



kung fu hotel,

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The setting i had in mind when i made this is a hotel where lots of fighters rest the night before a big tournament. But the system can also work in any place where lots of martial arts fighters gather to combat each other; be it a world tournament, or a city where fighters use to gather and where only the best survive.

This system is mainly dedicated to PVP combat, and means to be a fast and fair way for players to beat themselves with any or little GM input. Pure combat situations should be able to be played without GM at all; still there must be somebody in charge of filling up the plot. In any case, should the players fight any NPC, the GM can play it without holding up too much, as the rules should offer little interpretation about them.

#1: Making moves

All rolls are $Xd6$ under a specific stat, where X is your HP. If any dice shows a result equal or lower than this stat, you got a hit. Rolling higher than the stat is a miss.

When initiative is not clear (at the start of a combat, or after a significant pause during one), rolls are simultaneous: both fighters describe what they wanna do, and both roll for it.

If a fighter scores a hit and the other misses, the one that rolled a hit does his action and keeps the initiative. If both players roll a hit while simultaneous rolls, the one that shows the highest result goes, and the other fighter's one is considered a miss. When the highest results tie or when both fighters miss, something weird happens (sparks, something breaks, public is astounded) and fighters roll again.

#2: Turn sequence:

The fighter who keeps the initiative describes his movements and rolls under the stat that fits best (Use the guide at chapter 4 to discuss it, but GM has the last word on it).

If the roll is a success, the action happens and he keeps the initiative (this means that he can attempt any other move: moves in kung fu hotel are meant to happen so fast that are hard to see for common people).

If the roll fails, he leaves an opening: the action doesn't happen and you lose the initiative (now it's the other player's turn).

But that doesn't mean that you make moves until you fail a roll: when you make a roll to directly attack an opponent (by stealth, by direct combat or by dirty or supernatural tricks), you give him the chance to counter it.

When your opponent counters an attack, he must describe the move he makes and roll under the stat that fits the best with it. There are three possible outcomes to this:

- 1- If he failed his countering roll, he takes the blow (more on this later).
- 2- If he successfully countered with a non-attacking action, like blocking or by spotting a stealth attack, now he keeps the initiative, and chooses an action to make. If the action he chose to counter didn't directly counter the attack, but offered an advantage (like if he was searching for nearby weapons or gathering concentration), he must still attempt a counter, and he must do it NOW: only one roll of this kind is permitted when countering an attack.
- 3- If he successfully countered with another attack, now YOU have a chance of countering it, and this goes to infinite (and making this way a pretty coreography like those that happens in the movies all the time) until a fighter fails and takes the blow, or decides a non-attacking outcome.

#3: Dealing the blow

The blow is an abstract measure of the damage you deal.

When you have attacked your opponent in any way, and your opponent has failed to counter this attack, note the highest result (but that didn't surpass the stat value) you got on the roll that hit. That's the blow you deal. As stats cannot ever be higher than 4, nor can be the blow.

So if you have stealth=4 and you did a sneak attack and rolled a 3, a 1 and a 6, your blow (should the opponent's fail countering with his perception roll) would be 3.

When you hit your opponent, he rolls all his HP dice: all the dice that mark a result HIGHER than your blow are kept as the hurt fighter's new HP.

All the other dice are discarded: that represents the wounds inflicted: the more wounds you have, the less dice you roll. The fighter who dealt the blow can describe what happened in game to the other guy: he's got a broken arm, he was knocked to the floor, he's got a broken nose. Mechanically he just loses HP, but that decisions may have effects in-game (who knows?).

When you lose all HP dice, you're out of combat. All fighters start with **3 HP**.

If you make a called shot, like hitting the opponent to disarming, tripping or grappling him, just say it. On a hit you attempt it, and if the opponent fails to counter it, it happens. Things like this have no *take the blow* roll.

#4: SECRET TECHNIQUES:

At the beginning of the game, each player is dealt 4 cards from a french deck (without jokers). You can only see your own cards; look on the list below which techniques they represent.

You must choose 2 from those techniques to keep them, and discard the other 2. But you don't have to do it now, you don't know yet which ones are you gonna need after all. The advantage of keeping the cards secret is that you can wait until you're in trouble to decide which was your secret technique after all.

The disadvantage, in the other hand, is that unrevealed techniques have no effect in game, but at any time (during combat or outside) you can reveal a card to show which was your secret technique all the time. (This revelation doesn't need a roll nor affects initiative). Now you can use it anytime you want.

Once you reveal a secret technique, you can mark it in your sheet.

You can have up to two secret techniques; once you reveal each of them both, mark them in your sheet and discard all the left cards back to the deck.

You're encouraged to put a fancy name on this special moves according to your fighting style. You're encouraged to not reveal this moves easily, as part of their power is the mystery on what you're capable of; on the other side, the moves don't have any effect until they're revealed.

In brackets is noted under which stat you must roll to cast them. If there is more than one option, is up to you which one to roll against.

KINGS: Kamehameha (concentration): On a hit you cast a wave of ki; can be dodged normally, or else you deal your blow.

QUEENS: Ki barrier (concentration): You can roll it to repel any projectile targeting you, or to throw telekinetically a projectile to your opponent (doing both things at once requires two rolls). The opponent can dodge (perception) or kick them off (technique).

JACKS: Survivor (street or concentration). When you're done and defeated, roll. On a hit, you get a single HP dice and you get an automatic hit on your opponent.

10s: Fucked up hit: When you hit an opponent, after rolling the blow you can declare this move to take 1 HP from your opponent. Use it only once per combat.

9s: Shadow replica (stealth). When you're pinned or hit, even after the blow is dealt, you can roll this to reveal that the one that got hit was a shadow replica or a wooden log. You are now in stealth mode. Can only be used once per combat.

8s: Judo Girl (technique): You get +1 dice to all technique blocks, and all direct attacks that don't cause direct damage (grapples, trips and disarms)

7s: Walk on walls: you get +1 dice to all stealth moves, or whenever you use scenario as advantage.

6s: Sure Shot: When you deliver a hit, instead of rolling the blow, you can always choose to deal 1 HP damage to your opponent.

5s: I detect a presence: (perception): When you counter a stealth attack, if you liked your perception roll, you can deal that blow to your opponent (no other attack is needed).

4s: Entwined Past (street). Once you know an answer about your opponent's past, you can roll during combat to reveal an unwelcome truth that binds you to your opponent's past. You have an extra dice in all rolls you make against him until he defeats you. This move can be attempted only once per combat.

3s: Traps! (stealth): You set traps on the ground when you're supposed to be coughing up blood. On a hit, you can declare that the opponent has just set a trap that you had planted. He can counter with perception. The traps deal a fixed blow of 2.

2s: Piccolo's trick (technique): On a hit, you can reveal that a wound you had was a fake. Take +1 HP. You can use this only once per combat.

ACES:

Hearts: Vampiric: When you make a biting attack towards your opponent and you get a hit, you may declare you suck his blood before you deal the blow. For each HP he loses, you gain 1 HP.

Spades: Poisoner (stealth). You can roll this at anytime after you've hit an opponent (even if he didn't)

lose HP). Your opponent is poisoned. Every time he rolls a five on a die, that die is lost until he's recovered.

Diamonds: Sharingan (perception): When your opponent casts a secret technique on you, you may use it until the rest of combat.

Clubs: Hypnotize (concentration or technique). Target is paralyzed for a second, and can't counter your next attack. Can be used to cast sleep or hypnotize outside of combat.

Remember that it is your responsibility to describe the looks and the effects of these techniques. As long as you keep the mechanics intact, you can change the name and aesthetics of it.

#5: A Fighter

Expend 10 points between all this: Stealth, Technique, Street, Perception and Concentration (minimum 1, max 4: by no means you can raise a stat over 4 during the game.) You can build the character around your secret techniques, or don't do it at all. These stats define what aspects of yourself you've trained the best.

* you roll stealth when...

-you infiltrate or disappear from a scene: on a hit, your opponent can't see you.

-you do something unnoticed.

-you attack someone that can not see you, or that doesn't expect the hit. Your opponent can only counter you by rolling perception.

* you roll technique when...

-you attack someone face to face.

-you counter or block an open attack.

* you roll street when...

-you use cleverness, past experience or resources.

-you apply an unconventional style to your moves: once per combat, and only in combat, you can attempt any action rolling it with street instead of its normal stat.

-you search for nearby weapons: On a hit, describe what you find.

-you use the scenario as an advantage: describe what you do. On a hit, get +1 die in your next roll)

* you roll perception when...

-you read your opponent. On a hit, ask him a question below about his past, and he must answer it (more on this explained later) or ask him the nature of a single unrevealed secret technique, and he will reveal it to you. Can be countered using stealth or street.

-you attack on ranged combat.

-you counter by dodging an attack, or use your uncanny reflexes.

-you counter a stealth attack by using your spider-sense.

* you roll concentration when...

-You cast mystical secret techniques.

-You resist mystical secret techniques.

-You must prove your will.

-You draw your inner force to help you: on a hit, you achieve a concentration state (mark it with one of the removed jokers, a mark in your sheet or any other way). You can spend this concentration to re-roll any roll you just made. Pick the one you like best and ignore the other.

#6: WEAPONS

Using a weapon or declaring an in-game advantage over the opponent (as having him grappled) increases your attack dice by one. Treat all magic objects that could appear like if they

enabled a secret technique through them (GM will make up one)

#7: SECRET SECRET TECHNIQUES

You have an object or set of objects, a mutation, a natural ability, technique or implant (describe which) that can give you an ongoing bonus.

The bonus is only usable when you reveal this secret. You can choose, of course, to reveal it as soon as you wish or to do it during an ongoing combat. When you reveal it, choose one effect that this thing gives you and explain why:

* +1 to street, stealth, technique, concentration, or perception.

* +1 to armor (you have +1 HP usable only when taking blows)

* You're deadlier than anybody would think: when you hit your opponent and you fail to deliver any blow, your opponent always loses 1 HP.

#8: THE FIGHTER'S PAST

As opposite as occurs in other games, where you make up the past of your character before the game starts, and then you play; here you'll play, and meanwhile you'll discover how your character turned out to be like he is. At the end of a tournament only one fighter can claim the prize, but all of them have the chance to understand themselves a little better.

Take a look to this questions. Answer them, if you want, but don't do it aloud. Don't write the answers anywhere yet:

What was the most important thing your master taught you?

What's the whole inspiration or "theme" of your technique?

Why do you want to win the contest? (*or complete mission X, whichever the game is about*)

What thing you'll never manage to atone for?

How fucked up was your training?

Why did you start practising martial arts?

What thing or person do you despise most?

What is your purpose in life?

When anyone reads your movements making a perception roll on you, on a hit they discover the answer to one of this questions he/she chooses. Invent an answer then and tell him: whatever you say, that will be the true answer and now is set in stone. Your opponent now has *knowledge* over you. Mark this with a spare joker card or a similar thing. At anytime, your opponent may spend this *knowledge* to re-roll a roll made in a combat against you: he must tell how that information helped in its actions.

Fighters can only attempt to read other fighters once *per whole tournament*.

But you can also use your past for your own good: At anytime, when you're rolling dice, you can answer a question aloud for no reason in the middle of a combat (like swearing before your master or in your childhood years where you were forced to be tough). If you do it, you can re-roll the dice, and keep whichever result you choose. You can only do this once per combat, no matter how much truths you reveal.

GM: Take note of the players answers, and be sure to weave this answers in your plot: mysterious reappearitions, NPCs and related situations.

#9: Outside of combat

GM is allowed to rule how the stats relate to non combat situations following common sense. A hit should be a success, and a miss a failure. Remember that fighters are super-human people, that can dodge a bullet on a Perception Roll, and that can catch that same bullet with a Perception Roll and a Technique Roll. As an exception, when any fighter reveals the answer to a question about his past and it's somehow related to a troubled situation outside of combat (must explain how), he automatically succeeds.

You, as a GM, are encouraged to make some plot outside the ring. Use your fighters' past and acts to get inspired; and keep some nameless fighter sheets ready to be used if they search for trouble. Common NPCs will have no toughness (a single hit can take them, no *take the blow* roll) and little technique if any. Some rude boys can do have both, and law enforcers may have some perception too. And some civilians... well; do you remember that old bum sleeping next to the restaurant's back door? he's a retired fighter, to who life has turned its back. That little kid you have angered at the park? he's his only pupil, and its a prodigy of the fight. That cute waitress that served you the coffee? she's really an assassin. Maybe she can teach you a new secret technique if you can convince her to.

Don't be afraid to pull out these, they're a convention of the genre. Just have a nice fight and get some fun.

#10: FIGHTER SHEET:

Your name:	STEALTH:	Secret techniques:
Age:	TECHNIQUE:	<i>(don't write them until you've revealed them)</i>
draw yourself here:	STREET:	-
	PERCEPTION:	-
	CONCENTRATION:	Secret secret technique:
		-
		Others:

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