It would be wise not to belittle the category as a less evolved form of combat. An experienced street fighter is nothing if not dangerous!

STEPP	Kungfu, Crane	
	Attacks/CT	Base Damage
1-15	1	1D3
16-30	2	1D6+1
31-40	2	3D3
41-50	3	2D6+2
51-60	3	3D6+3
61+	4	3D6+4

Kungfu, Monkey		
STEEP	Attacks/CT	Base Damage
1-15	1/2	2D3
16-30	1	3D3
31-40	1 1/2	3D3
41-50	2	4D3
51-60	2	5D3
61+	3	6D3

Kungfu, Snake		
STEEP	Attacks/CT	Base Damage
1-15	1	1D3
16-30	2	2D3
31-40	2	3D3
41-50	3	2D6
51-60	3	3D6
61+	4	3D6

Kungfu, Wing Chun		
STEEP	Attacks/CT	Base Damage
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6
41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

Muay Thai		
STEEP	Attacks/CT	Base Damage
1-15	1	1D6
16-30	1	2D6+2
31-40	2	3D6+2
41-50	2	3D6+4
51-60	3	3D6+6
61+	3	4D6+6

Taijiquan		
STEEP	Attacks/CT	Base Damage
1-15	1	1D6+1
16-30	2	1D6+1
31-40	2	2D6+2
41-50	3	2D6+2
51-60	3	3D6+3
61+	4	4D6

Fisticuffs		
STEEP	Attacks/CT	Base Damage
1-15	1	1D3
16-30	2	1D6+1
31-40	3	3D3
41-50	3	2D6
51-60	3	3D6
61+	3	4D6

Combat, Hand Weapons, Missile: The missile weapon ROF table has been modified. Instead of a rate-of-fire, missile weapon firing time is broken down into a number of CTs to fire and a number of CTs to reload. A table listing the fire and reload times for each missile weapon can be found in the appendix to this document. The firing and reloading times are subject to a multiplier appropriate for the STEEP of the wielder.

Missile ROF Modifiers		
STEEP	Fire Time Mult	Reload Time Mult
1-15	2	0
16-30	0	0
31-45	0.5	0
46-60	0.5	0.5
61+	0.33	0.5

SPIRITUAL K/S AREAS

Qigong: Qigong is in many ways a Chinsungese version of yoga. Like yoga, qigong generates 1 point of Heka for each point of qigong STEEP.

Qigong focuses and channels the practitioner's life energy, or qi(chi), through meditative breathing exercises. As skill is developed, qi can be harnessed in more spectacular ways. Qigong abilities are learned according to the table below. All qigong abilities require 1 BT of uninterrupted concentration and breathing exercises before an attempt to use them can be made, at which time a K/S roll is made at the appropriate DR for the action attempted. Only one qigong ability may be active on a persona at any given time.

Qigong Abilities	
STEEP	Ability
1-20	Stone Fist
21-40	Sensory Amplification

41-60	Long Breath
61-70	Iron Skin
71+	Gecko Walk

The basis of qigong consists of learning to overcome perceived physical limits. To this end, *Stone Fist* is the first serious skill taught to the student of qigong. With a successful DR Moderate K/S check, the student can inflict damage to an inanimate object equal to their most damaging *Combat*, *HTH(Lethal)* attack. A failed check results in no damage done to the object, but 2d6 damage(armor does not apply!) sustained by the persona in the attempt.

Sensory Amplification is a useful technique for increasing the persona's awareness and sensory acuity by calming the mind and reducing mental distraction. The result on a successful DR Moderate K/S check is a bonus to *Perception, Physical* of 1d6 STEEP per 10 STEEP in qigong. The bonus will last for 1 BT for every 10 STEEP in qigong. Failure prevents any further attempts at *Sensory Amplification* until a full night's rest is had.

Long Breath enables the practitioner to hold her breath for 1 AT per 20 STEEP in qigong on a successful K/S check(DR Moderate). Failure prevents any further attempts at *Long Breath* until a full night's rest is had.

Iron Skin is the ultimate technique for any warrior. The skin becomes as hard to pierce as iron, preventing bleeding and protecting from many weapons. The armor value gained is Pierce:15/30/45/60, Cut: 5/10/15/20. The *iron skin's* duration is 1 BT per 10 STEEP in qigong. The DR for *iron skin* is Hard, and failure prevents further attempts at *iron skin* until a full night's rest is had.

The pinnacle of qigong is to defy the law of gravity, something even the seemingly insignificant gecko can accomplish but only the most highly trained persona could even consider. With *gecko walk*, the qigong practitioner can walk on walls and even ceilings as if they were in the direction of gravity's pull. This applies to any surface that could bear the persona's full weight. It is not possible, for instance, to walk on water or up a rice paper partition. In a sense, the gecko walker creates a gravity distortion field for himself alone. The DR for *gecko walk* is Hard and the duration is 1 BT per 10 STEEP in qigong.

Tables

Heka-Generating K/S Areas		
K/S Area	Base Heka Generation	Spreadsheet Formula
Apotropaism	$STEEP + (MMCap + MRCap) / 2$	
Astronomy	$STEEP + MMCap$	
Demonology	$STEEP + MMCap$	
Dweomercraeft	$(STEEP * 10) + M$ Trait if FP $STEEP + M$ Category if PP $STEEP + MMCap$ if other schools	
Magick	$STEEP + M$ Category/Trait (PP/FP)	
Spellsongs	$STEEP + (MMCap + MRCap) / 2$	

Missile Weapons Revised Rate of Fire					
Weapon	CTs to Fire	CTs to Reload	Weapon	CTs to Fire	CTs to Reload
Aclis	1	2	Crossbow, small (pellet)	1	3
Aklys	1	0	Crossbow, medium (bolt)	1	4
Assegal	1	0	Crossbow, large (bolt)	1	5
Axe, hand	1	0	Crossbow, repeating (pellet)	1	3 (30 shots)
Blowgun	1	1	Dagger	1	0
Bolas	1	1	Dart, small	0.5	0
Boomerang	1	0	Hammer	1	0
Bow, self (short)	1	1	Harpoon	1	0
Bow, self (medium)	1	1	Javelin	1	0
Bow, self (long)	2	1	Javelin (thonged)	1	0
Bow, self, Gulail	1	1	Javelin (with Atlatl)	1	1
Bow, composite (short)	1	1	Knife	1	0
Bow, composite (medium)	1	1	Rock	1	0
Bow, composite (long)	1	1	Sling (bullet)	2	1
Cho-ko-nu (repeating bolt)	1	4 (20 shots)	Sling (stone)	2	1
Club (Aclis)	1	2	Spear	1	0
Crossbow, hand (bolt)	1	2	Staff sling	2	1
Crossbow, hand (pellet)	1	2	Throwing star (small)	0.5	0
Crossbow, hand (stone)	1	2	Throwing star (large)	0.5	0
Crossbow, small (bolt)	1	3	Bow, foot (long)	2	2