



Shaolin Fast

Speedster Powers & Rules

During a 'tactical' speed Move action, you specify the complete route you intend to take at the beginning. If you are using a Full Action, you must also describe the action(s) you want to take at any place along your movement path.

In the event that something happens that changes what you want to do, or where you want to run, you may use a Twitch Action to abort your original course. If an obstacle appears in your path, and there is not enough time for a Twitch action to change course, you will collide with the object: treat as an attack with a difficulty = 5x the number of spaces moved, then apply half of that to you and half to the obstacle. If the obstruction is moved or broken from the damage, you can continue to move your full distance, otherwise, the obstacle stops you.

- **Speed Enhanced Melee**
You may add +1 die to your melee attack for every 2 spaces you moved as part of a Full Action that included the attack.
- **Reduced Full Action Time**
Reduce the time it takes you to perform a Full or Complex Action by 1 Time Unit.
- **Tactical Speed Increase 2**
Add 2 to your Movement score.
- **Multiple Actions**
For each level in Speedster, you character may take an additional Twitch or Targeted action in the same amount of time that one of these actions would normally take. Receive a Stun Token for each action above the first action that you make.
- **Tactical Speed Increase 3**
Add 3 to your Movement score.
- **Catch Bullets**
You may catch a bullet (or other projectile) as a Twitch action. Roll Aim + Toughness Vs. the attack.

Martial Arts Powers & Rules

- **Martial Arts Specialist**
You are a master of Martial Arts. Add +2 dice to any hand-to-hand (weaponless) combat roll. You can select this power up to 3 times.
- **Twitch Attack**
If you hit your target with your previous melee attack, your next attack against the same target can be a Twitch Action.
- **Reduced Twitch Action Time**
Reduces the time it takes you to perform a Twitch by 1 Time Unit.